

PLAYSTATION2! ALL THE LATEST INFO AND SCREENSHOTS!

The best reviews & previews in our regular PS2 PLAYSTATION2 supplement



issue 69 www.totalgames.net BF 260 £2.99

PLAY

プレイステーション

The UK's Best Unofficial PLAYSTATION Magazine!

PLAY magazine issue 69 2000 RIDGE RACER V WIPEOUT FUSION DRIVER 2 SMUGGLER'S RUN MOTO GP SPYRO 3 MEDAL OF HONOR UNDERGROUND WILD WILD RACING AND MORE...

RIDGE RACER V

Start her up... The **first** official UK **PlayStation2** reviews begin **here**!

Wipeout Fusion

Read **all** about it! The **smoothest**, **fastest**, **loudest** racer ever! **Huge** report!

Driver 2

Big **two disc** law-breaker gets a suitably **large review**!

INSIDE: OVER 800 GAMES RATED

PLUS

Spyro 3
Incredible Crisis
Aladdin
Prince Nas Boxing
Star Trek Invasion
Dead Or Alive 2
Top Gear Dare Devil
Smuggler's Run
Wild Wild Racing
Tomb Raider 5
Chicken Run
and more!

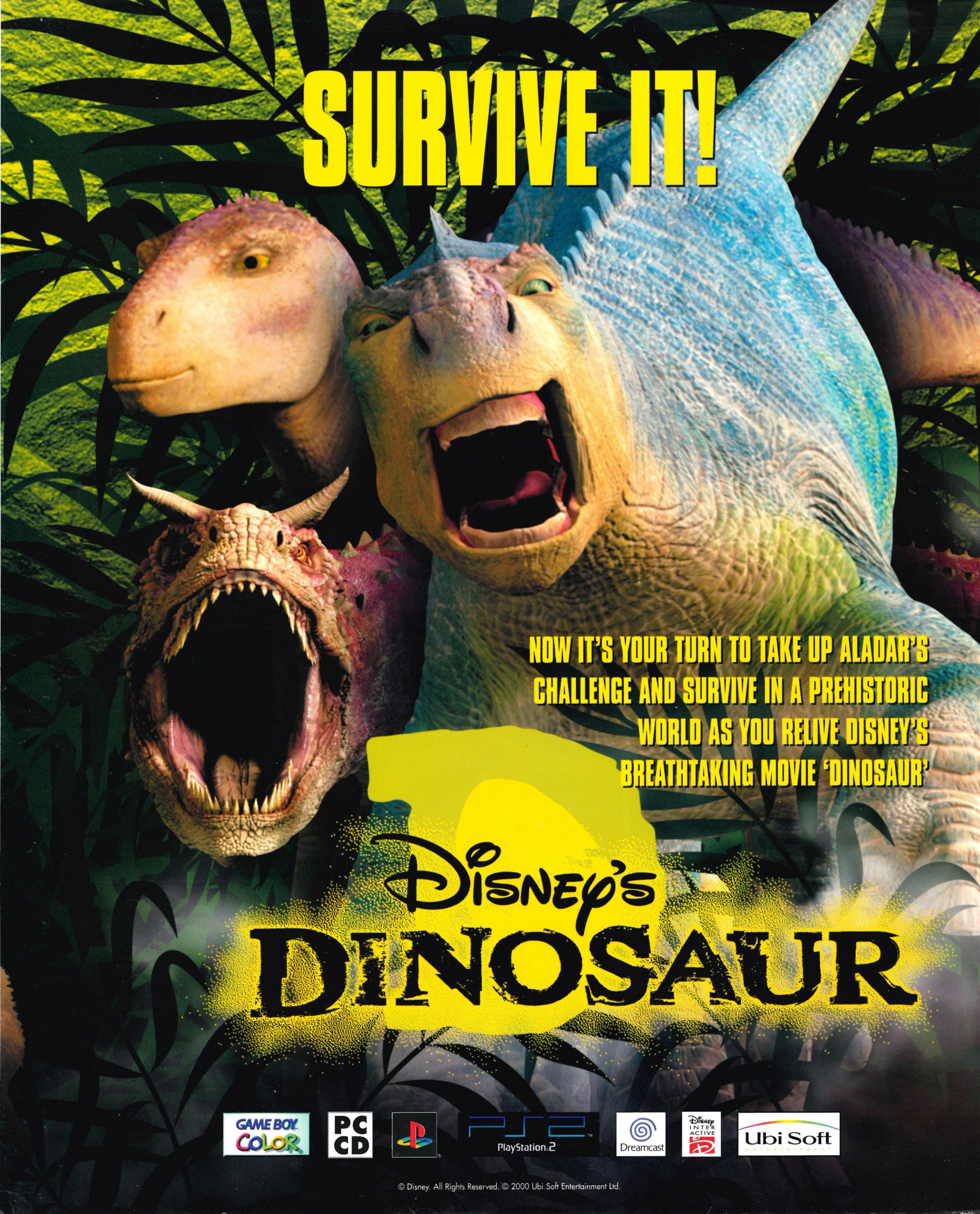
PlayStation2 & PS2 are registered trademarks of SCE

Sir! Reporting for expansive full review! Sir!
MEDAL OF HONOR 2

Bloody noses and pop stars in...
READY 2 RUMBLE 2

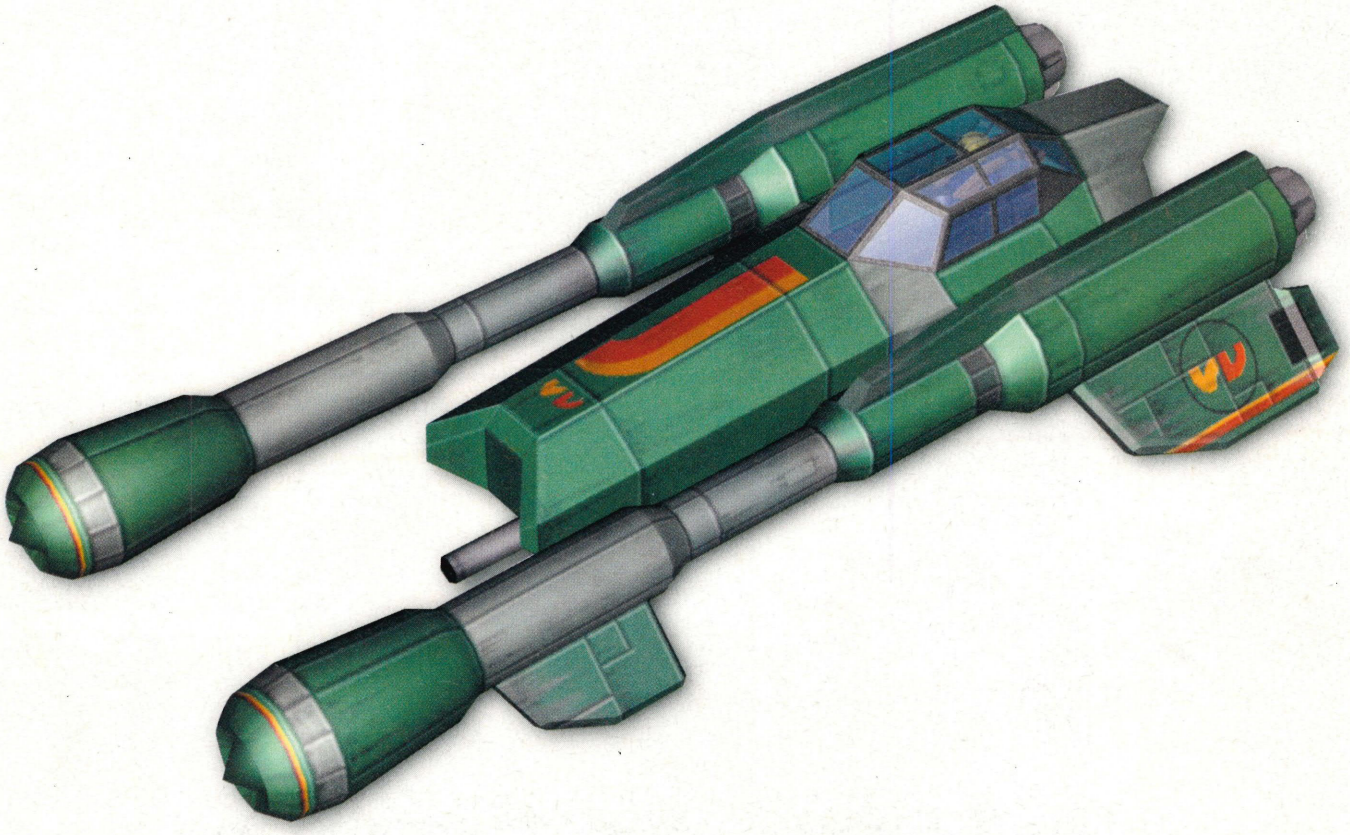
Paragon Publishing Ltd

9 771358 947019 69



© Disney. All Rights Reserved. © 2000 Ubi Soft Entertainment Ltd.

van-uber
RACING DEVELOPMENT



WIPEOUT FUSION

WORKSTATION – TURN TO **PAGE 34** NOW

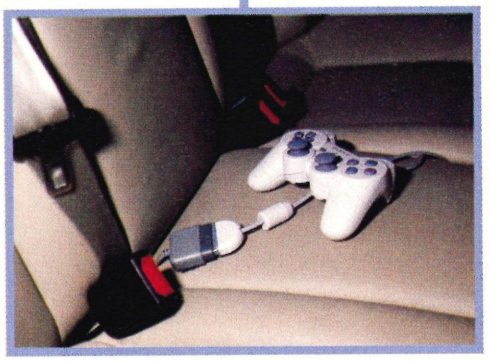


34 Wipeout Fusion

Sony's slick future racer rockets past the competition on PS2.

contacts
(01202) 299900 5-6pm weekdays
fax us on (01202) 299955
write to PLAY Magazine, Paragon House, St Peters Road, Bournemouth BH1 2JS
email play@paragon.co.uk
home page http://www.paragon.co.uk/play
subscriptions (01202) 200200
see page 76 for details





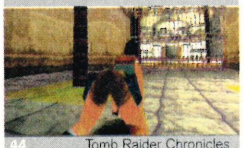
14 ICE ICE baby

It means **In Car Entertainment**, doofus.

immediate access

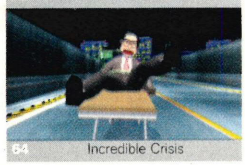
Get straight to some of the hottest titles this month with this shortcut to the games that count!


34 Wipeout Fusion


44 Tomb Raider Chronicles

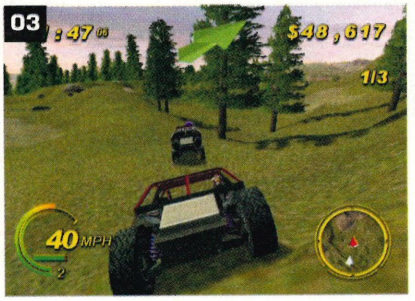

48 Medal Of Honor 2

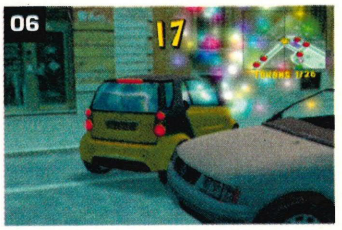

52 Driver 2


64 Incredible Crisis

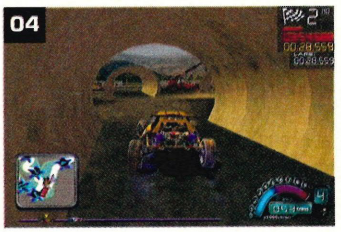








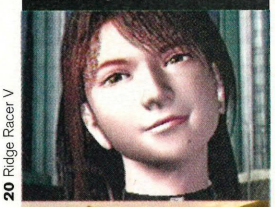


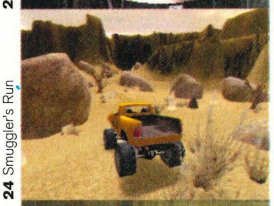


The latest and greatest PS2 games include wheelie-popping **Moto GP (01)**, jaw-breaking **Ready 2 Rumble 2 (02)** canyon-leaping **Smuggler's Run (03)**, mud-spilling **Wild Wild Racing (04)**, street-streaking **Ridge Racer V** and **(05)** city-razing **TG Dare Devil (06)**.

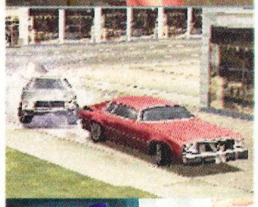
the hottest reviews

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


20 Ridge Racer V


24 Smuggler's Run


48 Medal Of Honor 2


52 Driver 2


58 Spider-Man


60 Star Trek Invasion


62 Spyro 3


64 Incredible Crisis



44 TR Chronicles

Seal up the holes in the long running *Tomb Raider* saga, as Lara reflects on some of those special missions throughout her life which were never caught on camera – until now!



48 Medal Of Honor 2

Dreamworks' impatiently awaited prequel is finished at last! Find out if it was really worth the wait in the full review.



52 Driver 2

Our favourite undercover cop's got four new cities to race around and the ability to get out, stretch his legs and even steal a car...

006 Wired News

019 PS2 Magazine



Counting the days? Stop in here and load up on the latest PS2 reviews and previews.

020 Ridge Racer V
022 Wild Wild Racing
024 Smuggler's Run
026 Ready 2 Rumble 2
027 Top Gear Dare Devil
028 Moto GP
030 Dead Or Alive 2

034 WorkStations

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

034 Wipeout Fusion
040 Blade
042 Chicken Run
044 Tomb Raider Chronicles

048 Review Section

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

048 Medal Of Honor Underground
052 Driver 2
058 Spider-Man
060 Star Trek Invasion
062 Spyro Year Of The Dragon
064 Incredible Crisis
066 Aladdin
068 Prince Naseem Boxing

072 Official Round-up

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

072 Dinosaur
072 Equestriad
073 Jungle Book Rhythm 'n' Groove
073 Tunguska

074 Import Round-up

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

074 Dragon Quest VII
074 Rhapsody
075 RPG Maker
075 Threads Of Fate

080 Station Master

102 Wired Ups

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

102 Smackdown!2
103 Danger Girl
103 The Emperor's New Groove
104 Spec Ops: Ranger Elite
105 The Road To Eldorado
105 Alex Ferguson's PM 2001
106 Hello Kitty
106 Rogue Spear

108 Arena Letters

Your chance to make your views and opinions public, by snail mail or email.

116 Playlist

Ratings for every PlayStation game that has ever appeared in PLAY, plus heaps of extra information!

PLAYSTATION wired

EDITOR'S **WORD**



Can you feel that? The tension in the air I mean. That's thousands of anxious gamers squeezing their eyes shut and wishing time would pass quicker. Thoughts which should be studiously focused on work or school are instead obsessing over a machine. At night, when the mind should be at rest, it is in fact screaming out in crippling anticipation of a new consumer electronics product. It's *this month*, you see, that PlayStation2 goes on sale here. Years of rumour and conjecture are about to come to an end. Yes, you've read enthusiastic accounts of foreign software and hardware, but there's no substitute for finding out first-hand: is it really that great? You're about to experience what we've been raving about since March. Have fun.

This month also sees the first batch of UK PlayStation2 games reviews in PLAY. No nonsense – these are the official PAL versions that will be in our shops and, God willing, your PS2. We'll be growing the PS2 coverage substantially, but don't worry, everything PlayStation-related will always be found in PLAY – PSX, PS one, PS2. Okay? Now dive in...

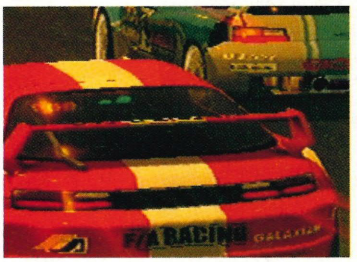
Graeme Nicholson
EDITOR

Stack'em Rack'em

Every PlayStation2 launch game revealed!

This is your last chance. Get saving. Sony has thankfully announced the complete list of games that will be available for PlayStation2 on its 24 November launch day. The titles lucky enough to sit proudly on the shelf next to the great machine on the big day amount to an impressive 33 games, though a couple of particularly sales hungry ditties will be sneaking out to retail from earlier in the month. So, without any further ado, it is with utmost pleasure that we reveal the PlayStation2 lineup in its splendid entirety...









[Above] ***Ridge Racer V***, ***Smuggler's Run*** **and** ***Tekken Tag*** **will all be available for your new PS2 at launch.**

Aqua Aqua – Wetrix 2	SCi
Disney's Dinosaur	Ubisoft
Dynasty Warriors	Midas
Eternal Ring	Crave
Evergrace	Crave
F1 World Grand Prix	Konami
F1 World Racing Championship	Ubisoft
Fantavision	Sony
FIFA 2001	Electronic Arts
Gradius 3 & 4	Konami
ISS	Konami
Kessen	Electronic Arts
Madden NFL 2001	Electronic Arts
Midnight Club	Take 2
NHL 2001	Electronic Arts
Pro RC Revenge	Acclaim
Rayman Revolution	Ubisoft
Ready 2 Rumble Boxing: Round 2	Midway
Ridge Racer V	Sony
Silent Scope	Konami
SSX Snowboard Supercross	Electronic Arts
Super Bust-A-Move	Acclaim
Swing Away Golf	Electronic Arts
Smuggler's Run	Take 2
Summoner	THQ
Tekken Tag Tournament	Sony
TimeSplitters	Eidos
Type S	Electronic Arts
Theme Park World	Electronic Arts
Top Gear Daredevil	Kemco
Track & Field	Konami
Wild Wild Racing	Rage
X Squad	Electronic Arts



Arcade Ban!

In a move doubtlessly set to rescue the country from the brink of insanity, Malaysian authorities have ordered all videogame arcades shut down for fear that the nation's teenagers will become hopelessly addicted and surrender their youth. Suffice to say you shouldn't visit with a Game Boy or any slight inclination of a game-related smile.



R U Lonesome Tonight?

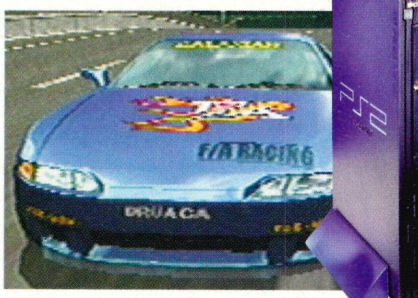
It's very tricky these days buying games. Friendly £30 price point or not, ideally you would be able to check out *Cyber Ninja Turbo* before spending the cash. Helping out are Internet-based games rental company loangamer.co.uk, who are handing out PSX games for just 95p a day. Go visit.

A lot of terrible mistakes can be made by over-excited young folks buying most anything to put inside their new console around launch time, so take heed. We'd recommend *Tekken Tag Tournament, Smuggler's Run, Silent Scope, Ridge Racer V* and *Fantavision* out of that lot.

If you don't see the one you were waiting for, there's another quick squirt of software seeping into the stores before Christmas. The most important of these are *Dead Or Alive 2* (the re-worked 'Hardcore' version) and, if you believe there's any reason to doubt our 33% mark, *Street Fighter EX3* will be soiling the shelves also. The main players due between January and March are *Dark Cloud, Star Wars: Starfighter, Knockout Kings 2001, The Bouncer, Unreal Tournament, Wipeout Fusion* and *Gran Turismo 3*.

So there we have it. Get yourself a clean jam jar, label it 'PS2 games fund' and start the ball rolling by placing a few earnest coins in the bottom before leaving it around the house to see if everyone else follows suit.







PlayStation Incoming

PS1 GAMES HITTING THE SHELVES NOW...

Muppet Monster Adventure

After the surprisingly enjoyable Muppet Race Mania, *hopes were running high for this Muppet platforming based tie-in. Fortunately this hasn't disappointed and whilst the title shares distinctive similarities with the* Spyro *games, it manages to introduce enough new ideas to justify it as a potential purchase. One of the better PlayStation platformers in recent months.*



Who Wants To Be A Millionaire?

Whilst on paper the idea for a WWTBAM *videogame may seem flawed, this is actually quite entertaining (albeit in a perverse manner). Okay so you can't actually win anything whilst playing the game, but in its defence this doesn't actually feature any images of the loathsome Chris Tarrant – which can't be a bad thing in our books.*



Mr Driller

"The simplest ideas work the best" and this blockbusting (quite literally) title from Namco confirms this adage. Featuring some addictive puzzling action, this has been responsible for more lost work hours than the office lift (which takes up to three hours to move between floors). Put simply, Mr Driller *is one of the PSX's finest puzzlers*



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.

TAKING A SLASH

Rumours have reached us that a major European publisher (who has elected to remain unnamed for legal reasons) recently snapped up the rights to a game that will feature the unholy trinity of Jason Vorhees, Michael Myers and Freddy Krueger. The game will be a blood-thirsty 3D beat-'em-up with the emphasis very much on slapstick comedy. Since hearing that the game will feature the voice acting talents of Trevor McDonald, the PLAY team's breath has been well and truly baited. Expect more soon.

SIBLING RIVALRY

At a press conference for the forthcoming *Big Brother* PlayStation game an alleged brutal melee broke out when it was announced that the image of (big-hearted, small brained scouser) Craig's face would be taking up more than 79% of the game's cover. The announcement allegedly prompted (big-hearted, small brained) Darren to launch into a vitriolic attack on the assembled masses that allegedly resulted in several (big-hearted, small brained) members of the videogame industry being set on fire.

IDENTITY CRISIS

One of our spies has informed us that the forthcoming *Dino Crisis 2* will feature an appearance from the zombie-mashing hero of *Resident Evil*, Chris Redfield. Quite how the plot will manage to incorporate Mr Redfield's cameo remains a mystery. However, if the rumour is to be believed, then we could see Regina crossing over into the *Resident Evil* universe. We'll keep you posted.

AND FINALLY...

In the light of criticism concerning the ugly black borders that featured in the UK version of *Ridge Racer V*, Sony have confirmed that all future releases will be fully optimised for the UK PS2. Fingers crossed this could spell the end for the aforementioned borders and the associated loss in speed that has come to epitomise the lazy "once we've got their money who cares?" attitude that console manufacturers have displayed towards the European market.

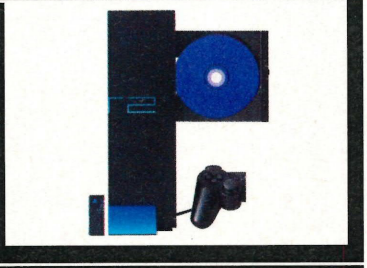
CAT BUCANNON'S ENTERTAINMENT USA



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

STOCK HORROR!

I know you guys think we've got it relatively easy over here, getting new hardware and games a little bit earlier... but Sony have well and truly evened up the score this month. Yup, it seems those PS2 hardware limitations will affect the US too with only half of the allotted units seeing release on 26 October – that's a 500,000 shortfall folks. Do the math and that works out as um... 500,000 disappointed customers.





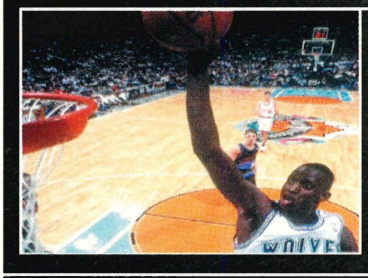
PROBLEMS PSTOO

Rumour has told of an unsavoury knock-on effect which hardware shortages are having for our independent retailers. Speculation is rife that US retailers are having to commit to an unrealistically high software-to-hardware ratio in order to bag any PS2 units at all. This will force many smaller stores to sell pricey bundles or charge inflated prices for the console alone, decreasing their competitiveness against the major chains.

DON'T TRIP!

3DO has been subject to rumours also with unsubstantiated reports that the company is experiencing financial difficulties and low morale. An anonymous source from within 3DO hotly refutes that the situation is anything but rosy and a leaked internal email from Trip Hawkins (chairman & CEO) confirms that although cash is needed, it's only for even more expansion. The fact that 3DO is to broadcast its next Earnings Report live over the Internet suggests financial security.





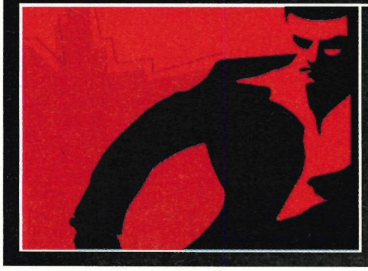
EA SPORTSMAN

Know who Kevin Garnett is? He's quite well known Stateside – though the fact that he's a basketball player may have kept him out of the limelight in England. As an Olympic gold medalist Kevin is perfect to represent EA's latest instalment of the long-standing *NBA Live* series, and he's doing just that! Basketball fans might be interested to know that he was even motion-captured to make the game as authentic as poss.

ENOUGH IS ENOUGH

Despite experiencing problems with the PS2 incarnation, EA is already set to ship *The World Is Not Enough* for PSX. For all you import fanatics, the game is due to be released here on 7 November, although the PLAY boys will probably want you to read the review before splashing out. In the meantime you may want to know that *TWINE* is being developed for everyone's favourite gadget – the GBA!





STALLS COST CASH

Following on from the financial legacy of the original game, *Driver 2* has shipped too late to save Infogrames from posting a net loss of $23.5m... although once the game hits the shelves the company's fortunes should swiftly reverse. GT Interactive, who were bought out after *Driver*'s launch, suffered similarly whilst perfecting the first game – hopefully Infogrames commitment to quality will pay off in the long run.

BOOT CAMP

Commandos Lookin' Dangerous

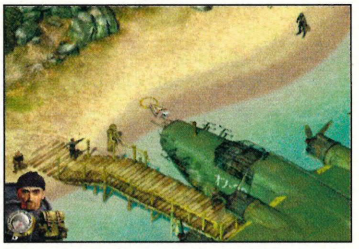
Code green at Boot Camp Eidos

It might be a sequel for lucky owners of those juggernaut PCs, but the prospect of any *Commandos* game making its way into the cosey confines of our front rooms still has us smearing black and green paints across our faces, miming death-chops and uttering ridiculous film quotes in questionable Austrian accents. *Commandos 2* should provide a more convincing display when it arrives on PS2 next year, and a recent demonstration of the title was enough to explain why Eidos has so much faith in the game and further, why Pyro Studios are so keen to get it seen by a wider audience.

The technology on display is breath-taking and, rather than being wasted on fripperies, is employed to enhance gameplay with impressively useful control over the viewpoint granted. Other tasty features include the ability to snipe into one house from another, distract guards with one of your operative's feminine wiles, employ specially trained dogs (useful for transporting small objects right through enemy camps!) and even set up and execute ambushes. Whilst glimpses of such greatness aren't exhaustive, they strongly suggest that you shouldn't blow all of your money over Christmas and New Year. Expect more news once the next carrier pigeon arrives.

[Below] Lush scenery and detailed graphics. Must have it now!





Surf's Up, Dude!

Mattel catch wave of inspiration

Unless you count the bit-part in *California Games*, surfing has consummately failed to grace the gaming world with its old and spicy presence. This might seem initially confusing – after all, there are many games which feature arguably duller subject matter (look at *Transport Tycoon*) – but it has to be conceded that the sport's limited context does naturally relegate it down to the realm of the sub-game.

Fleshing the concept out to a point where it can stand as a game in its own right is somewhat ambitious therefore, but Mattel Interactive is confident it can ride the sport's wave of popularity with the forthcoming *Championship Surfer*. As a PlayStation rather than PS2 title one has to wonder just how convincing the title's 'realistic wave simulation' will appear (although only obvious flaws will be noticed by non-surfers anyway), but the number of additional features touted for inclusion serve to reassure. The game is set to boast a plethora of tricks, the choice of a number of boards and, most importantly, a variety of hazards with which to contend as you battle for that perfect performance. If the eight different locations sufficiently affect gameplay, *Championship Surfer* could prove an interesting proposition indeed – y'know, like totally. Dude.







[Left] As with any game featuring a board of some description, 'air' is up for grabs. [Middle] And you thought the beach was crowded! [Right] Tricks are marked immediately.

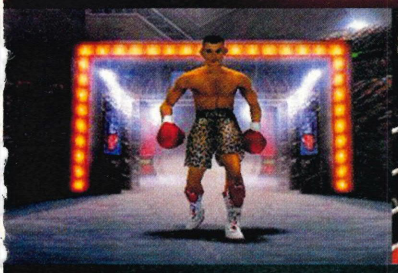
BEWARE OF IMITATIONS.

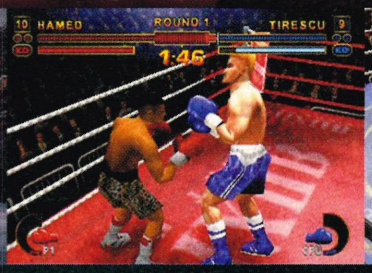
- Prince Naseem
- World Champion
- 35 Fights
- 35 Wins

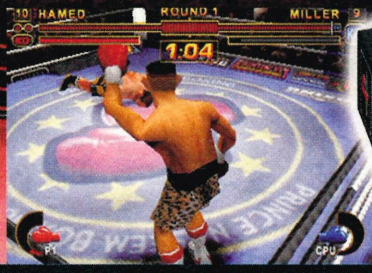
- Prince Naseem
- World Champion
- 35 Fights
- 35 Wins

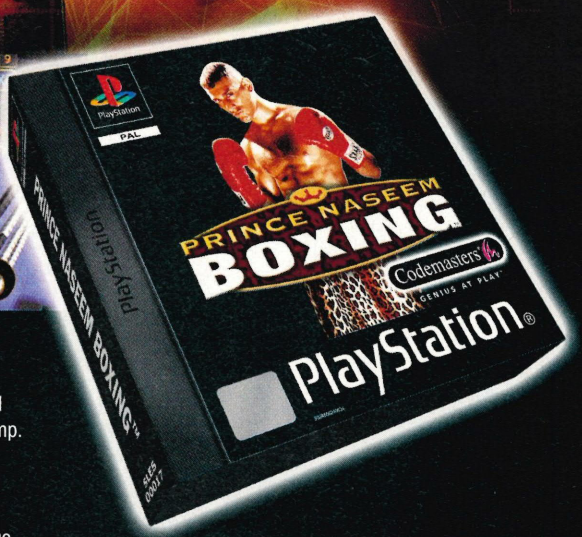
"This knocks the competition through the canvas"
Power - The PlayStation magazine

"Prince Naseem Boxing is shaping up to deliver a knockout blow to any other boxing sim"
Official PlayStation Magazine, Sports special









Fight Naz, or as Naz!
Take on the champ and a ton of bad-ass opponents on your way to the title shot. Or, be Naz, and feel what it's like to knock the world senseless.

It's real! It's fierce!
The incredible realism includes sound effects, blood, facial damage, sweat and individual recovery rates that can turn any bruising hero into a zero.

Take on the world!
Three modes of play include Showcase, Versus (winner keeps going), and World, where you train and manage your fighter up the ranks to undisputed champ.

Make 'em eat canvas!
You can power up a punch to increase damage - or nail your opponent's sweet spot, then watch him go 'nightie-night' as the lights go out on his lame career.

PlayStation

www.codemasters.com

OUT NOV 3rd

Codemasters®

GENIUS AT PLAY™

© 2000 The Codemasters Software Company Limited. ("Codemasters") All Rights Reserved. "Codemasters"® and the Codemasters logo are registered trademarks owned by Codemasters. "Prince Naseem Boxing"™ and "GENIUS AT PLAY"™ are trademarks of Codemasters. "PlayStation" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All other trademarks and trade names are the property of their respective owners.

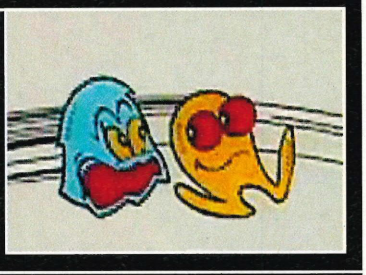
jap's eye

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



PAC-ATTACK!

Japan's gone handheld crazy this month, kicking off with several announcements from major companies. Panasonic has new gaming hardware on the way with the emphasis upon connectivity, whilst Namco has made known its plan to convert *Pac-Man* to the Sharp Zarus as the first step along the road to stronger web-based software support for the PDA. Great news for businessmen, not so good for their businesses!



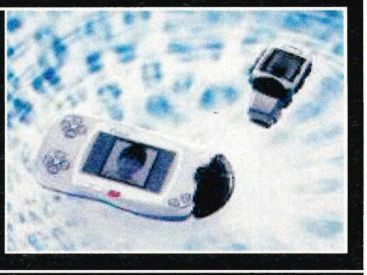


ADVANCED RIVAL

A further reflection of Japan's thriving and, importantly, competitive handheld market is the emergence of a new contender from GamePark. The GP32, which is reputedly as powerful as the Game Boy Advance, should hopefully be available in time for Christmas although marketing details are currently thin on the ground. Several screenshots are already available with the scrolling beat-'em-up *Dungeon & Guarder* already looking excellent for quick, tube-journey blasts.

BANDAI BASIC

Bandai aren't about to let the *Final Fantasy*-fuelled WonderSwan Color fade from the limelight. Pre-empting Panasonic's new found focus, news of an add-on Digital Camera is gladly received and, if appealing enough, could consolidate the console's position as the unofficial companion to PS2. WonderWitch, a PC-based games programming language, could also grant WonderSwan the sort of hardcore community following which guarantees a lengthy lifespan.





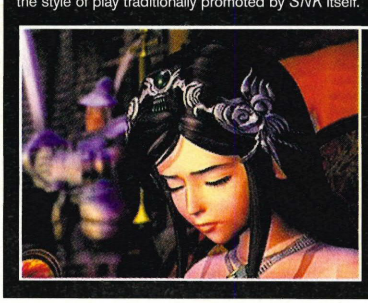
JAPAN'S HARDCORE

It might have been you Western types who forced Tecmo's arm, but we're also set to benefit from the re-worked *Dead Or Alive 2 Hardcore* over here in Japan. Due to be released just over a week prior to Christmas, *DOA Hardcore* will essentially be identical to the American version, but with local speech set as the default – so don't go importing it expecting even more goodies!

SNK COUNTER!

Two great rumours for fighting-game fans have emerged this month, both concerning the mighty *Capcom Vs SNK*. First up are rumblings of a PSX conversion of the game (minus the 3D backdrops) to be labelled as the 'EX Edition' – an unlikely moniker given what EX has come to mean. Even juicier is talk of a return version of the concept – *SNK Vs Capcom* – manufactured by and featuring the style of play traditionally promoted by *SNK* itself.





NEW SQUARE CD!

No, nothing to do with ridiculously shaped discs – something far more interesting for fans of videogame music... I know there are a few of you over there in England! Rejoice then, as December brings the release of *Final Fantasy IX* Sound Track Plus which features exactly what you would expect. Though with the UK game's release delayed it might be worth waiting before splashing out, just to make sure the soundtrack is to your liking.



OUT NOW **PowerStation** **(ISSN 1362-5047)** is now available from all good newsagents priced just £3.99! Issue 54 features PlayStation tips for **Spider-Man, Koudelka, Star Trek Invasion, Tony Hawks Skateboarding 2.** All the latest cheats can be found in the **Cheats News Network** and **5000** more are listed alphabetically in the back!

WHAT GIVES

Core Philosophy Questioned!

Eidos sends mixed messages from Captiva...

Whilst Dr Livingstone's address at Eidos's recent media conference held few surprises, largely echoing what had been previously stated; the more noteworthy sentiments, if heartfelt, could significantly enhance the way in which the company interacts with the specialist gaming press.

Widely recognised as the only British publisher able to stand amongst international competitors and actually be noticed, Livingstone was keen to remind the assembled throng that, yes, they are indeed fanatical about games at Eidos and, yes, it would be a blow to the country should the company fall into foreign clutches through a lack of support.

Going on to call for all a cease to all undue criticism, Livingstone – who's company has continually milked the *Tomb Raider* franchise since its inception – went on to suggest a closer working relationship with the press, in which feedback is sought at a much earlier stage. With the worth of such a press/developer relationship already proven (Lobotomy and *Sega Saturn Magazine* liaised to great effect) PLAY's only misgivings stem from the fact that Core saw fit to divulge no firm details of either Herdy Gerdy or PS2 *Tomb Raider* (oh yes, it's coming alright!) and, subsequently, no opinion as to either title's fundamental design was actually sought. Still, maybe next time eh...

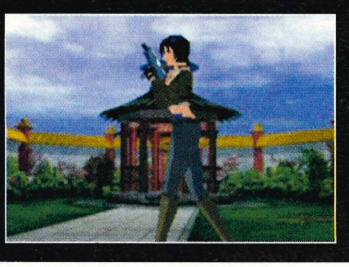
Retro Progress

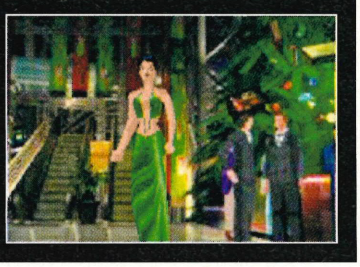
Fear Effect faces its demons

Eager to show that the prequel has learned from the original game's mistakes, further details concerning *Fear Effect 2: Retro Helix* have emerged from Eidos. Whilst news of improved Motion FX3D technology doesn't guarantee a great deal of innovation in itself (being able to stream background FMV more efficiently isn't going to affect gameplay) there are enough additional improvements to ignite sparks of genuine enthusiasm. Some of these are small but significant (the improved inventory system for example), whilst others are more substantial. Having to face a different set of enemies during post-completion replays is a nice touch considering the game's heavily scripted style and, along with further unlockable secrets, should serve to increase longevity. The Fear Meter has been retained but, having received a liberal splash of innovation, now reacts more specifically to the situation at hand... increasing the impression that your character is a thinking and feeling being.

Considered alongside those mentioned in our previous Wired Up (issue 65), such additions go far in convincing that *Retro Helix* is more than the cynically expected regurgitation of *Fear Effect*'s engine. That's not to say the title is without controversy however – Kronos Digital Entertainment has already revealed that the game will cover contentious ground, though details of this have yet to be revealed!

The *Fear Effect* concept always had potential – with the eradication of its predecessor's flaws, *Retro Helix* should put the wind up its competition.





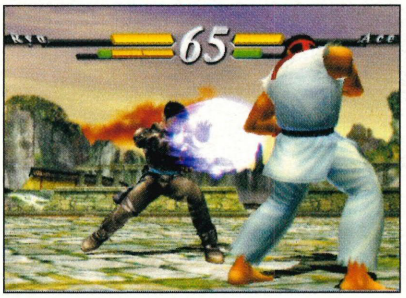
FIX JOB

Street Smart Capcom

PAL Street Fighter EX3 set for spit and polish treatment.

News has just reached us that *Street Fighter EX3* will receive a makeover for its US release, with the likelihood being that the UK PAL version of the game will also feature the same enhancements. Unlike the Japanese version, which was plagued by slowdown, the UK release should run with a steady frame rate throughout – even in the four character dramatic battles. In addition to this the title will also feature an in-game special command list that can be called up at any point during play.

Furthermore, it will also be possible to select CPU controlled characters in arena mode, as opposed to the Japanese version where only human characters could be selected. As if all this wasn't enough the UK version of the game looks likely to include a random character select option that allows the game to select both the player's fighter and their opponent. Hopefully, these alterations will enhance the overall *Street Fighter EX3* experience. We'll let you know next issue.

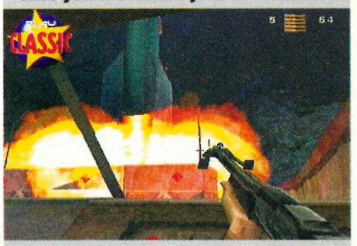






PLAY RECOMMENDS

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



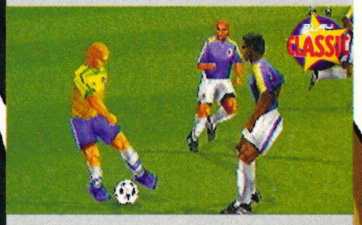
Medal Of Honor (Plat.) 95%
Good shootin', great price!



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: Time for a spot check. What have the boys got in their bags *right now*?

Graeme Nicholson
Hidden in the depths of Grey's black bag is a Taco Bell wallet, NTSC copy of *Strider*, an *Abe's Oddysee* keychain, four Anadin Extra tablets, sunglasses, an American DVD of *Pitch Black*, and the Matrix 'chock' phone.
silencio@paragon.co.uk



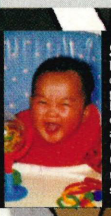
Will Johnston
A massive grubby sports bag accommodates a Seventies Mastermind boardgame cover, *Dead Zone* DVD, *Akira* VHS boxset, *Appleseed* on VHS, deodorant and a splendid family sized cafétiere. Don't even ask.
will@paragon.co.uk



Mark Crawley
Stuffed into Mark's fetching backpack is a car-oriented compilation cassette, US PlayStation magazine, fresh Ventolin supply, two digital Sony press kits, shades and an assortment of Duracell batteries.
markc@paragon.co.uk



Simon Cann
Cann's weary satchel carries superfluous tissue paper (brown), two deodorants, a chequebook, a Yellow Buses timetable, credit card bills, payslip (small) and wristwatch instructions (in German.)
scann@paragon.co.uk



Steven Gotobed
Packed tight into an orange backpack is a phone charger, hair gel, Entrocalm pills, a dictionary of archaeology, Lynx, towel (white) and strawberry Complan (the "complete meal in a drink")
steveg@paragon.co.uk



STAR BORN

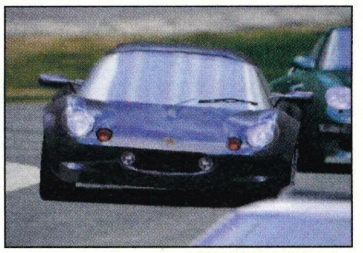
Dead Gran

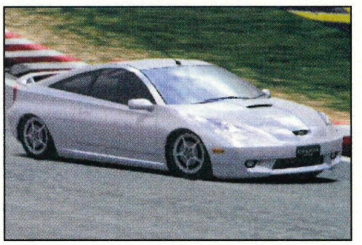
You'll never play GT 2000 on PlayStation2...

Gran Turismo 2000 will no longer be coming out on PlayStation2. Luckily, we will be getting *Gran Turismo 3* instead, which is actually *Gran Turismo 2000* simply rebadged by its developer, Polyphony Digital. It's kind of strange to change a game's name so late after the world has got used to a particular moniker, but what's even weirder is that *GT* creator Kazunori Yamauchi had previously made it clear he was reserving the 'GT3' title for the 'true' sequel to *GT2*. Perhaps he feels that the game formerly known as *GT2000* (TGFKAGT2K) has reached a just such a worthy state? Decide for yourself, with these, the latest screenshots. Then again, maybe the name's been changed because *GT3* will not be out until "January to March" 2001.



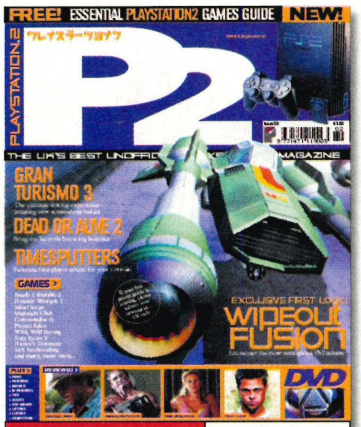








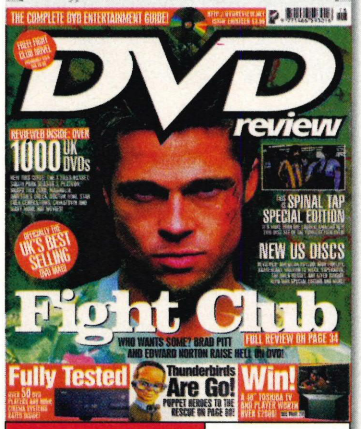
[Above] It may be the same car, but the Subaru Impreza never looked this good in Codemasters' enormously accomplished *Colin McRae Rally*. PS2 tech is sweet!



OUTNOW

P2 delivers all the PlayStation2 information you need, in one single magazine. Reporting on the hottest news surrounding the console, relaying development activities in the Work In Progress section, exposing the latest playable updates in the unmissable Preview arena and analysing all completed PlayStation2 titles in the expert Review segment. Its even got a DVD section!





OUTNOW

We have the exclusive UK review of the fisticuffs thriller *Fight Club*, along with a free *Fight Club* novel and interview with creator Chuck Palahniuk. Plus, UK reviews of *Spinal Tap: Special Edition*, *The X Files Boxset* and *Magnolia*. Also featured are US reviews of *American Psycho* and *High Fidelity*. Buy it!



EA Increasingly Maddening

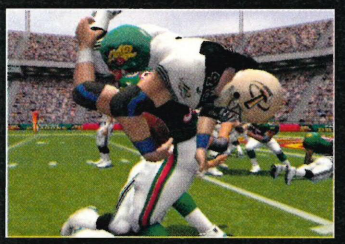
PlayStation2 to receive heretical half-sport

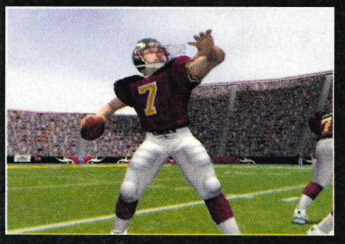
Thanks to an appearance on the MegaDrive which coincided with a push for coverage of the sport by Channel 4, *John Madden's Football* became the American Football game of choice during the 16-bit era. The fact that it was rather good, of course, helped somewhat too.

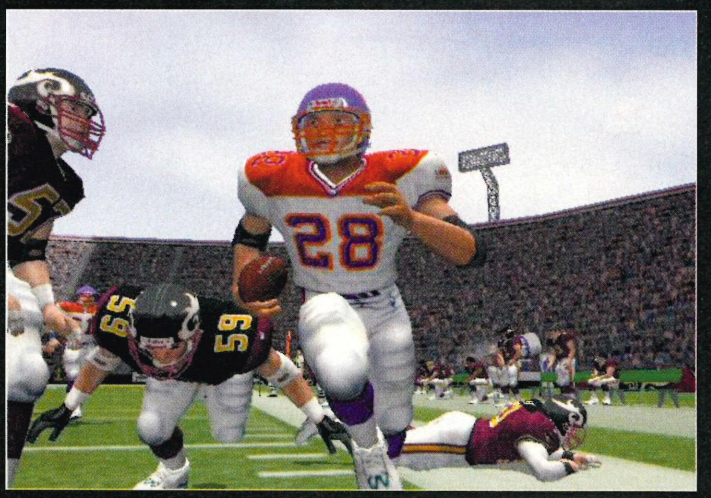
Whilst (and perhaps, because) the series hasn't been subject to the rabid updates which plague the *FIFA* games, the franchise has retained much of its integrity throughout the PlayStation years with only limited annual updates.

With PS2 as the best excuse for even the most dubious of games to re-appear, news of *Madden NFL 2001* should therefore be more comforting than surprising. Whilst little more can be done than to bolster the tried, tested and trusted play mechanics with more icing, it must be said that *Madden*, as a sports title, will benefit greatly from presentation which matches the quality of its simulation. To this end, expect even more detailed graphics with plenty of calculations occurring in the background to ensure each individual element moves realistically, vocal contributions from team coaches as well as Madden himself and, well, some darn funky touchdown dances.

Even with a new control system adding to the overall sheen *Madden NFL 2001* won't be the last word in American Football though – after all, there's always 2002...







GAME ART

History Repeating

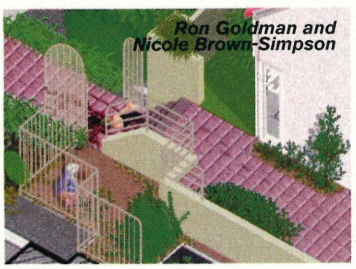
Scenes from a memory: history as videogames

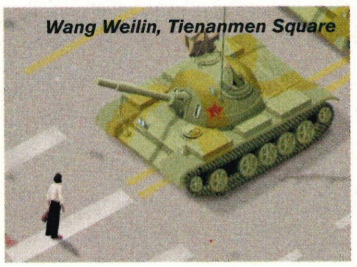
A life spent playing god sims seems to have been the likely influence on digital artist Jon Haddock, whose innovative work can be found on display at the Arizona State University Art Museum.

John has produced a series of images, in the distinctive style of isometric videogame screenshots, which depict famous events in history as they would appear on screen in a computer game.

From the assassination of Martin Luther King at the Lorraine Motel, to fictional but emotive scenes such as Fredo's death in *Godfather Part II*, the idea is to "question the role and influence of the image in today's technology-driven society," according John Spiak, Curatorial Museum Specialist at Arizona State, who is keen for people to see the work either first hand or over the Web. Well, we just thought they were cool.

Visit the exhibit online to see the full range of pictures:
http://asuam.fa.asu.edu/haddock/main.htm


Ron Goldman and Nicole Brown-Simpson


Wang Weilin, Tienanmen Square


Rodney King


Cafeteria, Columbine High School


Elian Gonzales dawn raid

CHARTS

In association with GAME

Pos	Game	Developer	Publisher	Score
1.	Who...A Millionaire	Eidos	Eidos	NR%
2.	Tony Hawk PS 2	NeverSoft	Activision	92%
3.	Spider-Man	NeverSoft	Activision	85%
4.	Sydney 2000	ATD	Eidos	62%
5.	Medal Of Honor	Dreamworks	EA	95%
6.	Tomorrow Never Dies	Black Ops	EA	52%
7.	Driver	Reflections	Infogrames	94%
8.	Dave Mirra BMX	Z-Axis	Acclaim	NR%
9.	Moto Racer World Tour	Sony	Sony	60%
10.	FA Premier Stars 2001	EA Sports	EA	60%

AS VOTED BY THE READERS' MOST PLAY READERS WANTED

Pos	Game	Developer	Publisher
1.	Metal Gear Solid 2	Konami	Konami
2.	Final Fantasy IX	SquareSoft	Square Europe
3.	Driver 2	Reflections	Infogrames
4.	Medal Of Honor Underground	Dreamworks	Electronic Arts
5.	Dino Crisis 2	Capcom	Capcom

Writer: Martin Klipp
Photography: Martin Klipp

Gone in



UNDERCOVER PLAY OPERATIVE NO: PSX2007

YOUR MISSION, SHOULD YOU CHOOSE TO ACCEPT IT:
YOU HAVE 60 SECONDS TO ACQUIRE SONY VEHICLE REGISTRATION V770DCW. WE NEED IT FOR URGENT INTERROGATION WITH THE INFOGRAMES DRIVER 2 CODE UNIT. PLEASE NOTE, THIS IS NO ORDINARY CAR AND NO ORDINARY GAME, SO TREAT THE MISSION WITH EXTREME CAUTION. AS USUAL, IF YOU OR ANY MEMBER OF YOUR PLAY FORCE ARE CAPTURED PLAY WILL DISAVOW ALL KNOWLEDGE OF YOUR ACTIONS. AFTER ACQUIRING THE VEHICLE YOU HAVE 24 HOURS TO ENLIST THREE NEW MEMBERS, REVIEW BOTH THE CAR AND CODE AND RETURN BOTH PRODUCTS UNSEEN.

SILENCIO

THIS MEMORY CARD WILL SELF-DESTRUCT IN FIVE SECONDS

60 Seconds...

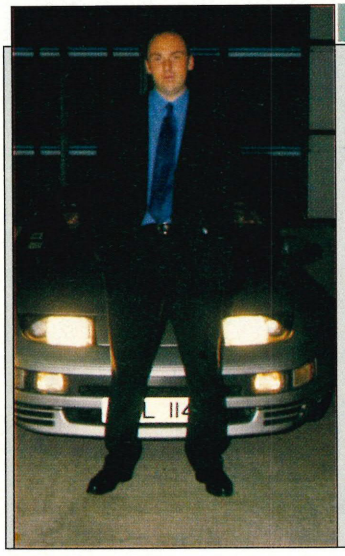
59, 58, 57, 56... GET THE CAR, JUST GET THE DAMN CAR, NO-ONE TOLD ME ABOUT THE CAMERAS, NO ONE TOLD ME ABOUT THE SECURITY. I'VE STOLEN A MILLION DAMN CARS, WHAT WAS THE BIG DEAL WITH THIS DAMN CAR?... 30, 29, 28... OKAY I'VE FOUND IT, TARGET IS IN SITE. DAMN, THE WINDOWS ARE BLACKED OUT... 10, 09, 08... JUST CLOCKING THE ALARM... 5, 4, 3... I'M IN... 2, 1... HOLY ST!!!**

IGNITION TIMING GOOD AND WE'RE GONE...

CHARACTER PROFILES

If it looks like a car, sounds like a car and handles like a car then sorry folks, as far as I'm concerned it's a bloody car. So why have I just broken into a maximum security compound, outwitted 300 security personnel and got mud over my £300 shoes for a car that I can't even bloody keep? Could it be something to do with the 3.0 litre turbo engine, the body-coloured bumpers or flashy leather interior? As this is a PLAY mission I guess not.

It was time to bring in the experts - three individuals so accomplished in their fields that their genius bordered on insanity. It's time to meet the boys...



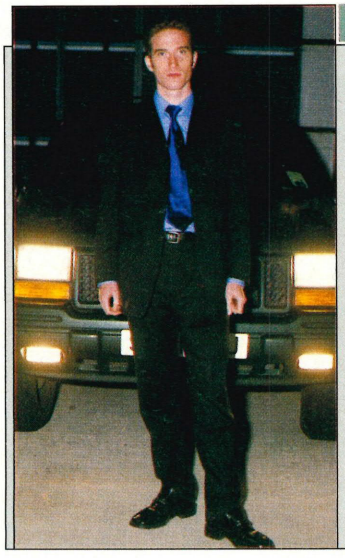
ANDY "BIG MAN" WEBBER

Car Of Choice:
Nissan 300ZX Twin Turbo
Favourite Games:
Driver, Grand Theft Auto: London Edition
The original "wheelman" once stole 22 cars in a lunch break only to be caught later that afternoon as forensics matched the remainder of a half-eaten donna kebab to the stain on the passenger seat of his chosen car, a 450cc brown Robin Reliant named Fudge. After serving 20 years in a maximum security prison, increased from five for stealing the warden's Ferrari 550 Maranello, painting it Mr Blobby colours and ploughing it into a wall, he is now the head driver for a well-known East London gang. Andy credits the improvement in his driving skills to the power of PlayStation where he wiled away his hours in the slammer practising his getaways and carjacks with *Driver* and *Grand Theft Auto*.



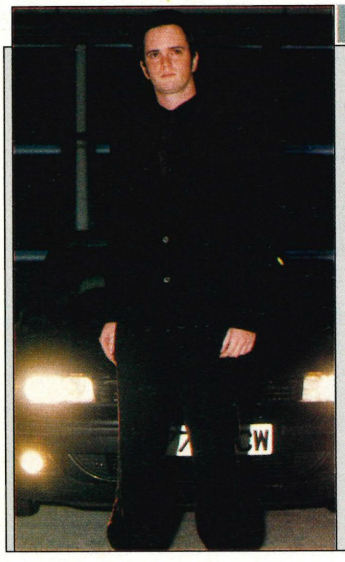
RITCHIE "THE TEETH" SIMPSON

Car Of Choice:
Subaru Impreza Turbo WRX
Favourite Games:
In Cold Blood, Thrill Kill
Two years ago Richard Simpson was a mild mannered Internet development employee until the fateful day when his wisdom teeth were pulled. The operation went horribly wrong, whittling away his teeth into sharp flesh-tearing points. In a jealous rage he wreaked a hideous revenge on the East Finchley Dental Practice, ravaging the practitioner's vital organs. Medical science has blamed Richie's condition on shock and trauma caused by his botched operation and excessive exposure to violence and horror through videogames. Most notably *Thrill Kill, Silent Hill* and the *Resident Evil* series.



IAIN "CRUNCH" McELROY

Car Of Choice:
Cherokee Jeep
Favourite Games:
Beatmania, Dance Dance Revolution
After spending years of his young life crunching number after number at a security firm, he eventually snapped. Unable to stomach another digit, he used advanced hacking skills to bring down the multi-billion pound firm. On the run for his crimes as we speak, no place is safe. With the FBI, NSA and Interpol out for his blood before he can strike again, Iain calms his nerves with his passion for sound. For fun, Crunch constantly knocks out record company networks to raid their mainframes of music and new sounds. He has blamed his sound obsession on endless nights spent alone with his PlayStation and copies of *Wipeout* and *Music 2000*.



PSX2007

Not much is known about PLAY's number one secret agent.
Chosen Vehicle:
Sony Saab Toledo 3.0 Turbo
Favourite Games:
Metal Gear Solid, Syphon Filter 2
Living in the shadows, rumour has it he spends his days as a mild mannered journalist, changing to Agent status only when commissioned by PLAY's yet more secretive controller. His top secret file states that after several years play testing beta PSX code he finally became one with his PlayStation, able to assume the identity and skills of any game character. PSX2007 uses his Japanese memory card phone to download mission and character data for the roles he assumes, frequently those of Gabe Logan and Solid Snake.

PSone

It may be old technology but the PS one is one of the coolest looking gadgets I've seen in a car or otherwise. And you really think I'm going to let you take this baby back?

Apart from the warden's Ferrari, this is now the most desirable car I've played with... PlayStation, DVD, kick ass sound system and heated seats, all I need is a bathroom and kitchen. There's even a controller and TV for the wife - it's awesome. But saying that if I was spending over five grand kitting out my car I'd expect nothing less. Then again I wouldn't be spending five grand.

Andy

Sound

The sound system is something else. There are speakers everywhere – you are practically built into a giant speaker. Roll a cinema, concert and top end stereo into one and you still wouldn't be close. This car is a pulling machine. I defy even Bill Gates not to pull in this car. Stick in a PlayStation with *Driver 2* and it brings a whole new meaning to being "in the game".

Iain

DVD

The PS one isn't quite a PS2, obviously, but Sony have done their best to meet us half way by installing the DVD player in the boot. Picture quality is excellent and the sound given off in the back will match any local multiplex. All cars should have this feature; it would mean an end to road rage as we know it. In time it should even be possible to convert the PS2 to run from the car. It would mean the end of normal life! Humans would become part of their cars - they may never leave!

Richie

Car Overall

In and out in 24 hours, seemed simple enough. I have the car, a simple review, easy... The car is superb but with Crunch enthralled by it's sound, Big Man sizing up living quarters in the back seat and The Teeth literally chomping at the bit to use the DVD in order to raise capital for his dentist hate campaign. I am starting to fear for my safety. Will I have to enlist Silencio's help? Or should I just defect and steal the vehicle before the team takes me out?

No, there's only one solution. Secretly stash the keys while the team completes part two of the assignment: evaluating the Top Secret "*Driver 2*" Code Unit...

PSX2007





CASH AND BURN

PS one & amp
Enclosed in the parcel shelf, the PS one (£80) and Amp (XM-405EQX) at a mere £300, pumps over 200 Watts of sheer PlayStation power!

DVD
£450. Good, but not quite as good as a PS2.

TV & TV Slave
At £1200 for the master and £900 for the Slave it could be cheaper to buy a new car and put your living room TV in the boot.

Speakers
Red X4 XS-L1300. £260. If you can find room for these monsters then you are in for a treat.

Head Unit
CDX-M700R, a snip at £400. Check out the flip front – cool!

Fitting
At £2500 and a week's worth of labour the installation will seem nearly as bad as the PS2's 24 November release date.

Driver 2

SPANNING CHICAGO, HAVANA, RIO, AND LAS VEGAS, DRIVER 2 SEES TANNER TEAMED UP WITH NEW PARTNER JONES INVESTIGATING THE MURDER OF A BRAZILIAN GANG MEMBER. INVOLVED IS PINK LENNY, ONE OF JONES'S MAIN INFORMANTS. THE CHASE BEGINS, UNRAVELLING THE PLOT BETWEEN MYSTERIOUS GANG LORDS VASQUEZ AND KANE OUT FOR LENNY'S BLOOD. WITH ONLY A MATTER OF TIME BEFORE THE GANGS CLEAN UP LENNY'S ACT PERMANENTLY, TANNER AND JONES BEGIN THE RACE TO HUNT HIM DOWN FIRST. TIME FOR THE BOYS TO GO TO WORK...

PSX2007



Competition

Listen up you lot. It's no good, the feds are onto me. I've got to dump my bounty and get the hell out of the country, lay low for a few months, you know? Till the heat dies down, that's all. Anyway, if you want to get your hands on my Driver 2 goodie bag, you're going to have to show us you know what's up. All you've got to do is tell Silencio which four cities you reckon Tanner can be found in on Driver 2. Tell you what, since I've got to shift this stuff quick, five more of you can walk away with copies of the game as well.

Write to:
Klipp's Kargo, PLAY Magazine, Paragon House, St Peters Road, Bournemouth BH1 2JS

Graphics

Graphics are something I can really stick my teeth into. Infogrames, obviously feeling the game was too important to hold back and wait for the PS2, have re-vamped the original engine to accommodate bendy roads and larger, more varied cities. Las Vegas is a treat with casinos and neon lights. One of the previous *Driver*'s only let downs was the quality of its cut scenes, but these have been replaced with some of the best ever seen on the format. They really help gel the gangland story together and despite Tanner's dodgy new Vinnie Jones look and irritating accent all the characters are well drawn, borrowing from a library of gangster flicks like *Reservoir Dogs* and *Heat*. It is tough not to like *Driver 2* because it tries so hard to incorporate every game for every player.

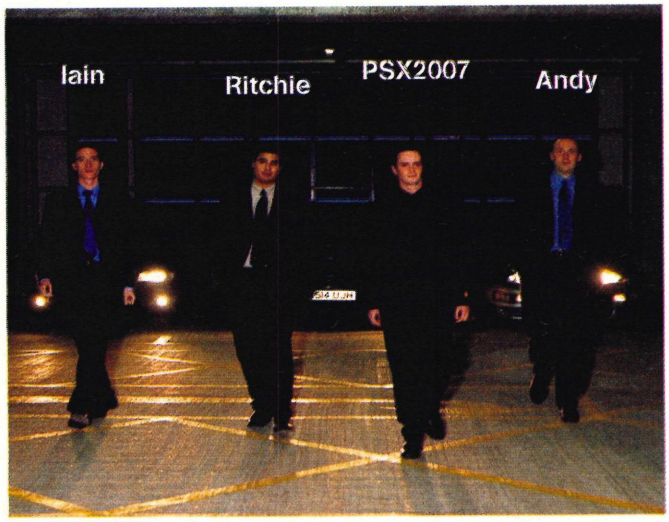
Richie

Sound

The original *Driver* went for atmospheric engine revs and a reasonably generic funkster soundtrack. This time around the boat has been firmly pushed out. It's got more realistic engine growls and differing in-game sounds that change depending on the city. Hispanic cries of "ARIBA! ARIBA!" will be the last thing you hear after the local Brazilian Militia have finished turning you and your car into a sardine can. Likewise the city sounds also enhance the various backdrops.

What really steals the show is the soundtrack. Guy Richie and Tarantino take note - Infogrames are dropping in some top names like the Dust Junkies and blues legend Ella Fitzgerald. Now that sure is some funky s**t!

Iain



Playability

The common-law driving test is a thing of the past. I learnt to drive on the inside. *Driver* taught me how go get from A to B without waking the Police, how to crush enemies with handbrake turns and 360 spins. Can I handle another lesson? Bring it on...

More cars, more speed, more handbrake turns and more challenge. Obviously Tanner is the antihero's hero, I give him credit although he's not as hard or good looking as me. The lad can drive but has he ever painted his boss's Ferrari pink with yellow spots and smashed it into a wall? I don't think so. The Ozwald Boateng suits are nice but didn't he ever learn to tie a tie? Not even a black cap! He wouldn't last long as my driver.

Back to the code. What *Driver 2* lacks in finesse it make up for with speed and sheer fun. The missions are concise and calculated with tasks providing a real challenge through basic addictiveness. The feeling of chasing a car at 120 MPH on the wrong side of the road with the police trying to ram you from behind and Brazilian Mafioso coming at you from the sides is just a rush, although it's not just adrenaline you need, it's a brain. The tailing and navigation skills needed require patience and a moderate level of concentration. *Driver 2* succeeds in all most every category. It made me feel almost as wanted as I did last weekend when the police saw me move a cone down Leyton highroad so I could park near the Orient!



Driver 2 hits the mark, surpasses it and speeds off in a haze of gasoline and break fluid. With the added dimension of carjacking there are new avenues to losing tails and outwitting the police. There is only one obstacle left to clear: hit and runs. Roll on *Driver 3* on the PS2!

Andy





Verdict

What had I done? In the rush to complete my mission in *Driver 2*; I had given the very boys I had enlisted, the ultimate weapon to use against me. I hid the keys, for what? They could now carjack, and with enough driving skills to make Michael Schumacher retire and take up knitting I had only one choice: disobey Silencio and head for the border.

Sure they could out drive me in Chicago, Havana, Rio and Vegas. High Wycombe was another story.

To Be CONTINUED...

WORMS ARMAGEDDON

BUY IT NOW FROM £9.99 RRP

OR THE WORM GETS IT! RIP

PlayStation £9.99, PC CD-ROM £12.99 & Dreamcast £19.99



MICROPROSE
www.microprose.com

TEAM17
www.worms.team17.com

HASBRO Interactive

© 1999 Hasbro Interactive Inc. All rights reserved. © 1999 Team 17 Software Ltd. All rights reserved. Published by Hasbro Interactive Inc. & Team 17 Software Ltd. Original concept Andy Davidson. "PlayStation" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. SEGA and Dreamcast are registered trademarks or trademarks of Sega Enterprises, Ltd.

PS2
PLAYSTATION2
The essential guide to everything **PlayStation2**

RIDGE RACER V

Racing tradition: Five years on, the series so closely linked with PlayStation steps up honourably to get another PlayStation off to a flying start...



MOTO GP
Namco says four wheels good, two wheels better!

READY 2 RUMBLE 2
Comedy cartoon boxing with the King Of Pop

SMUGGLER'S RUN
Get in, rev it up, drive anywhere, avoid arrest

TOP GEAR DARE DEVIL
Crash through detailed cities in a range of killer cars

PS2 PLAYSTATION 2

Weblink www.namco.com

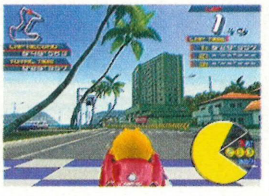
Written by **Simon Cann**





Pac to the future
It's a new millennium but everybody's favourite pill-popping yellow dot is still going strong. By meeting a certain set of criteria players can compete as the Pacster in his own unique set of wheels, even his arch enemies the Ghosts make an appearance.







01 Essentially, gameplay remains unchanged from previous outings although the action benefits from the PS2's stunning graphical capabilities.

RIDGE RACER V

We take Namco's fifth instalment of the Ridge Racer series for a test drive, courtesy of the UK PS2.

To paraphrase Tony Blair, "the PLAY team can feel the hand of history on its shoulder". Indeed, it's just over five years since Sony released the original PlayStation on an unsuspecting British public. Among the launch titles for the machine was a near perfect conversion of Namco's stunning *Ridge Racer* coin-op. The quality of this conversion confirmed two facts: the first was that the gap between arcade and home console technology had finally been bridged, and the second was that Sony's machine was markedly superior to Sega's offering of the time – the ill-fated Saturn. The rest, as they say, is history… with the power of Sony's console assured, the PlayStation went on to become one of the most successful consoles of all time and heralded in a new generation of home entertainment.

Half a decade later and on the eve of the UK PS2 launch it's perhaps fitting that the first official PS2 game PLAY reviews should be a sequel (a fourth one in fact) to the game that started the ball rolling in the first place. So is this fifth instalment of the *Ridge Racer* series the killer app that its great great Grandaddy was? The answer, put simply, is no. However, with that said *Ridge Racer V* remains as one of the most technically impressive and downright addictive racing titles ever conceived.

THE FIFTH COMING

As in the previous instalments there's no plot to speak of, you simply select from a veritable cornucopia of fictional supercars and proceed to burn your way through a series of torturously designed tracks. A variety of game modes are on offer, the most substantial of these being the game's GP mode, although other events such as Time Attack must be conquered if you're to unlock the game's many hidden cars (including a special Pac-Man driven motor) and special events.

In technical terms the game fails to deliver the 'wow' effect of the original PlayStation conversion. That's not to say you won't be impressed, indeed the game contains some truly incredibly visual effects. For example, the lusciously detailed courses – many of which pay homage to the previous games – feature an incredible level of detail. Thus, towering skyscrapers and neon lit tunnels eventually give way to palm tree-lined sections of sun-soaked beach. Laudably, this

ⓘ Publisher **SCEE** Developer **Namco** Release date **November 2000**

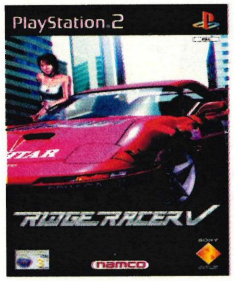
details

one/two-player

dual shock 2

memory card [324KB]

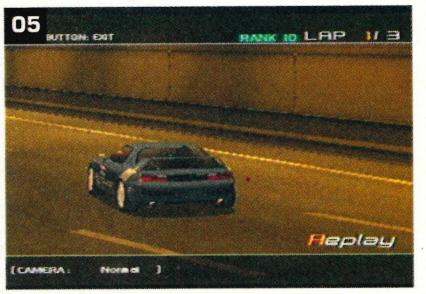
split screen













02 As always the replays allow you to view your last race from a variety of well-chosen camera angles. **03** This screenshot serves as a fine example of the game's massive draw distance; pop-up is looking to be a thing of the past. **04** Hardcore *Ridge Racer* fans will no doubt recognise the ubiquitous yellow bollards and palm trees. **05** The reverb effects as you blaze through the game's many tunnels are exceptionally convincing. **06** Little touches such as realistic smoke billowing from the wheels of the cars adds greatly to the overall racing experience. **07** The inclusion of these intrusive borders is simply unforgivable; once again the PAL gamers get the short end of the stick. Cheers lads. **08** The detail of the vehicles is staggering; it's even possible to make out the smallest of sponsorship stickers on the vehicles chassis's.

The **Fog**

Ridge Racer V features a slightly disappointing two-player split-screen mode. Here you and a friend can battle it out for first place, although your efforts may be somewhat hampered by the worrying presence of an N64 type fogging effect in the distance.

Day for **night**

Races in *Ridge Racer V* take place at various times during the day. This has allowed the developers to introduce some gorgeous lighting effects with the stages taking place in sunset looking particularly impressive. What's more, in the night stages you can even make out the tiny lights on your car's dashboard.











staggering detail hasn't resulted in a trade off against frame-rate (which ticks along at a nippy 50fps), likewise it would seem that pop up (the scourge of the driving game) has been relegated to the annals of history.

More impressive still are the vehicles themselves. Each one has been lavished with a previously unheard of polygon count. The result looks simply breath-taking, with little touches such as brake pads glowing red and sparks flying of the chassis after landing from a jump proving to be the sweet icing on the cake.

Ridge Racer V is one of the most technically impressive and downright addictive racing titles ever conceived...

THE GENTLE TOUCH

However, the inclusion of all these visual effects would be academic if the gameplay wasn't there to back things up. Fortunately, this is where *Ridge Racer V* truly shines – thanks in no small part to the fact that the developers at Namco have got the feel and handling of the cars just right. Thus all the adrenalin-pumped, high-speed racing of the previous games has been retained and true-to-form experienced players can still pull masterfully controlled powerslides as they push their supercar to the limit. The feeling of being in total control is heightened by the analogue buttons of the Dual Shock 2 pad. Featuring 256 (of which we counted 175) pressure increments, the joypad buttons do an uncanny job of simulating the accelerator pedal of a real car.

The only fly in the ointment is the iffy PAL conversion of the original Japanese code; big black borders are present in this version of the game. Hopefully, this sloppy oversight will not feature in future releases. Minor niggles aside this is a supremely polished slice of racing action that offers a tantalising glimpse as to what we can expect when developers really get to grips with PS2 technology. Put simply, this fifth instalment of the series will delight *Ridge Racer* aficionados and newcomers alike.

Overall

looks	
audio	
gameplay	
long term	
value	

Alternatives

- Midnight Club **November**
- Driving Emotion Type-S **58%**

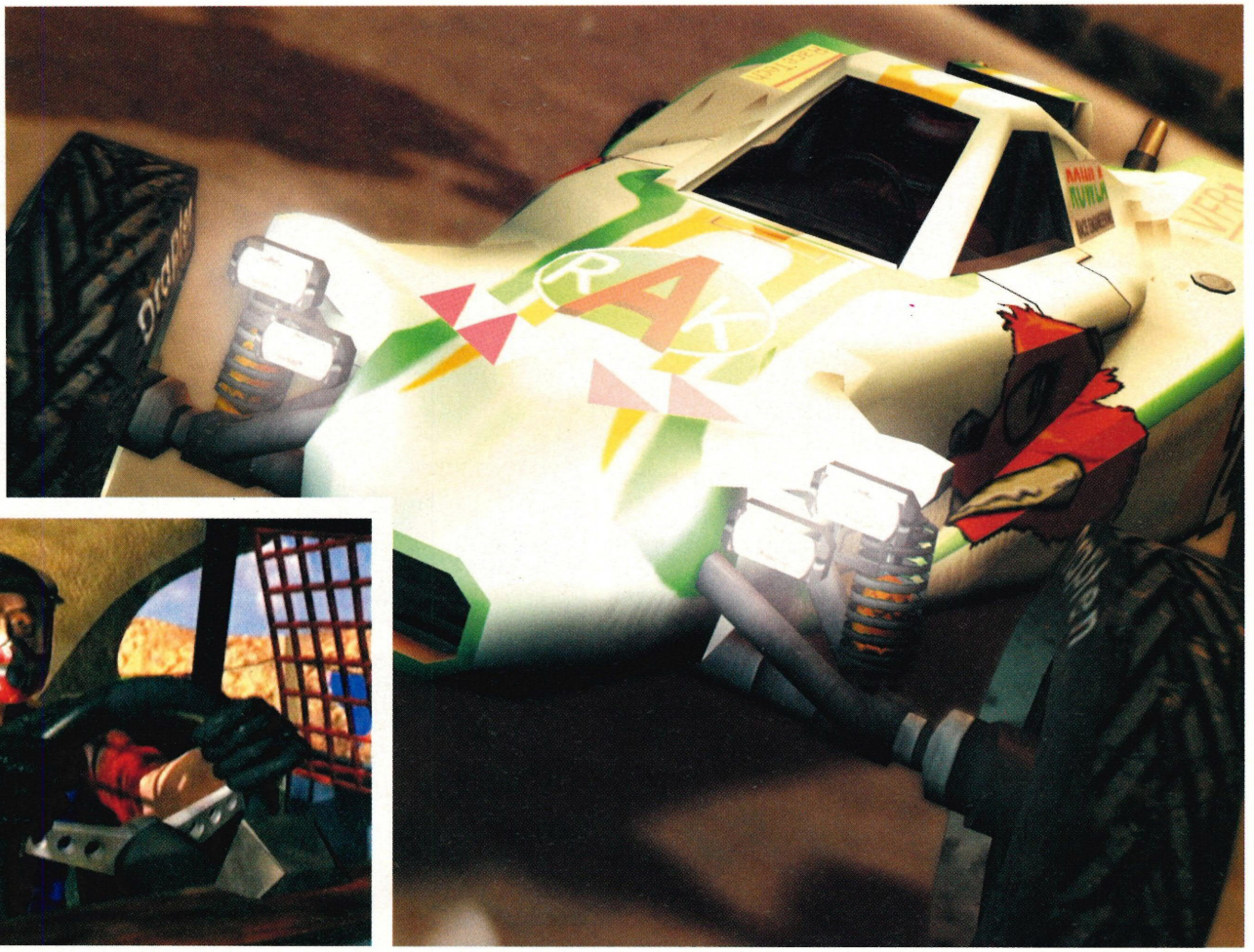
89%

A highly polished if unoriginal racer.

PS2 PLAYSTATION 2

weblink www.wildwildracing.com

Written by **Mark Crawley**



Play It Again Sham...

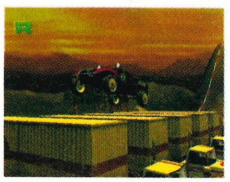
One of *WWR*s greatest omissions is that it fails to allow the player to save mid-championship. As the later competitions take some time to complete with countless unforeseeable pitfalls ready to scupper your season, progress can be infuriatingly hard-won.



WILD WILD RACING







Action to drive you wild with delight, or despair? PLAY races to find out...

It was inevitable that, given the sheer amount of hype surrounding the machine pre-launch, initially the PS2 would disappoint much more than it was to surprise and delight (thank you *Fantavision*). *WWR* carries on this tradition to some extent by disappointing on many fronts which apparently should, by now, be incidental – yet, unlike 12-bit *Tekken* or *Ridge Racer*, gains validity by the simple fact that no comparable PlayStation title approaches the level of competence displayed here.

Racing buggies across exotic terrain isn't new of course, but since the giddy 2D heights of *Buggy Boy* and *Powerdrift*, little has arisen to tempt players into hunting out that old pump and inflating their tyres to a ridiculous degree. WWR therefore represents, conceptually at least, a significant leap in ambition – sporting vast open terrain, complex physics and a number of varied play modes which are tied intrinsically to the player's overall progression.

So, just for the masochistic sake of it, let's compare what we were lead to expect of PS2 with what *Wild Wild Racing* actually manages to put on screen: First up we have the draw distance which, unlike that of *Smuggler's Run*, is limited to the point where the pop-in (though disguised by a snazzy fade effect) is noticeable. This rarely affects gameplay – a mini scrolling-map ensures the track is seldom lost and the sheer complexity of the environment offers a convincing excuse – but that developers must still weigh the desired level of graphical excess against performance is cause for concern.

A more substantial worry is presented by the physics engine itself. Whilst it appears fairly robust to begin with, springing vehicles convincingly about the track, the cracks soon start to show with the camera being thrown into a frenzy at times (particularly during certain stunt sections) and vehicles becoming awkwardly stuck against scenery. This latter complaint is particularly noticeable when attempting to utilise one of each course's many shortcuts, the entrances to which are often so tight as to highlight the unforgiving collision detection. For the want of a slight rebound, the game would be a much friendlier affair.

CAR TROUBLE

Whilst we're on the subject of shortcuts it's also worth mentioning that these are cheekily employed to add variety to the tracks rather than having brand new courses to race. Complete the first

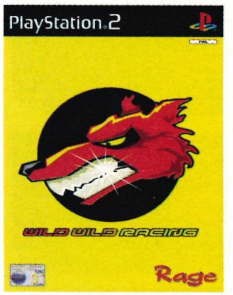


details

one/two player

dual shock 2

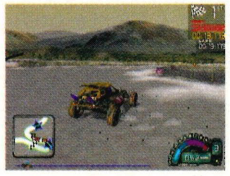
memory card [68KB]



ⓘ Publisher **Rage** Developer **Rage** Release date **24 November 2000**



01 Agghh! Holl forwards you damn orb! **02** *WWR* is certainly far in advance of the early Dreamcast racer, *Buggy Heat*. **03** You're not just racing against these guys... **04** ...there's also the terrain to worry about... **05** ...and the environment – even small bumps and ridges can throw the buggies into a spin.











Championship and you'll have to face the same three courses again in the second – just with extra detours opened for use! Granted, a genuinely new track completes each Championship lineup, but with the PS2 disc's storage capacity we've a right to expect more.

Rubbing salt into this wound is the fact that the game's Challenge mode makes you take on the same courses yet again (!) as you search out and collect the letters of each unlockable vehicle's name. There's method in such monotony however, as it ensures that by the time you unlock the vehicles capable of success in later Championships, you'll know each course and its shortcuts intimately. This cannot stop familiarity breeding contempt however, with the skill and stunt tracks offering only a minor distraction from the same old scenery.

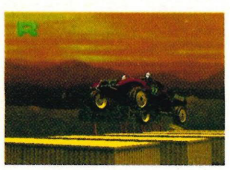
WWR represents, conceptually at least, a significant leap in ambition...

On a more perplexing note, the presence of damn-near useless vehicles on the initial roster of three (Yes three, I know, try to keep calm) serves only to disconcert as there's really just one serious contender. Whilst handling pleasantly for the most part, your buggy does have a tendency to come off as the unlucky one from collisions with the competition, and with the barriers too – the latter often swinging you around head-on, even when glanced from the side. That said, there's still some marvellous powersliding action to be enjoyed, especially for those skilled enough at road handling to stay firmly within the boundaries – though an overly cautious style of play is hardly in keeping with the subject matter.

It's ultimately unfair, of course, to punish *WWR* for Sony's over-hyping of the host platform – but a lack of pop-up should be achievable with the hardware and the game's more major problems stem from questionable design, content and physics. Those who are capable of a more philosophical attitude towards the such shortcomings will, especially in company, find an enjoyable if slightly repetitive afternoon's entertainment. But whilst this could be described as a competent title which bodes well for the future, *WWR* is far more enjoyable when someone else has shelled out the reddies.

MOVING ON

You won't get far tackling each championship in sequence in *WWR*, dear me no! Unlocking the bonus vehicles via the completion of challenges is the key to success with tests for speed (collect bonus letters), skill (push a ball around a test course) and stunts (traverse a flamboyant track within the set time).



Overall

looks	
audio	
gameplay	
long term	
value	

Alternatives

- Ridge Racer V **89%**
- Smuggler's Run **86%**

64%

Competent but ultimately wearing racer.

PS2 PLAYSTATION 2

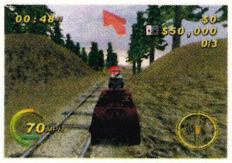
Weblink **www.rockstargames.com/smugglersrun**

Written by **Graeme Nicholson**

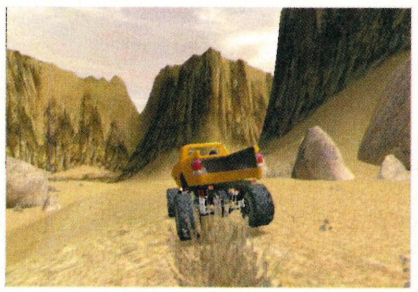




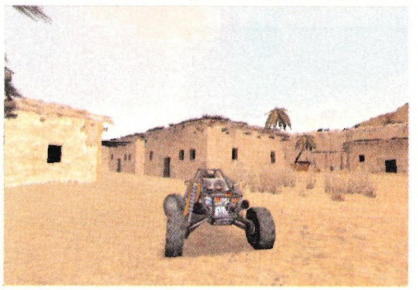












SMUGGLER'S RUN

Something to smuggle home on launch day...

Great physics can make a great game. Though often overlooked in favour of glowing visuals or novel quirks of gameplay, a decent physics system can quickly repay its considerable CPU calculation debt in pure feel. The most compelling thing about *SpaceWar*, it could be argued, was its mesmerising qualities wrought from a spaceship's thrust fighting against a deadly gravitational sphere. And the people who played that had phone number IQs.

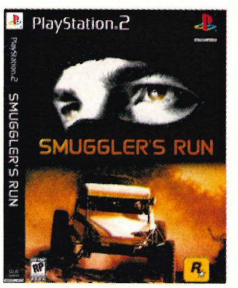
Smuggler's Run has splendid physics. From the deepest ravine to the highest mountain top, you, the driver, are constantly being fed loads of tasty information about the vehicle's reactive performance to varying surfaces, weight and momentum as a mission is played out beneath four wheels with independent suspension. Whether it's the wince-inducing crunch of an enormous foolhardy leap from the top of a frozen waterfall, or the subtle loss of control as the car lightens slightly on the crest of a hill, it's unquestionably right. Put to test over *Smuggler's* harrowing brand of sprawling off-road locations, the system really gets a chance to shine.

POINT TO POINT

These complex routines sit behind a very simple game structure. Plunged into the deep underworld of modern day smuggling, your job is to pick up and drop off all sorts of legally questionable goods in a number of springy all terrain vehicles. All this ever means, whether you're transporting stolen weapons or hot uranium, is driving to one waypoint and then to another. While this simplicity is the only real criticism which could fairly be levelled at *Smuggler's Run*, it is in actuality no bad thing – think of the game

details

one/two-player
dual shock 2
memory card [324KB]
split screen



ⓘ Publisher **Rockstar** Developer **Angel Studios** Release date **24 November 2000**







01 Okay, okay, tell the world why don't you! This is meant to be secret you bonehead!
02 Finding a civilian road or train track can provide some much needed level ground, thereby boosting speed for a while as you continue your getaway.
03 The cops are fast, and they attack in packs of Blues Brothers proportions, but they're not clever. Lead them into rocks, trees, oncoming traffic or each other.
04 Welcome to Marlboro country.
05 The law will hunt you down until the car's falling apart; the engine even begins stalling out and has to be repeatedly restarted.
06 The winter brings with it a whole new set of handling problems, but also frozen rivers that are way easier to drive across.



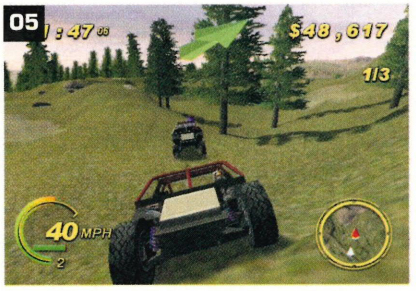


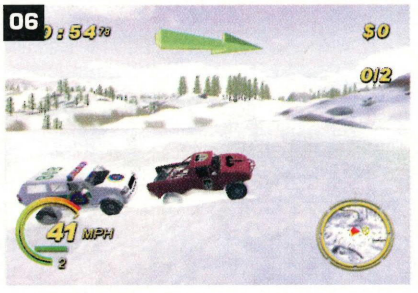












as 128 bit *Driver* in the wilderness. It's not as if the remote locations make for peaceful missions or slow pace – in addition to tight time limits, there are insane cops and rival smuggling gangs who will do anything to disrupt your little racket. Rivals try to make off with the goods for themselves; excitable police ram you, fishtail you and T-bone you to soak up valuable seconds on the clock – or to slow you down and make an arrest. No rest for the wicked and all that.

There are insane cops and rival smuggling gangs who will do anything to disrupt your little racket!

LOOK AROUND

Searching for the fastest route between checkpoints gives added life to those levels where playing ability plateaus out of sync with the increasing difficulty of the game. Keep running out of time before that last checkpoint? Maybe there's a bridge somewhere to get you across the river faster.

Planning a route on the fly is often critical to success, a task made easier by *Smuggler's* vast jaw-dropping draw distance. Should you be interested where all the extra memory goes in a PS2 game, in *Smuggler's* you can literally see it spread out in front of you. Drive to a hilltop somewhere and just look around – it's astonishing. No phoney wraparound backdrops either; if you see something several miles away, you can drive to it. Everything also appears so much more organic than we're used to. Tomb Raider's obvious mesh of crude five-foot blocks seems as far away as leech remedies and public executions.

The game is not going to knock you off your feet with futureshock next generation thrills, but that doesn't stop it being a fantastic asset come launch day. The endless joy of throwing a motor vehicle over punishing natural terrain, and a superb engine, make *Smuggler's Run* a sure thing; your enjoyment is guaranteed.

Overall

looks	
audio	
gameplay	
long term	
value	

Alternatives

- Midnight Club **November**
- Wild Wild Racing **64%**

86%

Smuggle it into your cove as soon as possible.

PS2 PLAYSTATION 2

weblink www.midway.com

Written by **Mark Crawley**

Publisher **Midway** Developer **Midway** Release Date **March 2001**

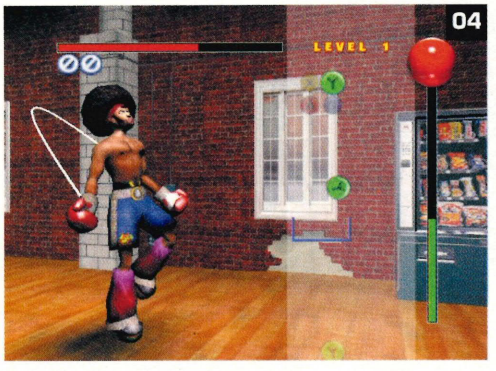




01 The personality-laden caricatures are sure to raise a few smiles. **02** Don't underestimate the lasses, they pack a punch and can get in the mixing pot fast! **03** "Stand by chappie: I. Am. About. To. Hit. You." **04** Training your fighter should be more interactive than before. **05** Watch that spittle fly! There's such a thing as too much detail at times...









READY 2 RUMBLE: ROUND 2!

Advance **Report**

NEXTGEN
- Enhanced scenery.
- Recognisable celebrities (at least at the start of the round anyway).
- Wobbling hair, bellies 'n boobs.

LASTGEN
- Jacko had his last hit (record, not punch) when exactly?...
- Essentially Ready to Rumble 1.2
- Combat engine devoid of fleshed-out features (ie reversals/counters)

Are you, perchance, ready to rumble too?

Ready 2 Rumble 2's press blurb blithers, "'King of Pop" Looks to Become "King of the Ring"'. We thought he already was – but we have to admit that a game which lets you slap Michael Jackson around comes pre-loaded with a healthy quota of charm. Of course, such incitement to violence is far removed from Jacko's previous attitude to Videogame land (old timers will remember the hoo-hah Sega had in pleasing the star with his MegaDrive likeness) and PLAY has to admit, seeing the moonwalking monkey's mate don a pair of boxing gloves is as disturbing as witnessing *FFVII*'s Aeris pick her nose then belch out the alphabet. I mean, it's just not right. Still, you can punch him so don't tell Midway eh...

A further eleven new faces join the first game's lineup, each set to receive a generous coating of bruises and cuts throughout play.

Call us sick for investigating this, but we're convinced that facial damage is now more apparent than ever!

Call us sick for investigating this for hours on end, but we're convinced that facial damage is now more apparent than ever with teeth flying and noses buckling as gloved fists pound features.

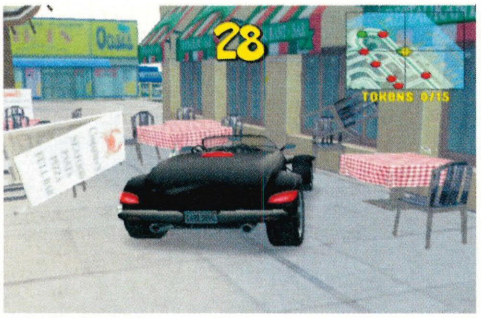
Allowing us to inspect this in consummate detail was the title's current level of slow-down – induced by arenas of increased complexity, this problem should hopefully be remedied in time for release. One thing which currently shines through (alongside the numerous black eyes) is the humour levels. More than any game of late *R2R2* managed to raise a laugh and, encouragingly, people were laughing with, rather than at the game. Expect more soon!

anticipation ★★★☆☆



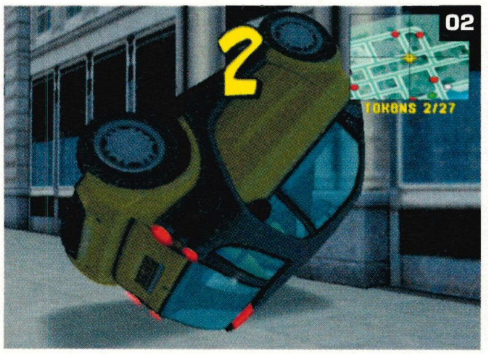
Written by **Mark Crawley**

Publisher **Kemco** Developer **Papaya Studios** Release Date **24 November 2000**



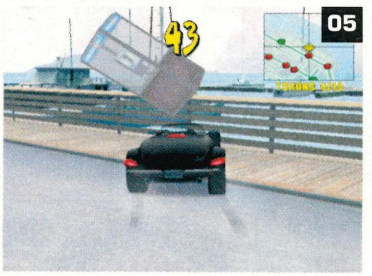


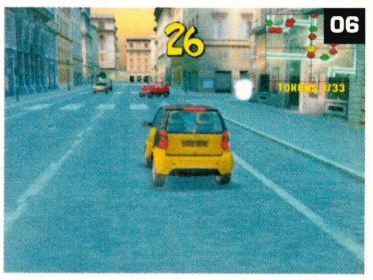
01 In the recesses of his converted glove-compartment, Jed was safe from the alien abduction beam... **02** I see the problem mate – you've got a ruddy big 2 hangin' off yer wheel! **03** There's some seriously big air to be had, hope you chose a car with good suspension... **04** Put on that cockney accent and relive *The Italian Job*. **05** Much of the scenery is pleasantly destructible. **06** The draw distance is impressive, when optimised it'll hopefully cease to strain the frame-rate.











TOP GEAR DARE DEVIL

Advance **Report**

NEXTGEN
- Those accurately modelled cities.
- *Spy Hunter*-style defences – but in 3D!
- Eight (EIGHT!) player action... on one (ONE!) machine!

LASTGEN
- Minis. Heh heh heh.
- The *Top Gear* name, and it's hardly venerable.
- *Die Hard Trilogy* set the (increasingly popular) template.
- Looks at wee bit slow at the moment and, when moving at the max, a tad jerky.

Out-run those cops. Go on, double dare ya!

Joining F1 and rally games in the race towards the end of our tolerance is the, ahem, 'city racer', if PLAY can be so bold as to offer a possible label for what is a rapidly burgeoning sub-genre. And just in case you hadn't realised how crowded the field has become, consider the emergence of *Driver 2*, *The Getaway*, *Midnight Club* and now, *Top Gear Dare Devil* – all in the space of a few months.

Of all its competition, it is *Midnight Club* which *Top Gear Dare Devil* most closely resembles, but don't let the similarities fool you into assuming that the two games will be identical. *Dare Devil* might well place you in a number of well-known cities as part of an underground racing team, but it also boasts features which serve to distance it from the more straight-forward racing of Angel Studio's contribution.

For example, the rival gangs and coppers in *Dare Devil* are REALLY out to curtail your progress with bomb cars attempting to scupper your vehicle with ominous sounding 'vortex attacks'... ulp! Fortunately, there are pick-ups to collect which help maintain the MOT on your chosen car, and even Bond-esque weapons such as a smokescreen are available for use and abuse.

Top Gear Dare Devil aims to provide eight player simultaneous action. Diabolical fun, no?

Equally pleasing is *Dare Devil*'s comparatively generous offering of four major cities to terrorise – London (a firm favourite in such games), San Francisco, Rome and Tokyo. Each is split into four levels, which admittedly sounds a little inadequate, but the alternate nature of the gameplay should hopefully ensure that 16 quests is enough. To highlight the difference: whereas in *Midnight Club* you take part in races; in *Dare Devil* one undertakes 'missions' – therefore, if suitably split into separate tasks, content should not be an issue.

The sheer number of comparable titles suggests that developers have been itching for technology to catch up with a shared ambition to realise city-based racing. More tolerant of such a young breed, PLAY looks forward to seeing which elements prove worthy of further refinement... especially as *TGDD* aims to provide eight-player simultaneous action. Diabolical fun, no?

anticipation ★★★☆☆

PS2 PLAYSTATION 2

weblink **www.namco.co.uk**

Written by **Mark Crawley**

Publisher **SCEE** Developer **Namco** Release Date **TBA**



01 Colliding with riders or scenery seldom results in a fall – over-steering whilst accelerating will be the main cause of that!

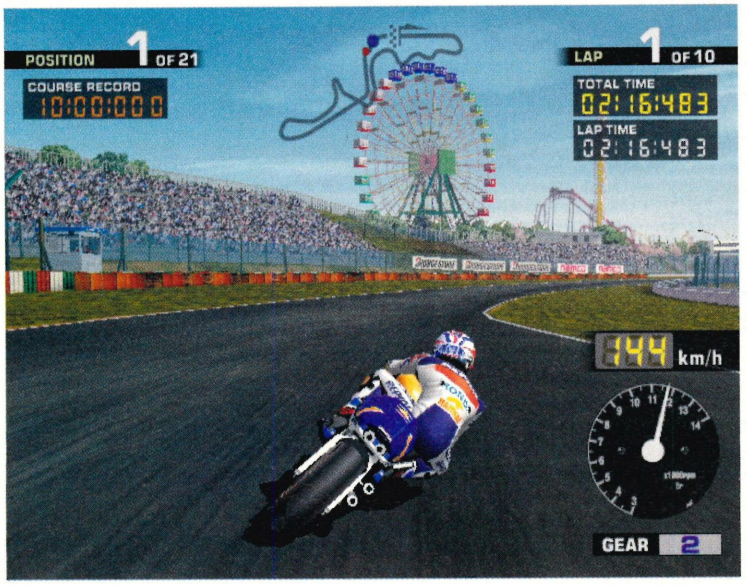


Advance **Report**

NEXTGEN
- Just look at that draw-distance!
- Just look at that detail!
- Just look how many other AI riders you're up against!

LASTGEN
- Just look how many human players can take part at once.
- Erm. Well you're on old fashioned bikes, right. Not futuristic hover sticks.

MOTO GP



Namco revs up for action...

Bike racing sims are rare on consoles at the best of times, so news of Namco's *Moto GP* emerging so early in the PS2's life is particularly well received. Whilst the bias towards realism is something of a departure for the company, considered in context it seems a sensible, if not inevitable, road to take – after all, the leniency displayed in the *Ridge Racer* games would seem ludicrous if applied to the more fragile pursuit of motorbike racing, right?

Well, no. Not according to Namco, because the challenge in *Moto GP* comes not from keeping your rider on his bike (he quite literally hangs on for grim death!), but keeping the bike itself on the tarmac in light of the courses' many rigorous corners. However, think about it a bit and this makes sense – had the opposite been true and the tracks been ridiculously easy to navigate but with every slight nudge causing a crash, it's hard to envisage an enjoyable racing environment being maintained.

Despite making such concessions in the name of gameplay, the title fulfils its real-world aspirations admirably. Whilst it won't mean very much to anyone who isn't a fan of motorsports, Namco has obtained an official licence for *Moto GP* from the company behind the FIM Road Racing World Championship GP. For those of us who prefer to spend our weekends in bed, names such as Max Biaggi, Mick Doohan and Kenny Roberts won't be familiar, but nevertheless, with these stars, authentic championship tracks and a selection of 32 real-world bikes, the game should convey a convincing, authentic flavour to all.

Of some concern is Namco's insistence on following *RR Type 4*'s trend by offering a disproportionately meagre number of tracks in comparison to the generous selection of vehicles. With only five courses initially available, it remains to be seen how long the game can hold players'

02 Don't get caught on the outside with so many other riders blocking that gorgeous line... you'll have to wait your turn now!



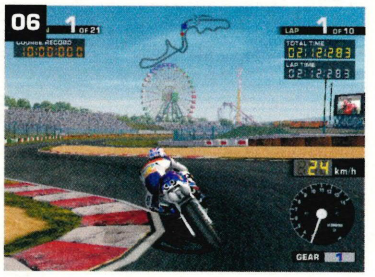






03 Crikey – some of these billboards are off-putting! What's he trying to sell? **04** Expert riders can elect to take the green track... **05** The graphical detail really is astonishing. **06** Easy does it! Sometimes 24 MPH is plenty. **07** Keen eyes will spot that the best line is subtly worn into the track. You're looking good here!





attention, the danger being that there simply won't be enough tracks to encourage players through each and every play mode. That success unlocks further circuits (amongst other goodies) gives some comfort, but as a home title *Moto GP* really needs to ration out at least the same number of courses again. Granted, the locations seen so far have been painstakingly recreated, but base expectations of the PS2's prowess render graphical exuberance a poor excuse for minimal content.

Having said that, the number of ways in which the included raceways can be approached is suitably exhaustive, with Arcade, Season, Time Trial and VS play all being available, along with the latest fast-growing trend, Challenge Mode. It's this final addition which PLAY is most eager to inspect in detail, likely, as it is, to be the key by which the game's extras are unlocked – yet, in company, simply managing to grab a pad may well present the biggest challenge itself! With the PS2 marketed as more of an 'entertainment appliance' than a games console, you'd expect *Moto GP* to support social gaming. In this respect the restriction on the number of simultaneous participants is a little disappointing, but the two player upper limit should at least ensure that frame-rate issues are not allowed to tarnish PS2's prestige during play.

The number of ways in which the raceways can be approached is suitably exhaustive...

Fast, smooth and demanding, with a draw-distance which far too many 32 bit racers would die for, *Moto GP* should bring an all too rare slice of action to living rooms soon.

anticipation ★★★★☆



PS2 PLAYSTATION2

weblink **www.doa2.com**

Written by **Mark Crawley**

Publisher **SCEE** Developer **Tecmo** Release Date **TBA 2000**



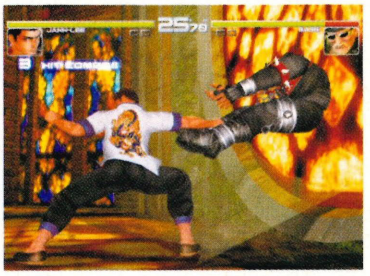






01 Characters' fighting styles betray their vocations. Being a ninja, Kasumi catches her opponents arms with a technique similar to arrow-cutting or sword-blocking. **02** Leon looks outnumbered in one of the new Tag Battle arenas! **03** Standard blocks remain in *DOA2* – the necessary pause which follows a powerful attack offers up plenty of time for you to get in a nice painful, damaging throw.









DEAD OR ALIVE 2

Tecmo's arousing fighter returns with more than a boob job...

Advance **Report**

NEXTGEN
- 'Hold' system ensures a constantly shifting balance of power.
- Tag-Battles done properly in 3D – at last!

LASTGEN
- Unparalleled interaction with the scenery for a beat-em-up.
- Virtua Fighter-esque kick/punch combos.

Despite utilising Sega's arcade hardware to startling effect, the original *Dead Or Alive* had a hard time endearing itself to UK players' hearts. Saturn owners had to splash out on an import copy (after paying to chip their beloved black boxes), the reworked PSX version came too late to rob *Tekken* of its following and, arguably, suffered through its early association with Sony's competitor. Then there were the gazongas to consider – quite simply, *DOA* featured the most over-enthusiastically animated jabberbangers ever to steal the limelight from an innovative and well-balanced fighting system. Looking back, it's not hard to understand how the game's 'Hold' system was overlooked by so many.

All this is set to change with the second instalment however. Despite the UK Dreamcast and Japanese PS2 conversions doing what is known as 'the business' in their respective territories, we won't be seeing a direct port of either! Rather, British gamers can look forward to a translation of the enhanced US 'Hardcore' version of the game – created to address the disappointments evident in the original PS2 incarnation (which, thanks to jaggy graphics, some believed to look worse than the DC version!) whilst installing some of the fripperies which fans expected, but failed to receive.

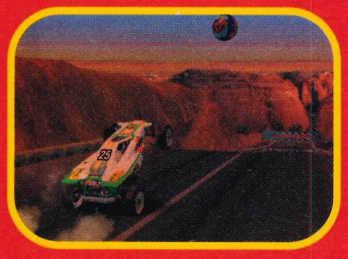
DOA2 screams value over its fighters' battle cries

Cue an entirely new, PS2-tailored graphics engine, 80+ costumes, enhanced and new stages (some of which feature the original *DOA*'s explosive 'Danger Zones'!) and even a selection of Tag-Battle arenas – which is a vast improvement over the Dreamcast's monotonous single offering. As if that wasn't enough, Itagaki-san's Ninja Team are also working on a CG Gallery mode, an improved intro, extra cinematic sequences to flesh out the characters and… [gasp!] new moves! *DOA2* screams value over its fighters' battle-cries and, quite frankly, we can't wait!

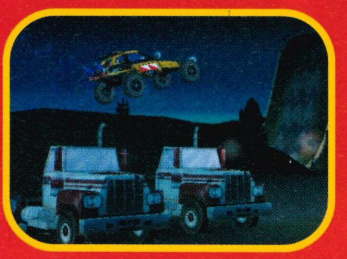
anticipation ★★★★★



UNLEASH THE BEAST WITHIN









WILD WILD RACING

www.wildwildracing.com

www.rage.com

Available 24th November

®Rage Games Limited 2000. "PlayStation" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

Rage



incoming

IMMINENT RELEASES FOR PS2

Incoming hosts some familiar faces this month – largely thanks to looming PAL launches. Oh yes, the PS2 is almost upon us!



Aqua Aqua

ⓘ Publisher **SCi** Developer **Imagine**
Release date **24 November 2000**

A good puzzler is always welcome at launch and *Aqua Aqua: Wetrix 2* has gameplay to match the head-scratching heavyweights. Rotating falling pieces of land to form water-holding lakes is surprisingly enjoyable and the only reason you won't play this one for hours on end is that it makes you desperate for the toilet (at least that's what Mark says, but he can't sit within earshot of a river without needing a leak). Quite what the scenery-roving Aqua elves add to proceedings remains to be seen, but at £24.99 the interested can certainly afford to find out. Cor, I suddenly need the loo…

anticipation ★★★★☆

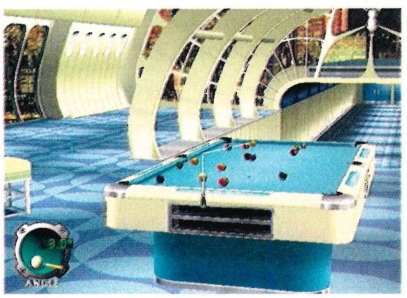


Street Fighter EX3

ⓘ Publisher **Capcom** Developer **Arika**
Release date **December 2000**

Okay okay, so the response to the Japanese launch of *SFEX3* was understandably underwhelming in the face of clearly superior competition – but funny things sometimes happen to games as they travel from east to west… right Capcom? [Nudge nudge, wink wink…] For example, the interim has afforded ample time for slowdown problems to be eliminated, backdrops to be altered so that they scroll realistically and, what the hell, full-screen optimisation for PAL TVs. But expect all this as we might, we still have to see if such much-needed work has actually been done. Don't risk a buy until we've found out if PAL *SFEX3* is worthy of your cash.

anticipation ★★☆☆☆



Pool Master

ⓘ Publisher **Take 2 Interactive** Developer **Ornith**
Release date **15 December 2000**

Seldom does so much effort go to such little effect as in the pool/snooker sim. If the development team has done its job properly then the torturous physics governing the trajectory and velocity of colliding spheres should, due to each clacking orb moving as it would in real life, fail to stand out at all. Indeed, it's only when something is awry that such engines catch our attention – good news for *Pool Master* as, despite hosting balls which twang around a little too quickly perhaps, the physics engine appears inconspicuously trustworthy. The power meter causes concern but this looks good for a PS2 pool podium place.

anticipation ★★☆☆☆



Dynasty Warriors 2

ⓘ Publisher **Midas Interactive** Developer **KOEI**
Release date **January 2001**

Given that *Dynasty Warriors 2*'s central gameplay would have sat brilliantly within KOEI's feudal battle sim, *Kessen*, its release as a separate entity is somewhat perplexing. Certainly, initial views are coloured by the nagging suspicion that, with somewhat sparse battlefields (in terms of structures), the game's engine should have been adopted as part of a larger project. Fortunately, the screen is kept crammed with enemy soldiers, ensuring that it never seems quite fair to dismiss *DW2* as a sub-game set loose. The game attempts to succeed where the *Fighting Force*'s of this world have failed. Success is much anticipated…

anticipation ★★★☆☆



[Above] During the Star Mine mode, you can produce crazy elaborate displays like this. Who needs Guy Fawkes, eh?

Fantavision

ⓘ Publisher **SCEE** Developer **SCEI**
Release date **24 November 2001**

Providing the Japanese PS2 launch with some much needed originality, *Fantavision* nevertheless sits in peril of being overlooked by those seeking more conventional hi-octane thrills. This would be a lamentable occurrence as, despite an initially cool reception, the game rapidly opens up to reveal a surprisingly addictive puzzle-based premise. By deft use of the on-screen cursor, players must link chains of fireworks in order to set off impressive pyrotechnic displays before the chance to act fizzles away. A variety of rockets of several colour groupings, all fired up into the midnight sky at differing speeds, are guaranteed to keep you on your toes – whilst positively relaxing at first, *Fantavision* rapidly explodes into the kind of frantic action we've come to expect from its genre.

Aw heck, it's just great to see score-based old-skool gameplay grace a machine that, in general, deserves more creative attention than it has received! The incentive to replay might not quite equal that of old master *Tetris*, but for those seeking a unique experience on a brand new machine, *Fantavision* is one show worth seeing.

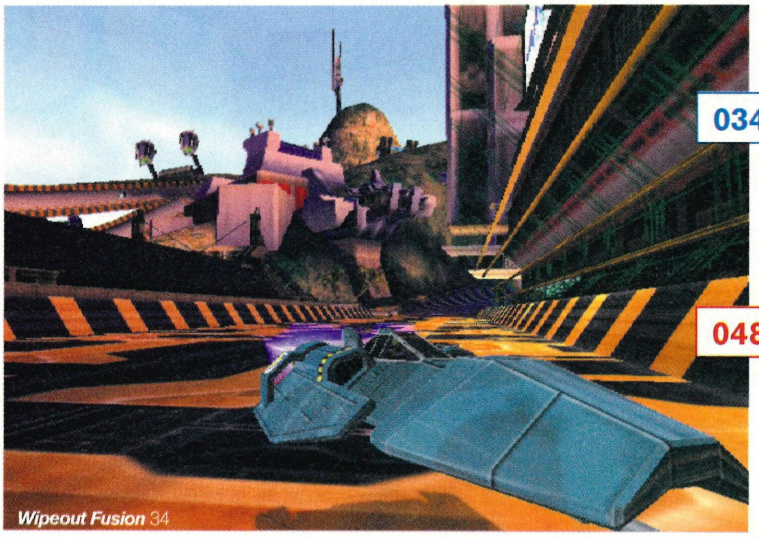
anticipation ★★★★☆





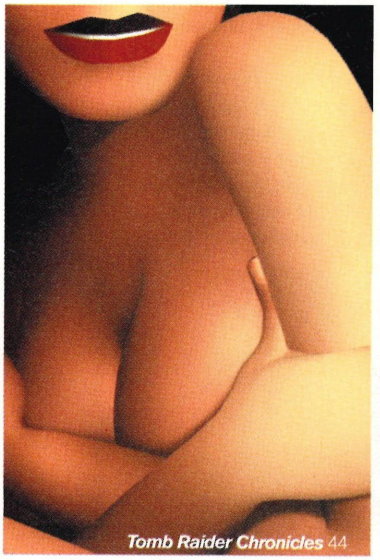
the games

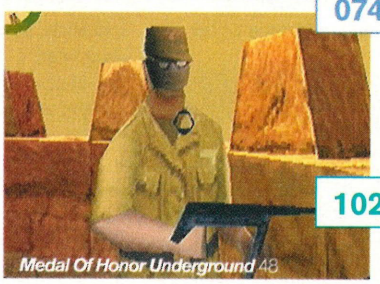
The only guide to PlayStation gaming you'll ever need!

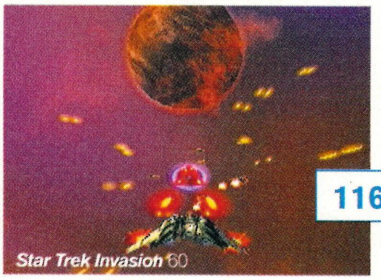












034 WorkStations

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

034 **Wipeout Fusion**
040 **Blade**
042 **Chicken Run**
044 **Tomb Raider Chronicles**

048 Review Section

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

048 **Medal Of Honor Underground**
052 **Driver 2**
058 **Spider-Man**
060 **Star Trek Invasion**
062 **Spyro: Year Of The Dragon**
064 **Incredible Crisis**
066 **Aladdin**
068 **Prince Naseem Boxing**

072 Official Round-up

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

072 **Dinosaur**
072 **Equestriad**
073 **Jungle Book Rhythm 'n' Groove**
073 **Tunguska**

074 Import Round-up

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

074 **Dragon Quest VII**
074 **Rhapsody**
075 **RPG Maker**
075 **Threads Of Fate**

102 Wired Ups

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

102 **Smackdown! 2**
103 **Alex Ferguson's PM 2001**
103 **The Emperor's New Groove**
104 **Spec Ops: Ranger Elite**
105 **Danger Girl**
105 **The Road To Eldorado**
106 **Hello Kitty**
106 **Rogue Spear**

116 Playlist

Ratings for every PlayStation game that has ever appeared in PLAY, plus heaps of extra information!

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.

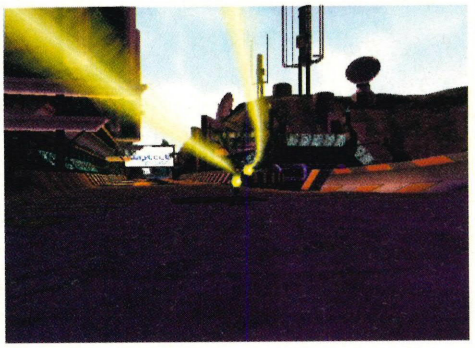
50-74
These are average games that may be entertaining but are fundamentally flawed or don't have any lasting appeal. Genre fans might like them.

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

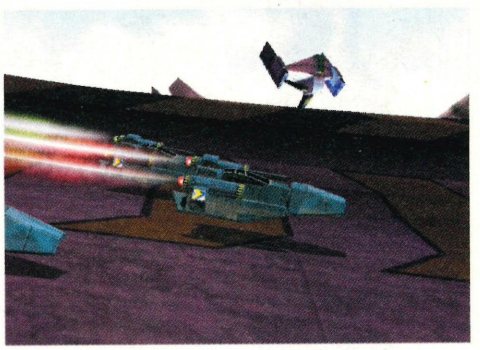
0-34
Complete tripe. We're warning you: these games are likely to induce severe depression!

Writer Mark Crawley

Available March 2001









softography

Free Radical Design UK

Colony Wars
Psybadeck
Krazy Ivan
Wipeout 2097
Formula One
Destruction Derby
WipEout

WipEout Fusion

THE BIG GAME

Does this game even need an introduction? Oh well, just for the minority who do, welcome to the inhuman race...

The anti-grav' vehicle by which the PlayStation gained so much of its early kudos is back to do the same for PS2. Yet, despite being suitably wondrous to behold, what initially overwhelmed us press-types about *Wipeout Fusion* was the sheer amount of background information provided to flesh out the game. Now, PLAY understands that speed, control and firepower are dedicated players' main areas for concern, but a cursory glance at an educated snippet of blurb is nothing if not revealing...

"In the year 2150, the F5000 Race Commission made much of the fact that it was 100 years since the inaugural anti-gravity race league. There was a feeling that the tremendous success of anti-gravity racing may well have peaked, and that mass interest in the sport would inevitably begin to decline unless steps were taken to introduce something new. The gradual technological improvements which were implemented each year were too subtle for the general public to appreciate, so a more sweeping change was announced."

...all of which apes *Wipeout*'s real-world situation to a remarkable extent, subtly hinting that the re-branded Psygnosis still has a finger on the gaming public's pulse – and is not about to let it flat-line just yet. *Wip3out* and its subsequent remix, despite representing the ultimate refinement of the series upon release, received distinctly lukewarm receptions – in holding the incremental nature of the game's evolution responsible for such public lethargy, Studio Liverpool seems to have come to one very logical and lovely conclusion: *Wipeout Fusion* MUST utilise the new technologies of PS2 in order to blow people away. Totally.

So then, exactly what sweeping changes has the 'Federation' made in order to re-ignite its public's enthusiasm for the relaunched F9000 Anti-Gravity Racing League in June 2156? Quite a few it seems – not least of which is ensuring that the event lives up to its 'anti-grav' moniker with races literally being catapulted in a new direction thanks to a new breed of pad which flip craft up onto the raceway's ceiling!

You'd expect technologically improved ships to be available in order to facilitate such manoeuvres of course and, indeed, this latest *Wipeout* boasts a host of 32 reworked vehicles which are more than fit for purpose.

[Below] The tracks look more magnificent than ever. Boot down now!



MARCH 2001

PUBLISHER Sony

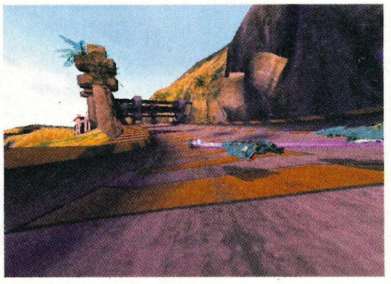
DEVELOPER Studio Liverpool (Psygnosis)

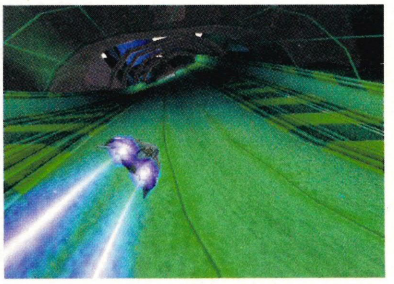
1-2 Players

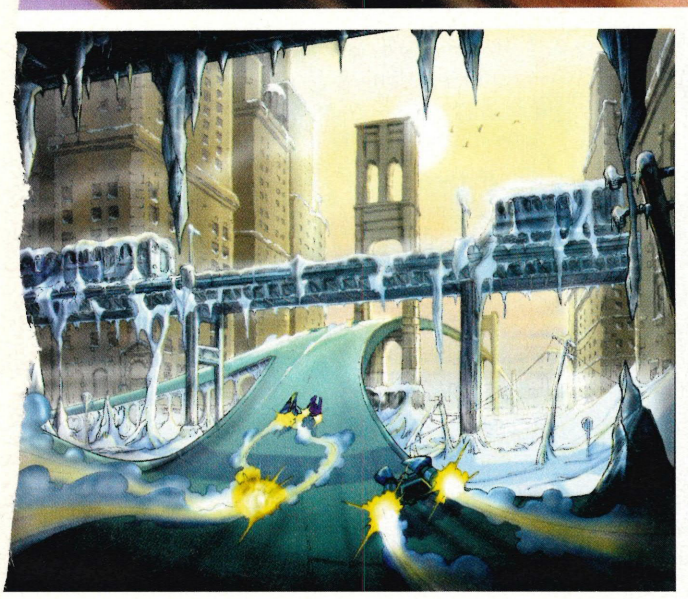
70% Complete

Anticipation

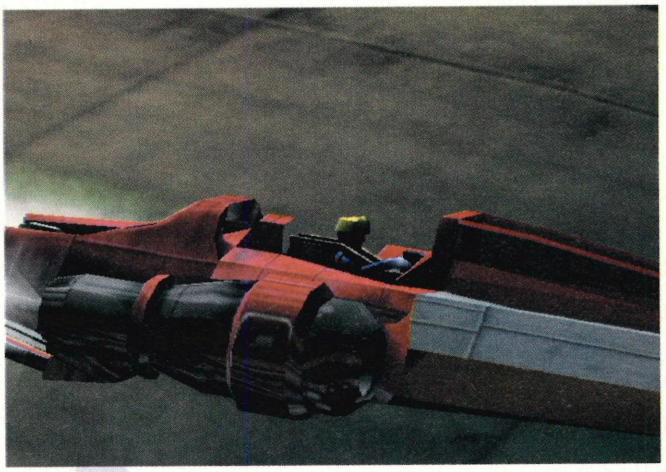
★★★★★



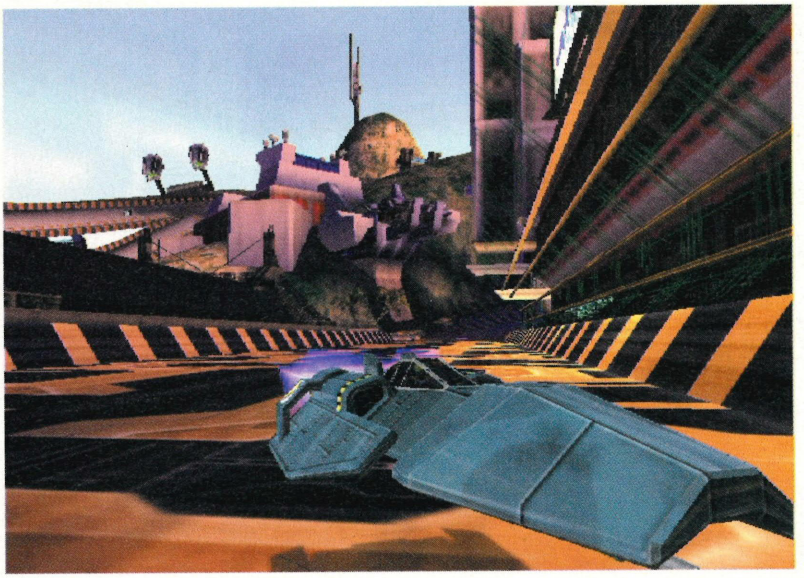




"The ships, themselves replete with splendid lighting effects, literally thunder around the beautifully rendered courses..."



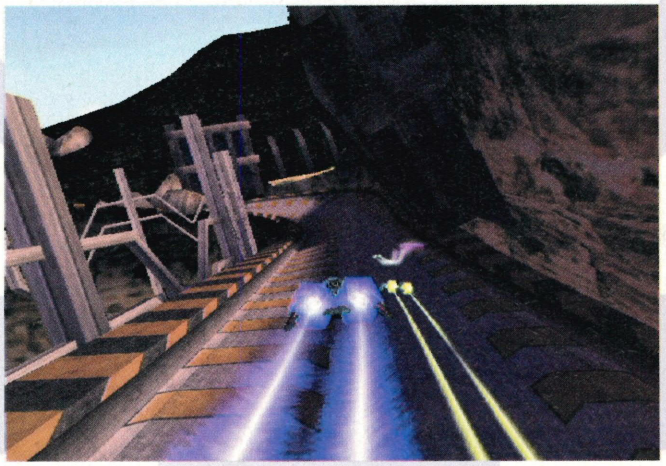
[Above] PLAY can't condone competing with your cockpit open... and buckle-up whilst you're at it!



⏭ Generally looking like a cross between *Star Wars Snowspeeders* and spares from *F-Zero X*, the gritty realism of *Fusion's* PS2-powered graphics is complimented perfectly by such comparatively squat and gnarly craft... and you should see 'em in motion! The ships, themselves replete with splendid lighting effects, literally thunder around the beautifully rendered courses, thanks to a vastly enhanced physics engine – whereas previous installments have relied upon just seven parameters to define handling and manoeuvrability, *Fusion* employs no less than 48! If that seems a tad excessive then remember that damage is now a contributing factor to performance, the physical deterioration of your ship being well reflected in its increasing inability to respond as desired.

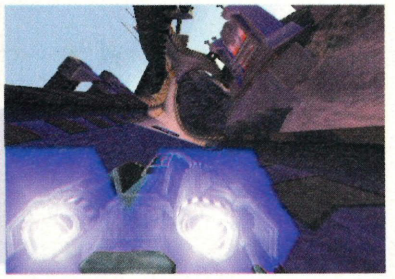
"Seeing your craft gradually disintegrate is arguably as disconcerting as being wiped out in a single concentrated blast..."

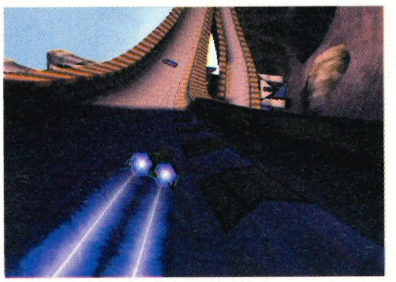
But who would want to go and wreck your pristine craft? Not some anonymous CPU drone that's for sure because, like the original *WipEout*, *Fusion* features a psycho-packed pilot roster – guaranteed to make every encounter a personal affair. Not that everyone on the track will necessarily want to tussle, each pilot sporting a distinctive character which will govern their attitude and approach at any given time – therefore players can expect to witness (not to mention experience) team Tigron's bullying tactics in direct contrast to, for example, Van-Uber's more honourable and respectful disposition. To put it simply, you will find that the opposition pro-actively drive against you and each other, rather than just mindlessly following a set route, firing indiscriminately once a weapon has been acquired, which is so often the case.

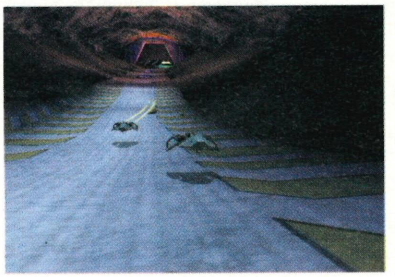


Speaking of which, Fusion's stance on the various instruments of death which have been developed is significantly advanced over that of its predecessors – evidencing this are weapons specifically designed for two-player mayhem and a proviso that certain firearms must be unlocked before being made available for use. Presumably adopted to ease players into the mayhem gradually, such an approach sits well with Studio Liverpool's intention to provide an environment in which both novices and veterans can revel; although seeing your craft gradually disintegrate, with billowing smoke rapidly giving way to naked flames, is arguably as disconcerting as being wiped out in a single, concentrated blast.

Thankfully, pitting-in grants the opportunity to repair damage before such a ⏭







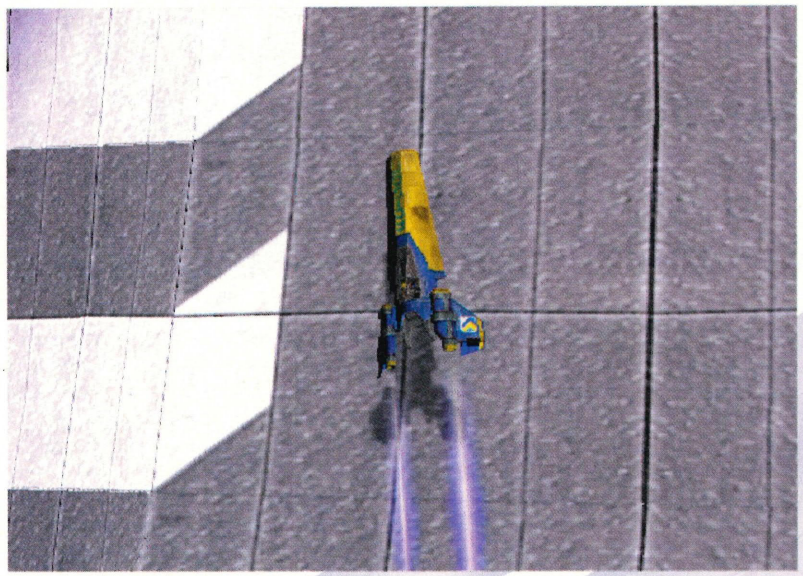
TRACK RECORD

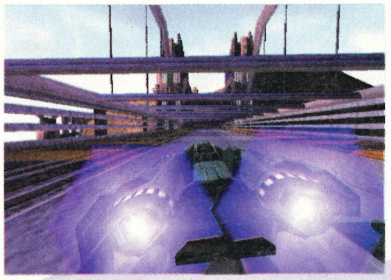
WIPEOUT
The PlayStation's original 'killer app' introduced an eager legion of clubbers to the trip-tastic realm of anti-grav' racing, courting sales-bolstering controversy by mere association alone. La-la-large and, indeed, bangin'.

WIPEOUT 2097
More forgiving collision detection (scraping the barriers rather than them bringing you to a sudden halt) was offset by noticeably slimmer tracks – instantly giving *2097* a playability boost. Class.

WIP3OUT
2097 delivered the goods so consummately that few felt the need to search further for their high-speed thrills – a shame as *Wip3out* (despite the twee title) was the 'biz'. Great graphics, tracks and structure ensured loyal followers felt duly rewarded...

WIPEOUT SPECIAL EDITION
...until the 'Special Edition' came along that is! Using *Wip3out*'s definitive engine to breathe new life into selected tracks from the series' history, this one's perplexingly unmissable yet superfluous all the same. Worth the impulse buy at £20 though.

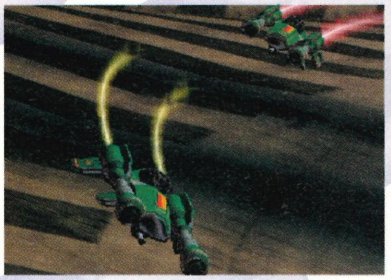


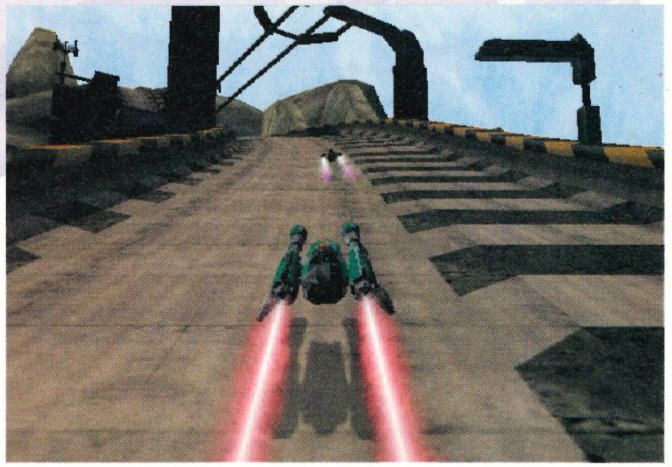




[Below] Tight blind corner ahoy! Time to use those air-brakes if you think you can remember how...?







[Top Left] Several classically styled craft are present at the moment. Whether they'll make the final code remains to be seen.
[Above] The double trails left by each craft hint at their new found power.
[Above Left] What I wouldn't give for a kick-ass, 'wipe that smile off your face' weapon right now...

WHAT'S IN A GAME?

As a sequel, *Fusion* isn't going to fool anybody into thinking it's entirely original, but then no *WipEout* game has been completely devoid of 'inspiration'. Look closely for echoes of the following...

F-ZERO

Element: .....Setting

Still considered the definitive future-racer by many, Nintendo's *F-Zero* might have lacked weapons but was perfectly balanced to compensate. The reason why most of us slobbered over the new-born SNES despite the atrocity that was *Ultraman*, and not an effeminate Kartie in sight!

STUNT CAR RACER

Element: .....Outrageous Tracks

Geoff Crammond's seminal racer was responsible for introducing the roller-coaster style tracks which *WipEout* was to adopt and make its own. The single CPU opponent was competition enough as courses were devoid of any safety barriers! The 16 bit versions are eminently playable to this day.

FATAL RUN & ROADBLASTERS

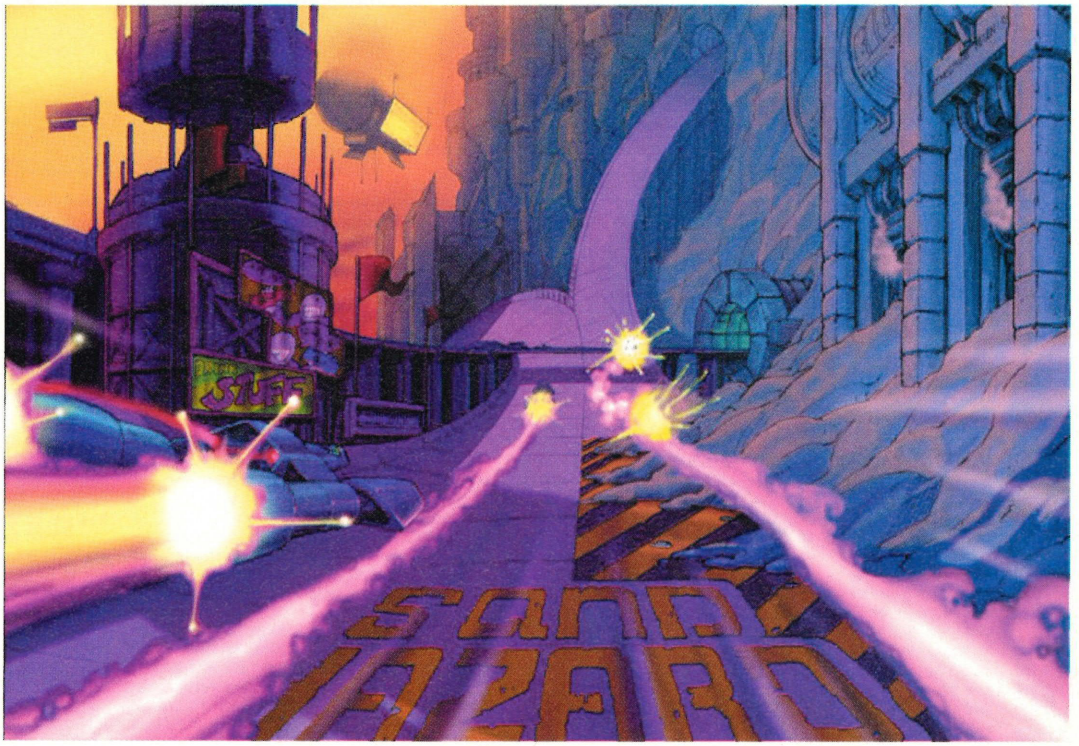
Element: .....Firepower (at last!)

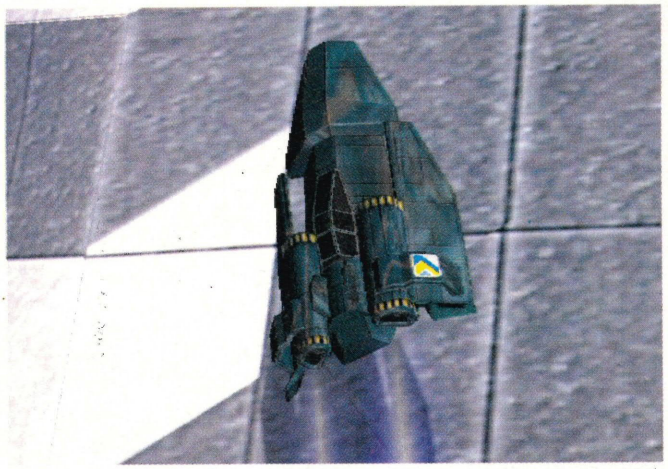
We can't recall any smooth-scrolling into-the-screen racer with weapons pre-dating *Fatal Run*, but the post-apocalyptic VCS speed-fest sure set one hell of a trend! Atari later streamlined the concept itself with *Roadblasters*, removing all extraneous features from the central drive 'n' shoot theme.

ELIMINATOR

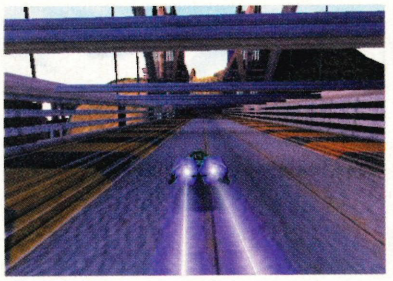
Element: .....Inverted Action

Think that racing on the roof is a new idea? Think again! Unlike *STUN Runner* and *F-Zero X* (in which gravity did the business), *Eliminator* featured pads which launched your craft up onto the ceiling. Sound familiar to anyone out there?





[Above] Ship detail is impressive on static shots. In motion these babies look like something else!





⏭ catastrophe occurs, as well as re-charging those all-important shields. Diligent pilots will ideally want to avoid the need for such time-consuming patchwork of course – on-tap to assist in this is a brand new 'side-shift' manoeuvre, allowing the desperate to strafe out of danger when the heat is on. Along with the ability to customise their craft, competitors (or should that be combatants?) will find that this, now more than ever, places the lion's share of responsibility for success and failure squarely on their shoulders. Bearing in mind that the gut-wrenching feeling of loss is as bitter as the credit for victory is sweet, players should, whilst tinkering under the hood, remember to account for the fact that their opponents aren't the tournament's only hazard.

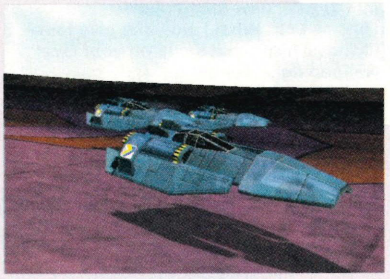
"Competitors of all levels get a taste of breathtaking dips, curves and spectacular air jumps..."

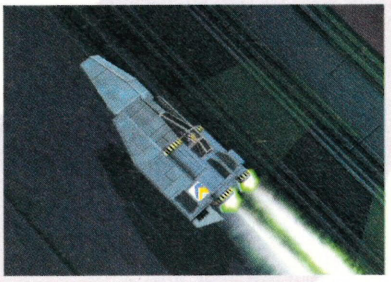
Indeed, equally treacherous are *Fusion*'s courses – the PS2's processing 'oomph' supporting a brave new philosophy towards level design which sees the more traditional roller-coaster sections giving way to expansive 'free-form' areas. Utilising the natural terrain to provide a more rugged challenge, such zones place the onus even more firmly upon the pilots – who are free to plot whichever course they see fit in order to navigate across.

Lest you be overwhelmed by the sheer responsibility of it all, it's worth noting that *Fusion*'s repertoire of tracks only adds credence to the game's ability to accommodate a wide range of skill levels. Each of the seven general locales sports three raceways: a short inner ring, a medium-sized course and a lengthy outer circuit – so being unable to find a suitably testing (or indeed, forgiving) forum is therefore unlikely. Whilst differing in the difficulty stakes, the courses have all pilfered extensively from the pool of features which *Wipeout*eers have become accustomed to – ensuring that competitors of all levels get a taste of those breathtaking dips and curves, spectacular air-jumps and speed-soaked straights.

That's not to say they'll get to enjoy all these elements at the same time though, and no matter how much experience tells us that four-player split screen action is typically flawed, *Fusion*'s two-player upper limit can't fail to disappoint a little. For the reason, look to the fact that all *Fusion*'s new additions have been expertly melded into the *Wipeout* universe, then try to recall a single four-way split console racer which has REALLY worked in practice [Um, besides *Mario Kart 64* or, well, *Diddy Kong Racing too* – Ed]. After you've enjoyed watching *Fusion* chuck approximately 150,000 polygons around a full screen for your benefit, dropping into low-res boxo-vision would scarcely compete... especially considering the speed at which proceedings ensue. I mean, [peering] is that a corner comi...[BOOM!]

Yet the wreckage foremost in gamers' minds will be that of the PS2's launch itself; rather than add fuel to the fire of controversy *Fusion* should, thankfully, serve to validate much of the machine's prestige whilst giving those relegated to a 2001 purchase something to focus upon. By endeavouring with a radical overhaul rather than a simple upgrade, Studio Liverpool has crafted a sequel capable of whetting the appetites of pundits and punters alike. Pierre Belmondo would be proud.





Team Bloodies

FEISAR
A long-standing team sporting a newly signed pilot and craft which are now more manoeuvrable than ever. Rumours of internal disputes between new and old talent are vigorously denied, though, you will soon see how bad the blood is between Feisar's pilots when you get on the track.

VAN-UBER RACING DEVELOPMENT
The league's "goody-goodies" and the only team to race with scruples. The acceleration of their craft is complemented by a loss in weight this season, making sure that the Van-Uber ships will be potent, even if their pilots are not.

G-TECH SYSTEMS
Coming in to bring AG Systems a much needed cash injection, the first thing G-Tech overhauled was the ailing team's inadequate shield technology. With more financial than technical expertise, the new craft excels in no single area – but is certainly one of the best all-rounders there.

AURICOM RESEARCH INDUSTRIES
Auricom's craft are some of the sturdiest vehicles with excellent shields and weapons. They benefit from good teamwork going on between lead pilots, operating in contrast to the individualised aggression adopted by the other crews.

EG-R TECHNOLOGIES
A mysterious and relatively new team which employs technology some way in advance of that enjoyed by its competitors. Leaks from within the organisation have alluded to the fact that EG-R's prime movers are "not of this world"... scary stuff, but they can sure race!

TIGRON ENTERPRISES
Despite complaints by Auricom, Tigron has yet to be penalised for encouraging its pilots to race in an aggressive manner. Until they bore of the team's antics, Tigron is free to wreak havoc on the track – meaning players are free to have some serious fun!

XIOS INTERNATIONAL
Marrying the racing of Natasha Belmondo with one of the world's leading gravity physicists has lead to a team which is amazing both on paper and in practice. Only superb pilots will be able to capitalise on this technology, and enjoy an exemplary craft.

PIRANHA ADVANCEMENTS
This team exists for one reason alone – to realise the vision of Aries Piermont by developing a craft which represents a "physical manifestation of perfection". This should ensure a finely honed craft which, whilst no pushover, is less demanding than capable.

HIGHER! FASTER! FURTHER!





"The best bike game on PlayStation" 8/10 POWER

- Authentic RMD+ advanced real motocross dynamics.
- Dozens of authentic motocross, supercross, freestyle and amateur events including the THQ US Open.
- More than 16 awesome fully-customizable bikes from each manufacturer.
- Over 50 combo freestyle tricks and signature moves.
- Eight challenging modes with multi-player championship seasons, freestyle competitions and careers.

Championship Motocross™ 2001 Featuring Ricky Carmichael

www.cmx2001.com www.britmx.co.uk

Championship Motocross 2001 featuring Ricky Carmichael © 2000 Funcom. Developed by Funcom Dublin, Ltd. Published and distributed by THQ Inc. Ricky Carmichael name and likeness used under license by THQ Inc. The Funcom logo is a registered trademark of Funcom Oslo AS. Game and Software © 2000 THQ Inc. "PlayStation" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. Nintendo®, Game Boy™ are trademarks of Nintendo Co., Ltd. Kawasaki ® is a trademark licensed by Kawasaki Motors Corp., U.S.A.

Kawasaki

THQ™ www.thq.co.uk

GAME BOY COLOR

PlayStation

Writer Will Johnston

Available December 2000

Blade

With bullets and grenades shooting from the crypt, can Wesley Snipes fail to bring back the head of the movie game license?

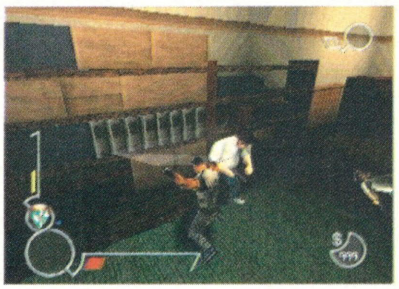


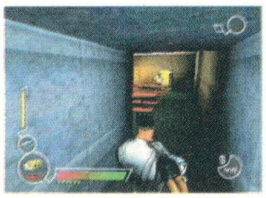


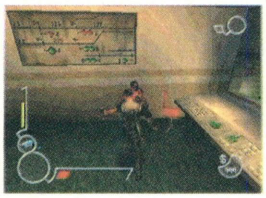
[Above] If *Blade* sticks true to the movie and gives us neon-lit blood and gore we'll be happy.



[Above] "Yo Snipes, this is what you get for appearing in *To Wong Foo* – sucker!"







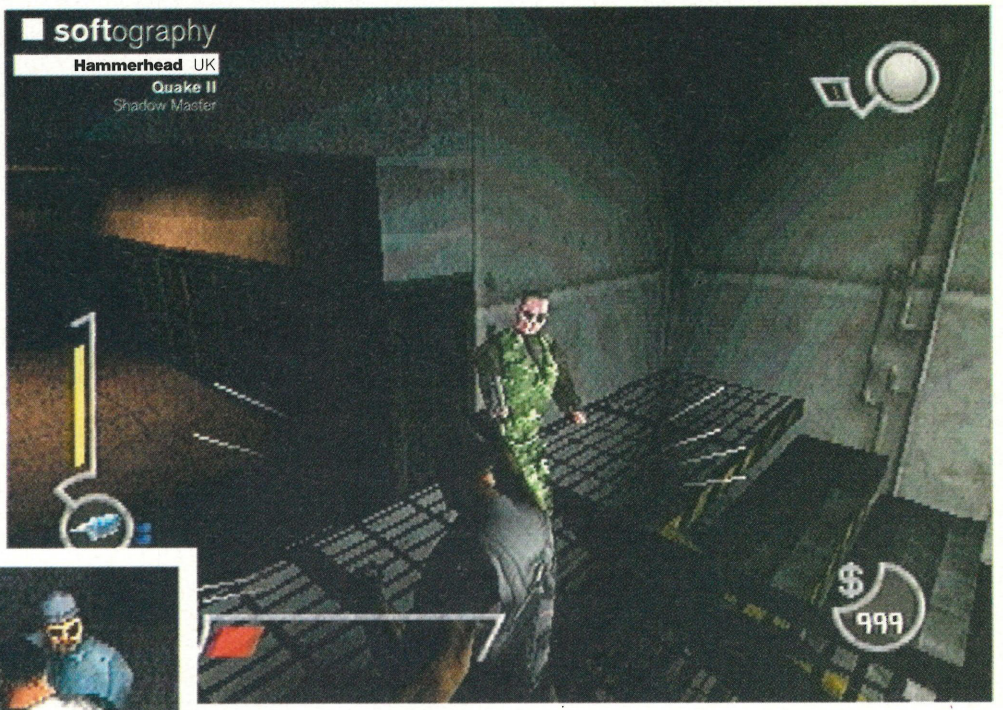


softography

Hammerhead UK

Quake II

Shadow Master



Man has been flirting with the notion of vampirism for centuries. From rotting corpses who devoured travellers as they paused at crossroads, to the classic and infinitely finer attired Dracula, they are as varied as the cultures of the world. And now there is *Blade*, a blood-sucking answer in comic form to the blaxploitation movies of the Seventies. *Blade* was a little known Marvel Comic vampire hunter – half man, half vampire – who first started hunting vampires in *Tomb of Dracula* issue ten. Apart from a few cameo appearances in other comics where he'd join forces with better-known superheroes, Blade had a pretty low profile. Then in 1998 Wesley Snipes decided that the world was begging to see him kick Steven Dorf's bony white butt and *Blade* the movie was born. After enjoying a brief respite languishing in HMV 'three for twenty quid' video sales across the country, Blade is back and this time he's taking on the PlayStation. Heaven help us.

DEC 2000

PUBLISHER Activision

DEVELOPER Hammerhead

1 Player

95% Complete

Anticipation

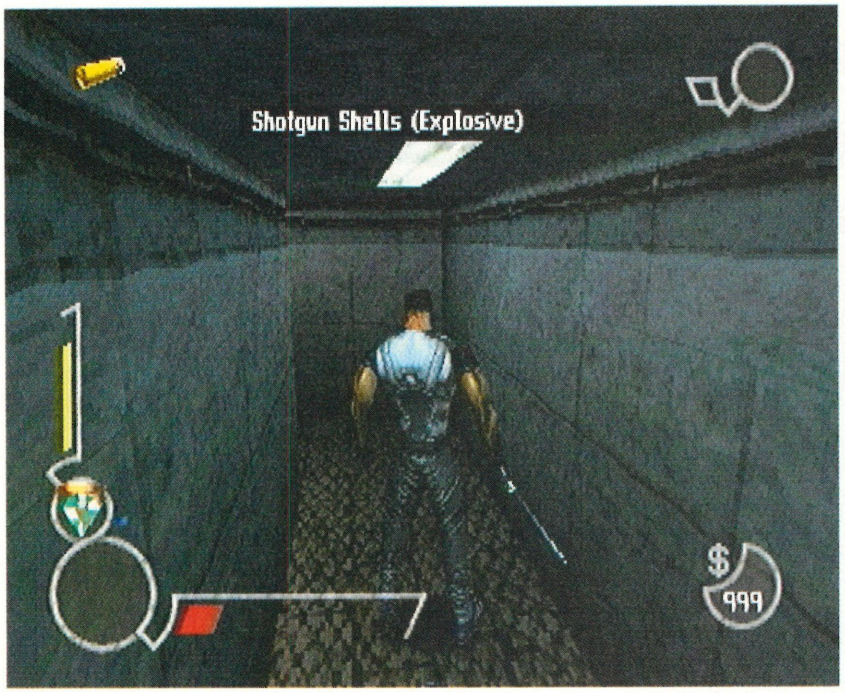
★★★☆☆

This is not the first time Southport-based Hammerhead has dealt with vampires and superheroes. Way back in 1992 Hammerhead produced Bram Stoker's *Dracula* for Sony and *Spider-man* and *The X-Men* for Acclaim. With *Blade* it looks like the developer has at long last been given the chance to make up for these previous transgressions against electronic entertainment.

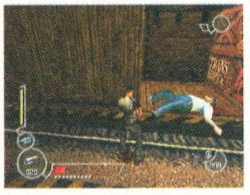
Unlike other movie licences that have struggled to form viable game around the film's narrative, *Blade* ignores its source almost completely by declaring itself a prequel. With this liberation, *Blade* the game can now focus entirely on taking care of some serious third-person arcade/adventure business without offending the hair-trigger sensibilities of movie buffs. Of course, it could also be a great way of securing the license of a central character without the expense of splashing out for the entire film – but what the heck, let Steven Dorf appear in his own damn games.

Taking the role of the 'baddest' vampire hunter the world has ever known will break down to stalking through levels of techno/goth-based environments while killing the living and vanquishing the undead. Imagine *Duke Nukem* with a low red blood cell count and you won't be far off vein. In fact you've tapped it perfectly.

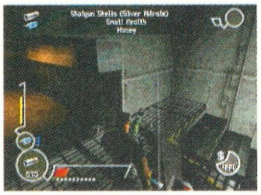
Blade's attraction doesn't come from its stark originality as much as from its style. For 'style' you can read "a range of terminally cool weapons." This can only be a good thing, because with 34 variations of evil-made-flesh







[Above] Possessing vampiric senses can give you the edge on your enemy. Failing that, resort to your standard *Duke*-style gunplay.



[Above] Here comes the obligatory vampiric, "this game won't suck" joke.

Out go crucifixes and in come slot machine-pistol magazines loaded with carbon-tipped munitions...

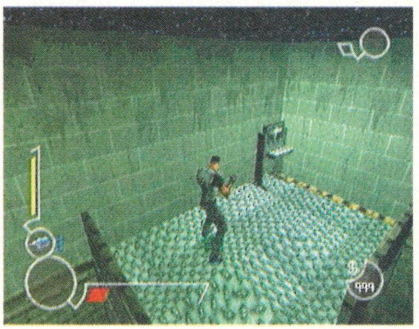
to deal with you're going to need all the help you can get. Luckily, anti-vampire hardware has come a long way since Van Helsing aced the lord of darkness with his unstoppable stake in heart combination. In *Blade*, the existence of vampires is explained on scientific rather than theological grounds. Out go crucifixes and balloons filled with holy water, in slot machine-pistol magazines loaded with carbon-tipped munitions, grenades that radiate a burst of intense ultra-violet light and that old favourite, the big shiny sword.

So far, actually aiming any of these wonders relies heavily on the auto-aim function while Blade's trademark martial art skills feel and look workman-like rather than crowd-pleasing. Whether or not these fundamental problems can be addressed by the time *Blade* hits the streets is one big gaping unknown. Producing extremely stable 3D engines is nothing new for Hammerhead and with the brilliant *Quake II* they've even managed to bullseye playability. With a three-ring circus of martial arts, gunplay and vampires to get the audience cheering, *Blade* should be able to make use of their undeniable skills and put on one hell of a show. Should it fail we can just sit back and relax because *Blade 2* is on the way and Activision has the license for a full three years. Could this be the beginning of a series of *Blade*-inspired games? We hope so.



[Above] Fixing the tricky controls, unattractive character movement and slow frame-rate could save *Blade* from an eternity in bargain bins.

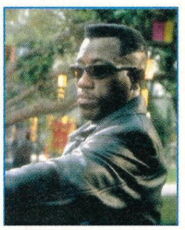




Wesley Snipes trivia number one (of one)

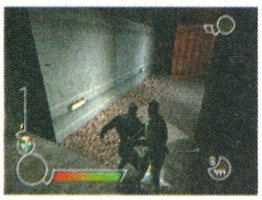
Born in Florida in 1962, and star of many motion pictures, Wesley Snipes' most notable televisual appearance has to be as the tough gang leader in the Martin Scorsese directed video for Michael Jackson's *Bad*. Wesley has made over 20 motion pictures yet in his own words, "In the beginning, all I wanted to do was to be a singer and a dancer. That was my real groove, my real interest. When it came to doing films, my biggest goal was to do a commercial." Well Wesley, it looks like your dream came true – and then some. Especially when you attempted to found a religious army by providing weapons and training for angry youths at your private compound, allegedly. Mr Snipes, we salute you.







[Below] *Blade*'s set to give us plenty to "sink our teeth into." Ho, ho, ho!



Writer Mark Crawley

Available November 2000

Chicken Run

Just another farmed-out license, or an all-round good egg? We egg-scavate the truth! Wahay!

NOV 2000

PUBLISHER Eidos

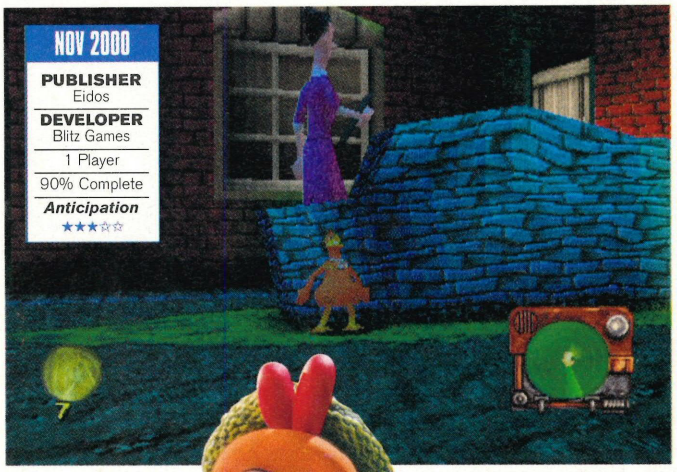
DEVELOPER Blitz Games

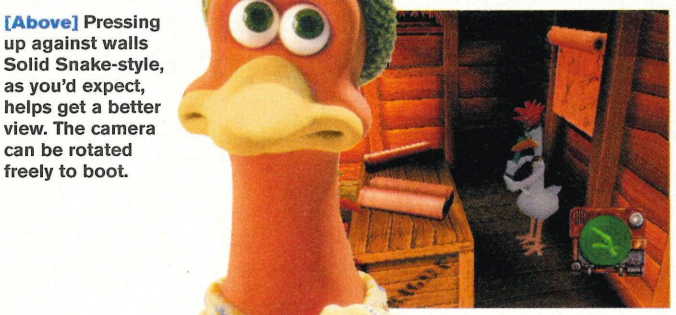
1 Player

90% Complete

Anticipation

★★★☆☆









[Above] Pressing up against walls Solid Snake-style, as you'd expect, helps get a better view. The camera can be rotated freely to boot.

Despite initial gigglings and cynicism at the suggestion, it's not surprising that the term 'Chicken Gear Solid' has been applied to *Chicken Run* – especially given that the film was, at heart, a kiddified version of *The Great Escape*. Nope, any misgivings PLAY had were borne from the simple fact that a licensed game, aimed at a younger audience, was hardly going to cut the mustard gas against Hideo Kojima's classic sequel, was it? And then Eidos whisked us off to deepest Essex to demonstrate that yes, actually, it was. Possibly.

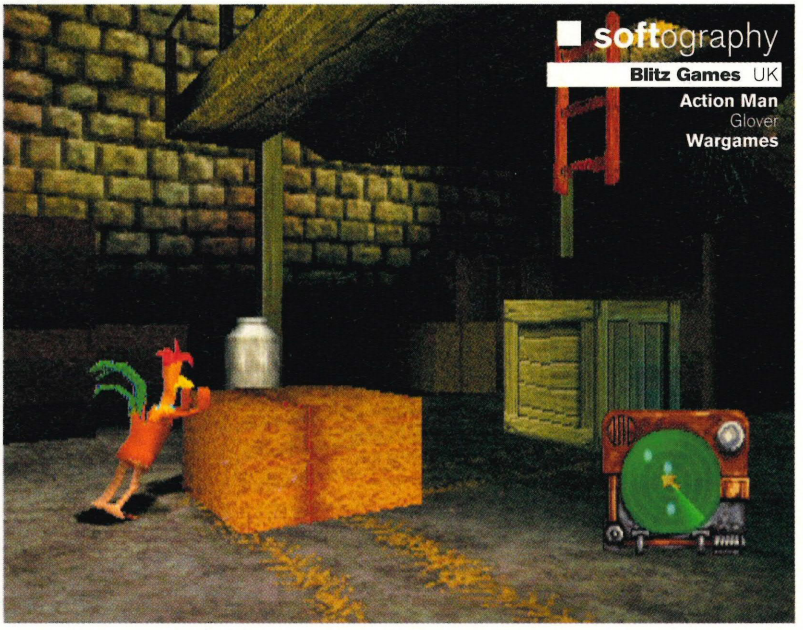
Of course, Blitz Games (and even Eidos for that matter) can't hope to compete with Konami's resources and, in keeping with the title's intended age range, *Chicken Run* is necessarily compact in comparison to the sprawling epic that is *Metal Gear Solid*. That's not to say that the work which Blitz keenly showcased was insubstantial. In fact the developer has done some pretty inspiring work given the limited range of locations dictated by the film.

Refreshingly, you can't help but get the impression that the restrictions imposed by Aardman's preconceived intellectual property have helped to focus Blitz on the job at hand, spurring the developer to bring about the stealth-'em-up to which PLAY and other Captiva guests bore witness.

In adopting a mission-based approach to progression, the game should rarely have to stray from the film's narrative in which our heroic chickens plot and execute a variety of plans in desperate (and largely unproductive) bids for freedom. The demonstration PLAY received also highlighted the extent to which Blitz has been able to capitalise on the film's humour… even 'mature' players will revel in the sheer stupidity of the patrolling hounds – who can be distracted by throwing sprouts (yes sprouts) for them to 'fetch'. Class.

Scenery is also an important aspect in *Chicken Run* with plenty of objects for Ginger, the lead chick, to hide in, under and behind. Indeed the amount of effort evident in Blitz's work so far is testament to the codeshop's commitment to quality, reminding us that, once in a while, good films get the videogame treatment they deserve.

The developer has done some petty inspiring work considering the limited range of locations dictated by the film…



softography

Blitz Games UK

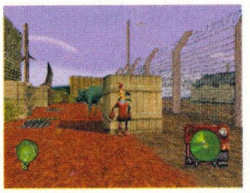
Action Man

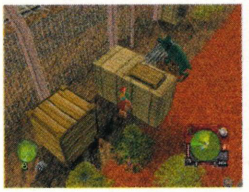
Glover

Wargames









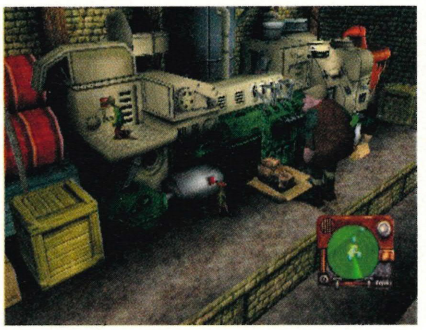
You An Aardman?

For the few who aren't aware, Aardman is responsible for a bucket-load of distinctively styled films – all of which graduated from the award-winning Nick Park school of *Creature Comforts* animation. If *The Wrong Trousers* and *A Close Shave* don't ring a bell then it's probably time you had a proper rummage around the local video library...

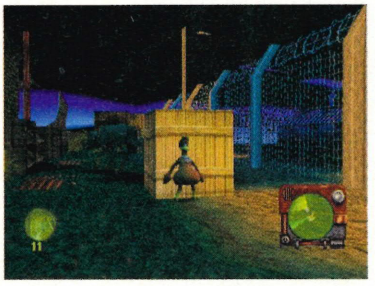


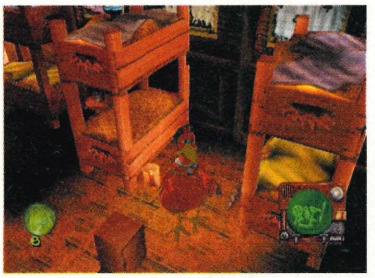


[Above] The ability to tippy-toe like Abe can rarely be more useful than here. Now Sssshhhhh!



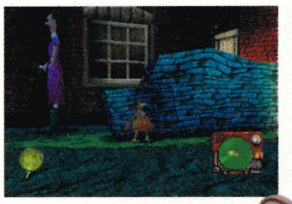
[Above] Your control isn't restricted to poultry – the rodent-based levels see the player in charge of two characters simultaneously.

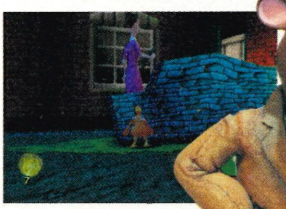


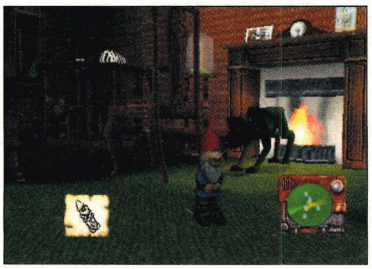


Do The Funky Chicken

The environment can be both a deadly hazard and valuable friend in *Chicken Run*. For every dead-end to get cornered in there's a sanctuary-granting cardboard box-type object to hide under (the wellie is fantastic!), or ledge to escape onto. And don't forget to collect those sprouts for when things get really desperate...









Writer Simon Cann

Available November 2000

Tomb Raider Chronicles

So the ubiquitous Miss Croft makes yet another return. Does anybody really care anymore? Of course they do...



Core's buxom, gun-toting speleologist has become as much a part of Christmas as turkey sandwiches and the Queen's speech. Indeed, the crushing inevitability of yet another *Tomb Raider* game appearing just in time for the festive season is arguably becoming more depressing than EA's uncompromisingly banal *FIFA* games.

Last year's instalment of the series – *Tomb Raider IV: The Last Revelation* – represented what could arguably be described as the absolute depths of this cash cow franchise. It saddened PLAY that this gorgeous cyber babe had sullied her once virgin white reputation by being associated with such lackadaisical nonsense. Suffice to say Lara Croft's fall from grace has been hard, with the 'First Lady of Videogaming' now resembling a gin-soaked bag lady. For God's sake, even Steve Guttenberg had the common decency to drop out of the *Police Academy* films after three outings.

Thus we find ourselves faced with yet another formulaic *Tomb Raider* release, which utilises a game engine that has been only subtly revised from that of *Tomb Raider III*. However, this fifth version looks set to breathe new life into the series (well almost).

Unlike the previous *Tomb Raider* narratives, which featured a straightforward progressive plot, this new game will be comprised of key moments from Lara's past adventures. The game's seemingly posthumous setting is unravelled by a number of Lara's ex-associates, who have gathered at the Croft estate for her wake. The assembled associates each recount their own tale explaining how Ms Croft came into possession of no less than four priceless artefacts.

In gameplay terms this will see players guiding the Miss Croft through four dislocated stories, each of which is set in a distinctive location. The four settings include ancient Roman ruins, a mysterious island, a high security Russian submarine, and finally a futuristic tower block, where Lara can be seen sporting a skin-tight black vinyl catsuit (not unlike Trinity in *The Matrix*). Not only will these missions explain how Lara acquired the four priceless artefacts, they will serve to fill in some of the gaps in her life story (no doubt this will delight the legions of Lara fans who are keen to find out more about their heroine).

NOVEMBER 2000

PUBLISHER
Eidos

DEVELOPER
Core

1 Players

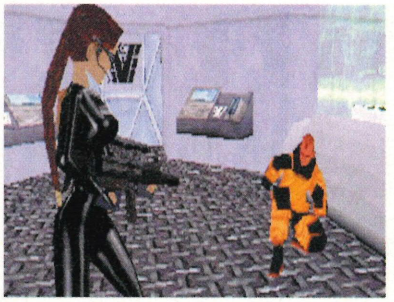
85% Complete

Anticipation
★☆☆☆☆

The actual structure of the game remains largely unchanged from the previous outings. Accordingly, players can expect the usual blend of exploration, puzzle solving and straight-out blasting action. However, the developers at Core Design have introduced several new elements that should freshen up the action and ensure that this fifth PlayStation *Tomb Raider* title will be the defining moment of the series. For example, Lara has developed several new skills, including the ability to swing on parallel bars, walk tightropes ⏭

This latest *Tomb Raider* title by no means represents a quantum leap for the series; however, it contains enough new ideas and inclusions to justify it some attention...











[Above] Lara's new tightrope walking abilities come in handy throughout the game. In order to traverse the rope players must keep their balance by making constant adjustments to Lara's movements.





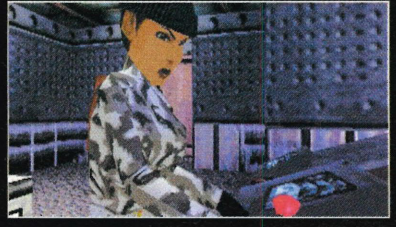
softography

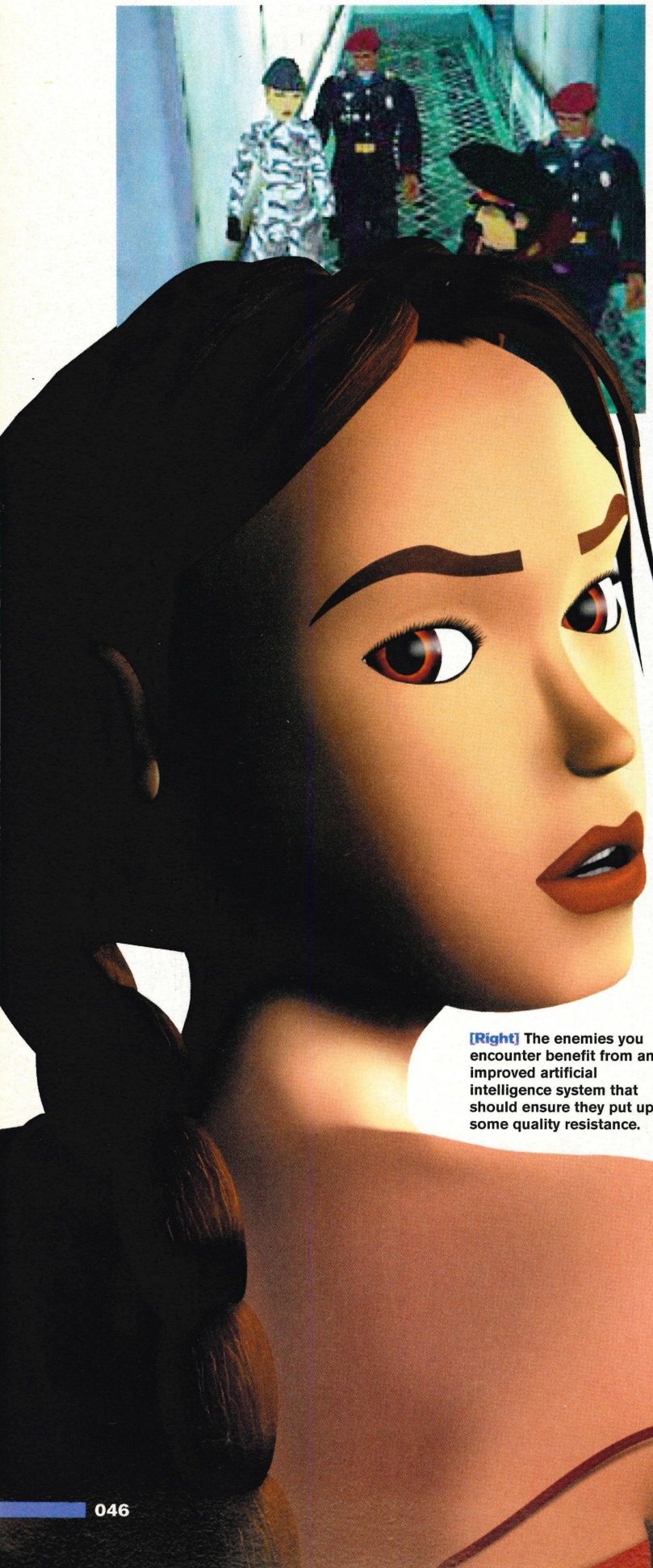
Core Design UK

Tomb Raider
Tomb Raider II
Tomb Raider III
Tomb Raider IV: The 'Last' Revelation
(you get the idea)

Dressed To Kill

This latest instalment in the series will see Lara in not one but four different outfits. Naturally, the classic shorts and vest (as featured in the other games) have made it in. In addition to this, Lara can now be seen as dressed in military camouflage, teenage clothing and best of all a sultry leather catsuit that really shows off those trademark curves of hers. Put simply the PLAY team really can't wait to get to grips with this new look Lara.





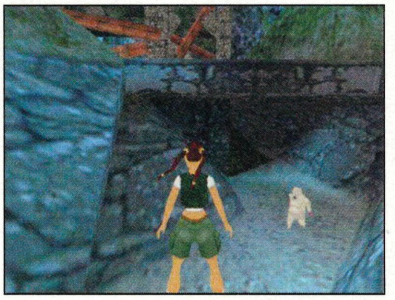
[Right] The enemies you encounter benefit from an improved artificial intelligence system that should ensure they put up some quality resistance.



Rather than charging into the fray, Lara can now sneak up on her foes and take them out with non-lethal attacks...

Salad Days

One of the four stories sees a young pig-tailed Lara exploring a mysterious island in search of (yep you guessed it) a priceless artefact. What makes this particular level interesting is that Lara isn't armed with her trusty pistols. Consequently players will be required to use brain over brawn if they are to overcome the obstacles and enemies they encounter. This should provide a nice change from the hectic blasting action featured in the other levels.



⏭ and finally engage hand-to-hand combat techniques that can be used to perform stealth-based attacks on the game's enemies. The tightrope walking will require players to make constant adjustments to ensure that Lara's balance is maintained. More fundamental to the gameplay will be the hand-to-hand combat techniques that require players to approach enemies in a different manner. Rather than charging into the fray with all guns blazing, Lara can now sneak up on her unsuspecting foes and take them out with some more sophisticated non-lethal attacks (for example incapacitating them with chloroform).

This brings us onto another section of the game that has been improved upon. Namely, the weapons and items at Lara's disposal. As well as the aforementioned Chloroform, players will now be able to use a sniper rifle and more excitingly a grappling hook gun; the latter item allowing Lara to reach areas that would otherwise be inaccessible. Furthermore, the game's inventory system has been given an overhaul, making it easier to combine items in your possession. An improved search option will also make it easier to go through any drawers and filing cabinets you encounter.

In terms of graphics the game currently looks similar to *The Last Revelation*, however, the level of detail within the environments has been increased and Lara herself now appears more realistic. True to form, Miss Croft's already unfeasibly large breasts seem to have grown some more – a feature which should keep the dirty mac brigade happy. Make no mistake, this latest *Tomb Raider* title by no means represents a quantum leap for the series, but it does contain enough new ideas and inclusions to justify some attention. When combined with the tried and tested gameplay of the previous games, these new additions should make for the most polished *Tomb Raider* experience yet witnessed. Fingers crossed this will serve as a great swansong for Lara's PlayStation activities.



PRO RACER™

GAMESTER
THE UNFAIR ADVANTAGE

FROM NOW ON...
I SHALL CALL YOU
MINI ME!





FROM THE MAKERS OF
'The official'
No.1 BRAND IN
STEERING WHEELS
SOURCE:
ChartTrack

Formula racers also available

Unique hand held steering wheel suitable for all driving games,
featuring:
Dual Force™ vibration • NegCon • Analogue buttons

RADICA

www.RadicaUK.com

Writer Simon Cann **Available** October 2000

Medal of Honor Underground



FORGET ABOUT OLYMPIC GOLD, IT'S TIME TO STICK ONE UP THE HUN AND EARN A MEDAL OF HONOR...

Until last year the PlayStation lacked any real quality first person shoot-'em-ups. The ageing *Doom* was probably the premier example of the genre on the system and, whilst enjoyable, it looked archaic next to Rare's sublime N64 *Goldeneye*. Then, seemingly from nowhere, came Dreamworks' *Medal of Honor*. This WWII-themed shooter tore up the rulebook and delivered one of the most atmospheric, intelligent and downright addictive gaming experiences of last year. The player assumed the role of Jimmy Patterson, a new recruit to the ranks of the OSS (Office of Strategic Services) with your task being to complete seven highly dangerous missions, many of which nodded heavily in the direction of classic war films such as *Where Eagles Dare*. The ensuing action offered up a near perfect blend of stealth, strategy and straight out blasting action.

Hell Hath No Fury...

This prequel (which takes place just prior to the events of the original) introduces several new gameplay elements, although the core structure remains largely unchanged from the previous outing. This time around you control Manon Batiste – the female operative who issued Patterson with his objectives in the first game. Manon's waif-like appearance belies her adept soldiering skills, which allow her to use a variety of weaponry ranging from pistols and petrol bombs to crossbows and even rocket launchers. Her familiarity with such weapons of destruction is rather fortunate as the various missions on which you embark are packed with hordes of goose-stepping Nazi scum.

The game is spread over a selection of international locations, taking in areas such as France, Germany, North Africa, Italy and Greece. Initially, Manon starts the game as an operative for the French resistance (later you're recruited to the ranks of the OSS), undertaking a mission that centres on stealing a truck loaded with Nazi weaponry and munitions. Here you must rendezvous with your brother Jacque (at the Eiffel Tower of all places) who will accompany you on the mission.

This serves as a nice introduction to one of the game's new additions; unlike the

PLAY INFORMATION

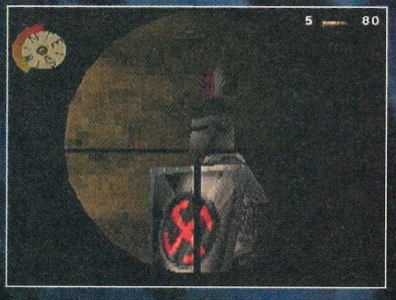
UK PAL

Publisher Electronic Arts

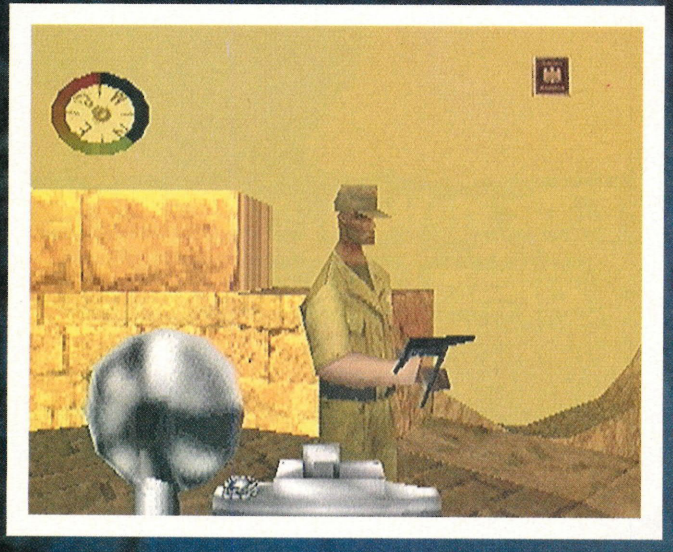
Contact ✆ **01932 450000**

Price £29.99

1-2 Player | Memory Card | Dual Shock

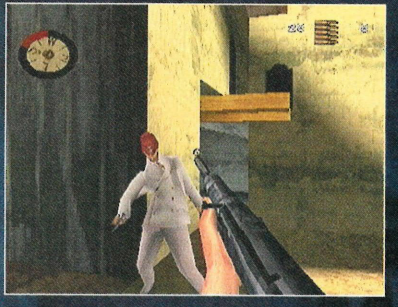


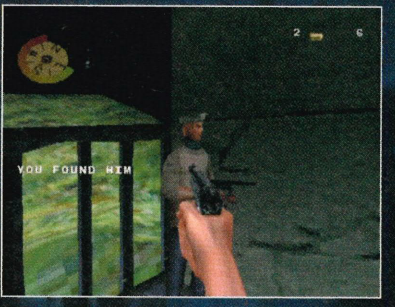
[Above] The sniper mode remains the most satisfying method of dispatching your enemies.



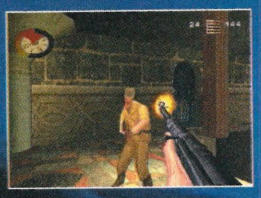






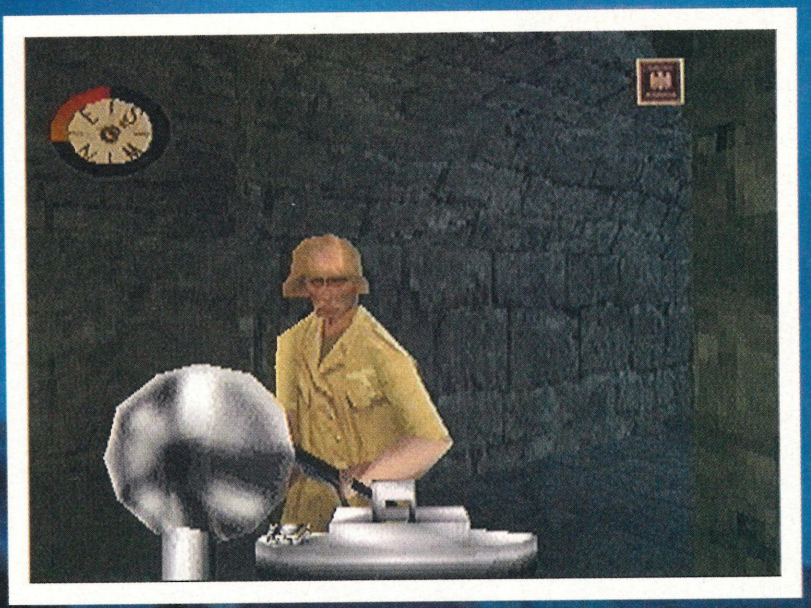








[Above] Falsified papers must be shown to certain guards. Failure to produce these documents invariably leads to trouble.



original game where missions were conducted solely by Patterson, *Underground* frequently requires you to meet up with allied operatives who will aid you in your battle against the Nazis. Some of these allies will fight alongside you, others need to be protected with covering fire as they perform other invaluable tasks such as picking door locks. Naturally this opens up a whole host of new gaming avenues with the player frequently being required to clear an area of enemies before their ally bites the bullet. Furthermore, your comrades are often disguised as German officers ensuring that players can no longer adopt the 'shoot now ask questions later' approach that is so typical of the genre.

Additions to the game extend beyond this 'buddy system' and include the increased arsenal of weaponry, operational enemy vehicles and a greater level of interactivity with your environments.

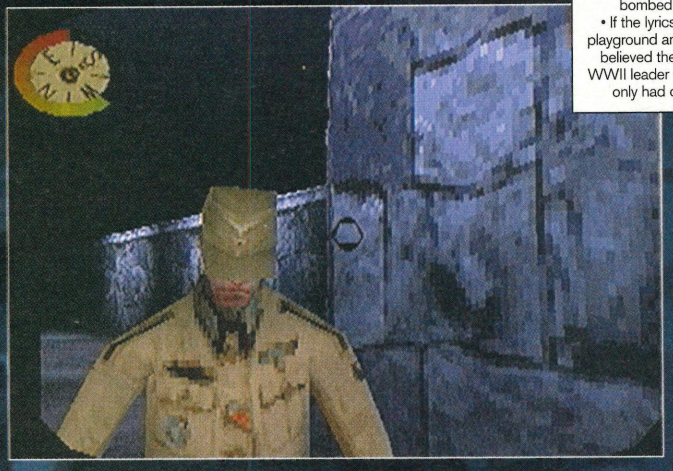
In terms of weaponry, everything from the first game has been retained. However, players now have access to petrol bombs, a panzerfaust rocket launcher and even a prototype new crossbow codenamed 'Big Joe'. This latter weapon allows Manon to take out unsuspecting guards with a single (silent) hit and proves to be priceless on occasions where your presence must go undetected. In addition to this, the Sniper mode of the original makes a welcome return, allowing the perfectionists amongst you to take out unsuspecting enemies with one clinical shot.

Rather than just appearing on foot, the sausage-munching bad guys now appear in tanks, half-tracks and motorcycles...

One of the most substantial new inclusions is the introduction of enemy driven vehicles into the fray. Thus, rather than just appearing on foot the sausage-munching bad guys now appear in tanks, half-tracks and motorcycles (complete with a machine gun-equipped side car). What's

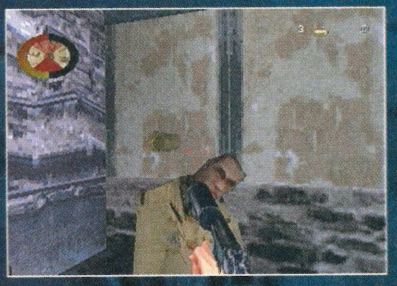
[Above] Enemy artificial intelligence is exceptionally high. If you're expecting the Nazis to just run at you guns blazing you'll be in for a nasty surprise.





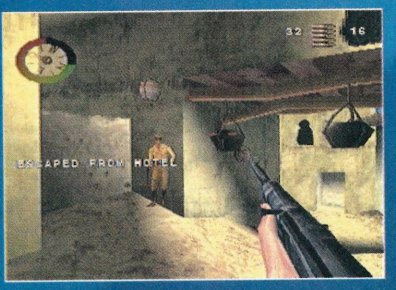
DID YOU KNOW?

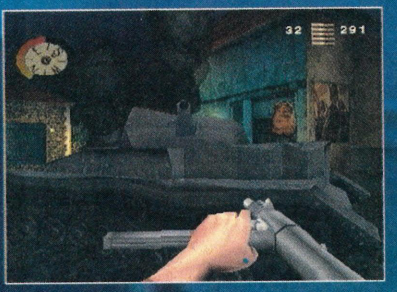
- The Monte Casino Abbey that Manon invades during the game actually contained no Nazi presence. The allies bombed it anyway.
- If the lyrics of a popular playground anthem are to be believed then Germany's WWII leader – Adolf Hitler – only had one testicle.

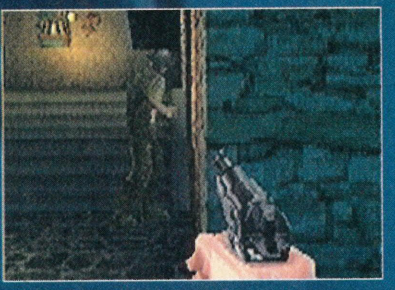


[Above] Naturally shooting your foes at close range almost guarantees a sure kill.

[Above] Shooting these pots down whilst stood directly beneath them will result in your untimely and undignified death.







[Above] Witness this German trooper relieving himself in a darkened Paris alleyway. Then relieve him of breath!

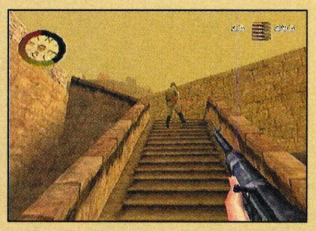
Sisters Of The Revolution

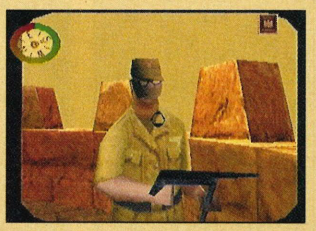
Special mention must go to the game's mid-level sequences. They use genuine war footage to unfold the plot and explain your missions. Furthermore the game also contains interviews with genuine female members of the French resistance with whom the developers consulted to ensure content was authentic to the period.



Here Comes The Sun

Unlike the original where your missions were all set at night, this new game features several daylight missions. These work surprisingly well and feature some superb effects. For example, during a mission in Casablanca your vision (as well as that of your enemies) is obscured by a rather nasty sandstorm.







more, the foot soldiers take advantage of this backup and will often use tanks as cover from which to pick you off. Laudably, these vehicles require a more considered approach to defeat, thus bolstering the original game's strategic overtones and adding to the overall atmosphere which the game generates. Indeed, the feeling of tension as you hear the whirring engine of an approaching (off-screen) panzer is palpable. Those who recall *Saving Private Ryan*'s final reel will get chills flutter down their spine.

A greater level of interactivity with your environments is also in evidence. For example hanging pots and crates can be shot down onto the heads of enemies, and likewise the bad guys now utilise their surroundings more effectively. In some instances they'll leap into action via overhead ledges and other openings. The result is that the player must always be on the alert for the next enemy strike.

Death Becomes You

In terms of graphics the game is a triumph and features some richly atmospheric locations, including an archaeological dig site in North Africa, an ancient Abbey in Monte Casino and even Himmler's eerie Wewelsburg castle. Enemy troops are equally impressive: they sneakily hide behind scenery, duck for cover and even catch and throw back stick grenades. Their death throes are no less inspired – a localised hit system ensures that if shot in the leg they'll limp around in agony, whilst shooting them in the stomach sees them desperately trying to crawl away – allowing sadists to ponder on how they will deliver the coup de grace. Disappointingly, however, many of the death animations have been lifted directly from the original *MOH* game, although, given their quality, this is forgivable.

The disguises of the first game also make a return. In one scene, posing as a photographer at Rommel's archaeological dig site, the gullible and somewhat vain Nazis will actually pose to have their picture taken, blissfully unaware of your true, more sinister intentions.

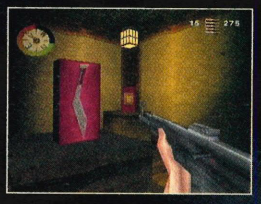
In terms of sound the incredibly high standards of the first game have been surpassed, with some atmospheric orchestral pieces serving as a suitable backing track to the superb sound effects. These include the aforementioned sound of incoming enemy vehicles and the unforgettable ping as a wayward bullet ricochets from an enemy's tin hat. Structurally, the levels are as thoughtfully designed as ever, although many of them are now much larger than before and feature multiple routes.

Ultimately, a harsh critic could level the accusation that *MOH Underground* is little more than a mission disk with a few bells and whistles and, initially, this charge would seem justified. However, scratch beneath the surface and it becomes evident that this follow-up contains a healthy number of improvements over its illustrious predecessor. Make no mistake, this is one of the most polished titles of this type on the PlayStation and represents an absolutely essential purchase.

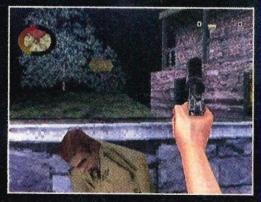


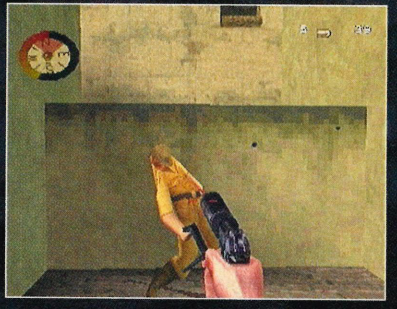
[Above] **Certain missions require you to blow up buildings, machinery and vehicles. Once you've set the charges you better get out of the vicinity sharpish.**

[Below] **At one point you raid Himmler's castle and half inch this rare artefact from under his nose.**











PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

94 PERCENT

The PlayStation's definitive first-person shooter.

Alternatively:

Medal of Honor	95%
Alien Resurrection	93%

THE ULTIMATE CHEAT SYSTEM

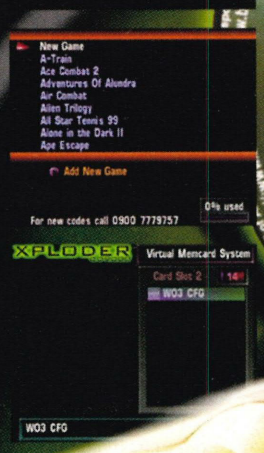
XPLODER

FROM THE MAKERS OF XPLORER

CD9000

Compatible with all PlayStations®





Xploder is the No.1 best selling cheat system in the UK* Using the most advanced code system available, Xploder CD9000 now makes you stronger, Faster, greater than ever before!!

X-KEY SYSTEM

The X-Key System unlocks the power of Xploder™ allowing you up to 10,000 cheat codes and up to 8mb 120 slots) of game saves.

VMS VIRTUAL MEMORY SYSTEM

Pre-loaded with over 3000 cheats for the latest & greatest games. Infinite lives, extra characters, weapons and much more.

CD music player

Play your favourite game music tracks.

BLOW YOUR GAMES WIDE OPEN!

INFINITE HEALTH

EXTRA VEHICLES

UNLIMITED AMMO

SECRET CHARACTERS

EXTRA WEAPONS

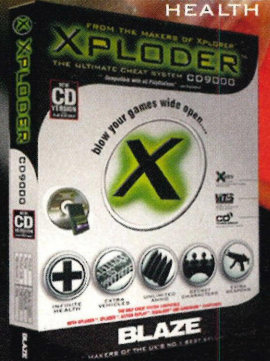
XPLODER CODELINE CD9000

THE LATEST XPLODER CHEAT CODES

0900 7779757

*** LINES OPEN 24 HOURS A DAY 7 DAYS A WEEK. CALLS COST 50p PER MINUTE UK ONLY PLEASE GET PERMISSION OF PERSON WHO PAYS PHONE BILL

www.xploder.net



Choose one of the 3000+ cheats already pre-loaded. Xploder is also compatible with other cheat codes and new codes are available through your favourite magazines, exclusive Xploder codes hotline or the dedicated Xploder website.

The only Cheat System compatible with Xploder™ Action Replay™, Equalizer™ and Gameshark™ cheat codes.

Firesoft.net™ the ultimate gaming channel

BLAZE®

BLAZE® is a registered trademark of Fire International Ltd

PlayStation® is a registered trademark of Sony Computer Entertainment of America. This Product is not sponsored, endorsed or approved by Sony Computer Entertainment of America. External appearance and specification may differ and are subject to change without prior notification.

Action Replay™ & Equalizer™ are trademarks of Datel Holdings Ltd. Gameshark™ is a trademark of Interact Accessories

XploderCD9000 is a registered trademark of Fire International Ltd.

Check out our websites:- http://www.firesoft.net, http://www.x-plorer.co.uk, http//:www.blaze.de, http://www.blaze-gear.com, http//www.xploder.net

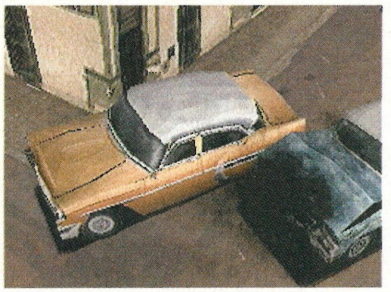
*XploderGB-ChartTrack June/July 2000, Xplorer PS-CharTrack No.1 1998/1999

Compatible with all PlayStations®

Writer Paul Morgan **Available** 17 November 2000







Driver 2

Back On The Streets

AFTER BUSTING HIS CHOPS UNDERCOVER IN DRIVER, TANNER'S BACK IN NEW CITIES, WITH NEW CARS, MORE FEATURES, AND THE SAME BADASS ATTITUDE...

The streets of San Francisco are nothing more than a distant memory for *Driver*'s Tanner. Much like the then GT Interactive – now merged within the constructs of Infogrames – who introduced the PlayStation gaming world to an undercover cop with a penchant for fast cars and loss lips in the 1999 hit, *Driver*.

Great gameplay, good looks, thumping music and an environment that resembled four major US cities; *Driver* opened up an all-new sub-genre within the racing fraternity. At last, a game that handled like *Gran Turismo*, featured the seedy dealings of *Grand Theft Auto* and boasted the latest visual effects was realised in one unique piece of software. Now, a year on, the ride of your life has switched up another gear...

Can You Handle It?

The development team – in a bid to distinguish their sequel sufficiently enough from the original – have disregarded the non-linear mission style of the past in favour of a more rigid structure; no more returning to Tanner's sleazy pad to check for voicemails – each mission takes you directly to the next. As you'd expect Tanner's new millennium exploits take him to four new cities (Chicago, Rio, Las Vegas and Havana), all with realistic curved roads, slip roads, freeways and yes, even bridges

PLAY INFORMATION

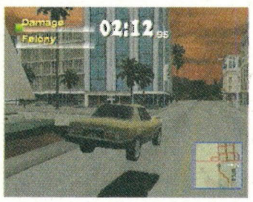
UK PAL

Publisher	Infogrames
Contact ✆	**0208 222 9700**
Price	£29.99

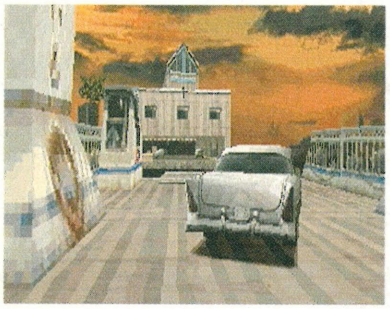
1-2 Players | Memory Card | Dual Shock



The ride of your life has switched up another gear...



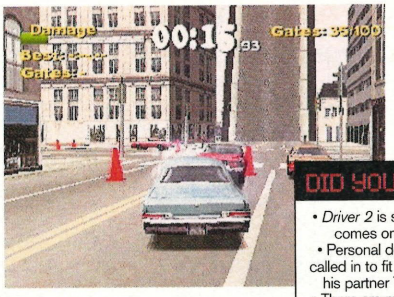


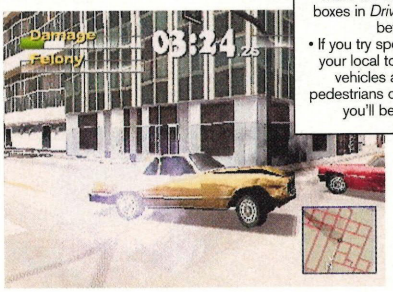




[Below] Turf the donut-eating copper out on his ass, then speed through the cities with your siren blazing and pulse racing.









DID YOU KNOW?

- *Driver 2* is so large, it now comes on two discs.
- Personal designers were called in to fit out Tanner and his partner Tobias Jones.
- There are more cardboard boxes in *Driver 2* than ever before.
- If you try speeding through your local town, ramming vehicles and forcing pedestrians out of your way, you'll be arrested.

Head-To-Head

Technically, *Driver 2* continues the brand's advancement, however, some of the many visual achievements have come at a cost – namely the draw distance of objects (buildings, roads etc), with the local population often appearing out of nowhere. Yet this cost is mostly acceptable as the AI of the pedestrians and the mission objectives have improved significantly, warranting a little bit of visual decay.

Cities are larger and more impressive; the inclusion of drawbridges, tunnels and even more cardboard boxes than ever before all contribute to this two-disc sequel that proudly continues the mischief and mayhem of the original.

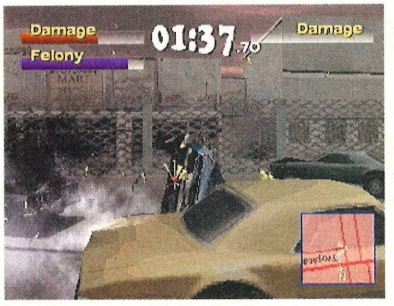


– which are a great source of entertainment. [Entertaining bridges? Are you sure? – Ed.]

Naturally, this rubber-burning sequel is lead by gripping cut-scenes and grim story lines as *Driver* 's dynamic duo (who are certainly better dressed than the PLAY team with their exclusive Ozwald Boateng and Diesel clothing) find themselves pitted against Soloman Cain and other criminal characters from the underworld.

As with its predecessor, *Driver 2*'s main focal point is the Undercover game option, with Take A Ride and Driving Games remaining present and correct; although they provide little amusement for *Driver* veterans since they were no doubt used and abused in the original. For those unfamiliar with their content, the Take A Drive option naturally speaks for itself, whilst Chase, Getaway, Racing, Trailblazing, Checkpoints and Survival fill the Driving Games category.

More vital is another returning feature. For all the near misses, fatal flips and dare devil driving, the Director mode returns in triumphant form, with an improved command interface and new cameras to choose from – you can re-record or throwaway to your heart's content.



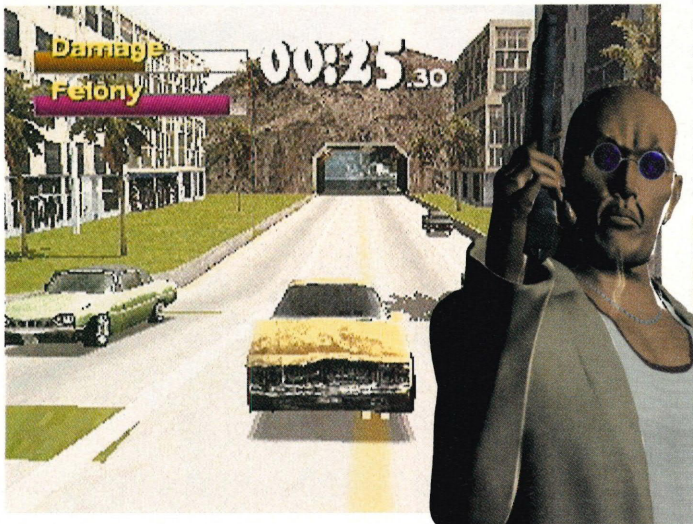
[Above] As with real life Chicago streets, there are a plentiful supply of cardboard boxes to drive through.

Driver 2 provides some of the most thrilling chase action emotions in recent console times...

Bright Lights, Big City

Arguably the most impressive addition is the opportunity to get out of your car and steal another vehicle – whether it's a bus, fire engine, VW van or police car. Yet this opens up more than just car-jacking opportunities as Tanner is required to open lock-ups, plant detonators and chase down criminals in the cause of justice – with serving and protecting the public finishing a distant second!

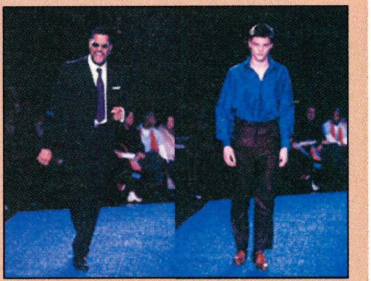
Hot-dogging around through beautifully recreated cities, the missions our two bad boys face are wonderfully creative: whether you're trapped within an enemy compound,

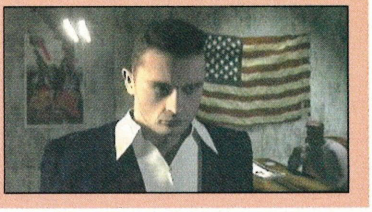




Kitting Out The Cops

Perhaps setting a new gaming trend we find Tanner's partner, Tobias Jones, sporting a rather trendy collection of Diesel clothing. Fitted out in cool sunglasses and nifty designer wear, he's ready for some tailing action. As for Tanner, he joins such names as Stephen Baldwin, Billy Zane and The Matrix star, Lawrence Fishburne as Ozwald Boateng was Tanner's personal designer – not bad for a computer character we think you'll agree!

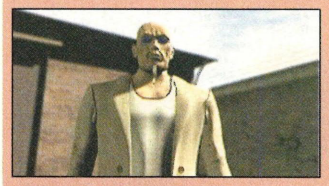


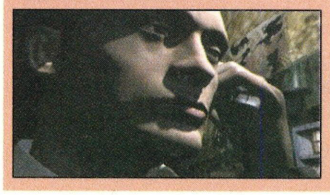


It Was The Best Of Times

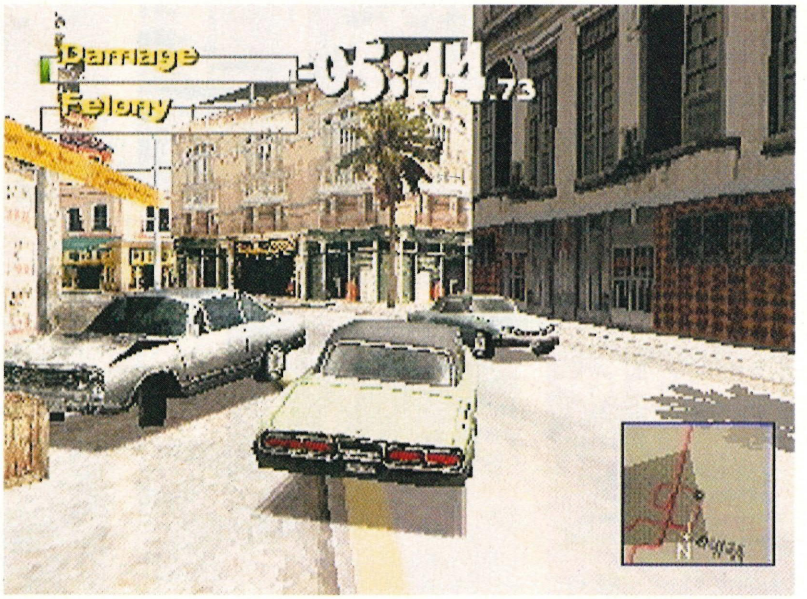
Setting the scene and illustrating the story line – with the aid of some kicking tunes – are FMV cut sequences that continue as Tanner and Jones draw ever closer to their goal. And just to make sure you never lose track of the plot, you're given a short recap from all of the relevant cut-scenes.









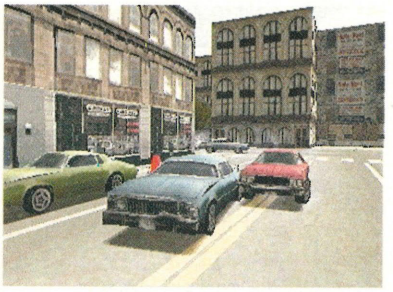
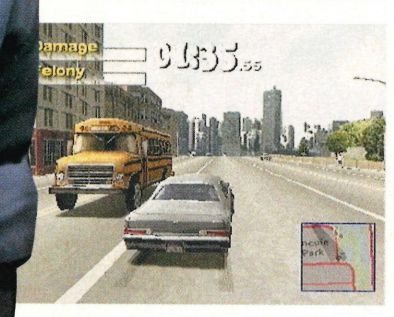
or required to tail a suspect, the style and variation is quite innovative and guarantees a high level of enthusiasm from mission to mission. Unfortunately, the applauded graphical design of each of the four major cities works against the usual high calibre of *Driver 2* gameplay, with a shorter draw distance the most painful sight, and polygon clipping popping up all too frequently. This also affects the frame rate, with the original almost unblemished by such technical limitations; this more visually-enhanced sequel features many bouts of slow-down when the city before you gets all too complex for the processor to handle.

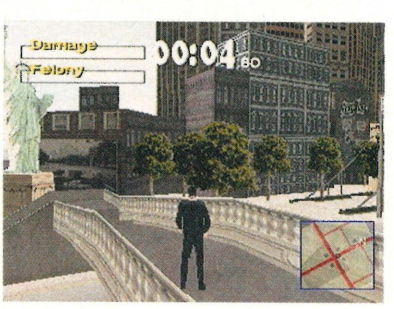
Above The Law

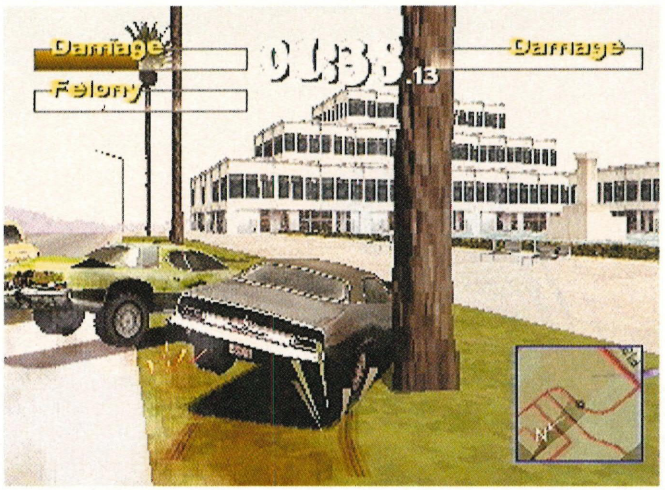
Surprisingly, and no doubt reassuringly for Infogrames, this isn't detriment to your enjoyment of the game as much as you might think.

The key to *Driver 2*'s inevitable success is not its great graphics, smooth sounds, large cities or available options, but quite simply the thrill of the chase. There's nothing quite like racing through tunnels, in alleyways or down main streets on the wrong side of the road chasing that elusive criminal – this is what *Driver 2* excels at. But unlike the AI of the criminal element in *Driver*, the murderous swines who try to evade you in *Driver 2* show some sign of intelligence, going as far as to avoid you with a number of skilful (and not always pre-determined) manoeuvres. They'll duck down back alleys or slam into other cars, stopping at nothing to avoid the long arm of the law.

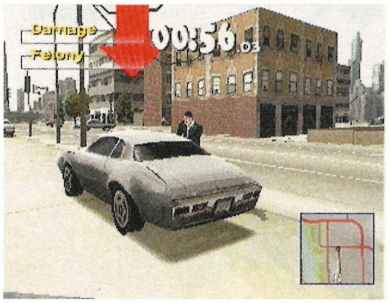
Setting the tone of *Driver 2*'s cut-scenes is a selection of promoted groovy tunes from musical giants, Universal. Songs by Sonny Boy Williamson, Kenny Rodgers and Hound Dog Taylor are amongst the

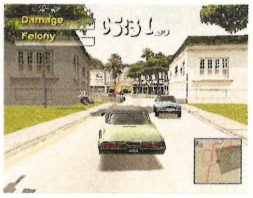


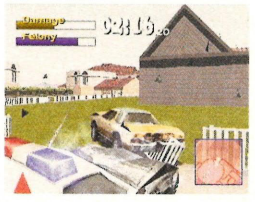


[Right] Throughout the course of *Driver 2* you'll find yourself going in and out of cars more often than a Taiwanese hooker.



[Below] Nothing tests your driving skills like racing through a quiet suburb going the wrong way down a one-way street.





chosen ones, however, whereas these recording artists set the mood of the game, the actual in-game music has about as much impact on the player as Skoda does on the rich and famous! So take our advice, slam Fat Boy Slim in your stereo and prepare for some 'gangster tripping'.

You Dig?

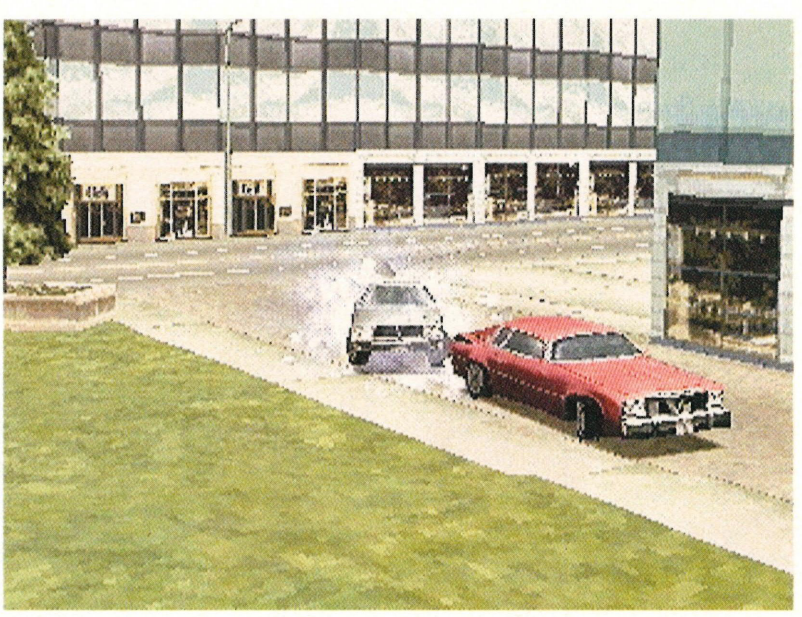
To widen *Driver 2*'s appeal the clever bods at Infogrames have come up with some entertaining multiplayer mayhem. The game includes Tag, Checkpoint Race, Destruction Derby, Capture the Flag and Cops & Robbers, all of which do exactly what it says on the tin. Although amusing for a short period of time, you'll find yourself snatching the second controller out of your friends' hands and eagerly reverting back to your undercover mission.

Considering the success and impact of the original, it was hard to imagine how the sequel could better it. Yet by appealing to

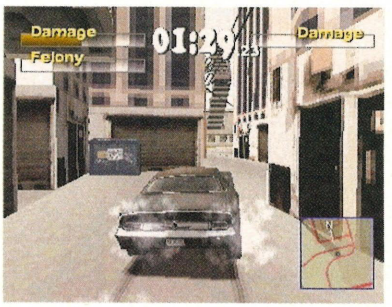
The best cops and robbers racer ever!

the road hog within us all, *Driver 2* provides some of the most thrilling chase action emotions in recent console times. Stylish pursuits layered with tasks and missions to complete are intertwined sublimely, and although the polygon break-up and limited graphical draw distance is annoying initially, once you get behind the wheel of those Seventies beasts you soon forget *Driver 2*'s flaws and enjoy what is essentially the best cops and robbers racer on the PlayStation to date.



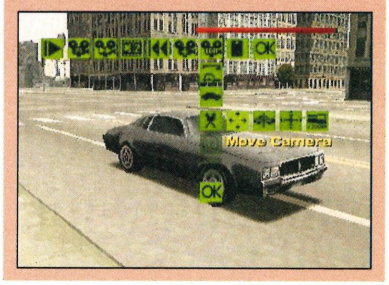






You Direct The Action

Back by dope demand is 'Director', a versatile option that allows you to choose from a variety of camera angles in which to design your own action replays. Add camera views, rotate angles and skip frames – the choice is yours!



PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

89 PERCENT

More marvellous motoring mayhem!

Alternatively:

Driver	94%
Runabout 2	83%





10 GREAT SONGS IN-A-ROW
...EVERY HOUR, ALL DAY

Virgin
RADIO
1215AM
NATIONWIDE
105·8FM
LONDON
www.virginradio.co.uk

Writer Will Johnston **Available** Out Now

Spider-Man

PLAY INFORMATION

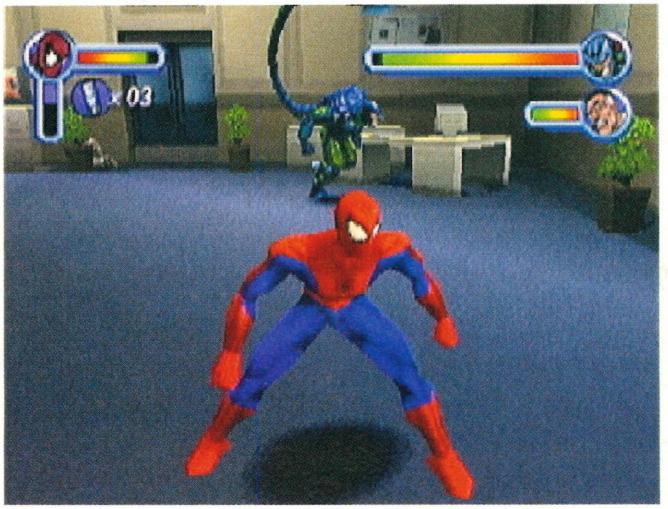
UK PAL

Publisher	Activision
Contact ✆	**01895 456789**
Price	£29.99

One Player | Memory Card | Dual Shock

HE MAY CATCH CROOKS LIKE FLIES, BUT CAN HE OUTSMART A ROLLED UP MAGAZINE?





Considering that most game characters are endowed with some form of extraordinary power, you'd think that making a decent game based on and around super-heroes would be simple enough that every publisher and their dog would be giving it a shot. There's already enough background information on the characters, a million plots are ready to be stitched together and there's a thirsty fan base poised with their hands firmly on their wallets. So why do we always end up with the usual sub-standard bargain box fodder that you can pick up for a fiver a week after its release? Because publishers often see superheroes simply as colourful costumes that can be dropped into any game. With this air of cynicism in mind we come across *Spider–Man* and the first sign that someone has actually taken the time to produce a game that looks and feels like it has been designed with the friendly neighbourhood Spider-Man in mind. Heads up…



True Believers

From the moment *Spider-Man* loads and the Apollo 440 re-mixed theme song kicks off, you know that the homework has been done. The opening movie is narrated by Stan Lee's own nasal tones; the dialogue could have been ripped straight out the Seventies cartoon series. And that's just the start. Enter the game proper and you're greeted by an incredibly well animated Spider-Man who really can do anything a spider can. Spin



[Below] **Grab a thug, jump on his back and punch him in the head. Of course it's quicker just to punch him, but what the hell, this looks cool.**











Spidey's Tricks!

Not unlike real spiders, Spider-Man can use his web fluid for a variety of roles. And here they are.

The Web swing
So deft is Spidey at web-slinging that he can even swing on non-existent buildings.

Web Spikes
By covering his hands in super-tough webbing Spider-Man can form what are effectively web knuckle-dusters. Hey, that's no fair!

Web Dome
When surrounded by a troop of gun-toting goons, Spider-Man can form a shielding web-dome. By breaking it apart he can send out a stunning shock wave that knocks thugs to the ground.

Impact Webbing
Can't be bothered getting involved in old-fashioned fisticuffs? No problem, just knock them out with a ball of webbing.

Web Trap
The classic catching-crooks-just-like-flies trick.

Web Yank
Spray an enemy with the white sticky stuff and then yank them into your fist or a wall.

Zip Line
Tap a button and you'll fire a web line to the ceiling and pull yourself up in no time. This little trick can be used to nip from wall to wall.

Web Trap Door
Spider-Man can dig a hole, coat it in webbing and skulk menacingly in its murky depths. Should a hapless creature pass above and cause vibrations to pass down the silk, Spidey will leap out of the whole and devour them by sucking out all their vital bodily fluids. Honest.



[Above] Get Rhino to charge at you, then get him to run into a huge Duracell. Easy!





a web any size, catch crooks just like flies? That's just the start. You can punch, kick, web-up, pull around and even shoot classic Marvel henchmen with web balls. Mix this with Spidey's super agility, web-swinging style and obvious wall crawling abilities and you get the first superhero game that actually feels like you're controlling a specific hero, not just a bloke who's wearing the right tights.

With a central character that's so fun to control, it's a shame that he's stuck in what is essentially a series of sub-games with each level seemingly designed to make the most of individual Spider-Powers. One moment you're web-slinging your way across New York, the other you're crawling on a bank's ceiling, ready to swoop down on unsuspecting robbers. Just as you get into ricocheting off walls, dodging sniper fire or swinging across the city you finish the level by pushing a few buttons, finding an entrance or facing the inevitable end-of-level foe. For a game whose central character is so sticky, it's ironic that despite a focused story line the game lacks cohesion. It just seems that you're being rushed through a series of set pieces so you can't notice the small cracks in the game's otherwise perfect surface. Cracks like a camera that occasionally blocks the action and causes unnecessary pain and hardship; cracks like the fact that Spidey's powers can allow you to avoid goons completely by sticking to the ceiling. Fair enough, this keeps things all very Spider-Man, but when you find yourself finishing the entire game in a day you might want to ask whether there might have been a better solution to this problem.

Take away the red and blue costume and you get an above average game, put it back and you're left with one of the best super-hero games out there. Go figure.

DID YOU KNOW?

- Spiders aren't insects, they're arachnids and belong to the same family as scorpions and young conservatives.
- Certain spiders' silk is stronger weight for weight than steel and is woven together to form light-weight body armour.
- The Spider–Man movie has been given the green light and will be directed by Sam "Evil Dead" Raimi. Let's just hope it's not another Darkman then shall we Sam?
- Spiders' greatest natural predators are birds and rolled up newspapers.

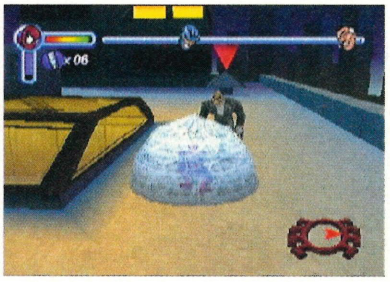




[Above] *Spider–Man* is laced with cameo appearances from the Marvel universe, but they never seem to stick around for long.









PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

82 PERCENT

A fine, yet flawed super-heroic experience.

Alternatively:

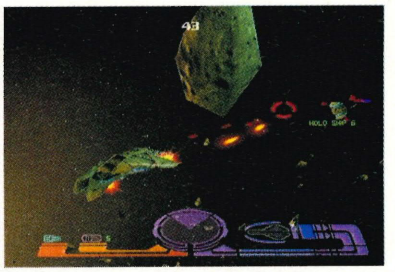
Fighting Force 2	74%
Ghost in the Shell	73%

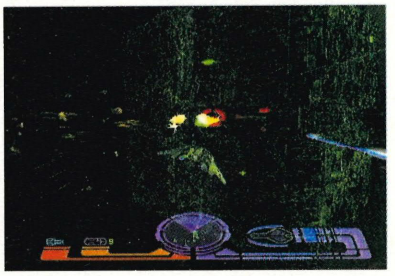
Writer Mark Crawley **Available** Out Now

In Space, No one Can...

...er, see rock all! Be aware when considering a purchase of *Invasion* that you really do need a decent TV to play on. The action's fast and enemies are hard to spot and track at all ranges – so that blurry, dark, washed-out picture which the old portable gives out won't be entirely adequate.







Star Trek Invasion

THE SPACE IN YOUR PSX IS STAR TREK'S FINAL FRONTIER. PLAY SEES HOW BOLDLY IT GOES...

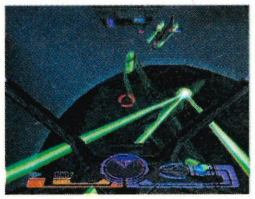
PLAY INFORMATION

UK PAL

Publisher	Activision
Contact ✆	**01895 450 789**
Price	£29.99

1-2 Players | Memory Card | Dual Shock

Try as it might, the game can't quite quash your urge to keep playing...



It's usually a bad sign when a game arrives at Paragon Palace in its official packaging, after going on general release. At least it means we get the full instructions for once though, and you'll certainly need 'em with *Star Trek Invasion* as, thankfully, the game builds upon established technology. Plundering key *Colony Wars* staff has resulted in what must be, conceptually at least, a Trekkie's wet dream, offering, as it does, the chance to zip around the universe in beautifully rendered Federation craft.

Indeed, the Fed-styled front end will be as instantly familiar to fans of the series as the game's central engine will be to *Colony Wars* veterans. Immediately apparent also are the twitchy, over-sensitive controls – which the analogue stick's lack of stiffness can't compensate for – that render the game more suited to followers of Psygnosis' previous space-battlers than the TV show itself.

DID YOU KNOW?

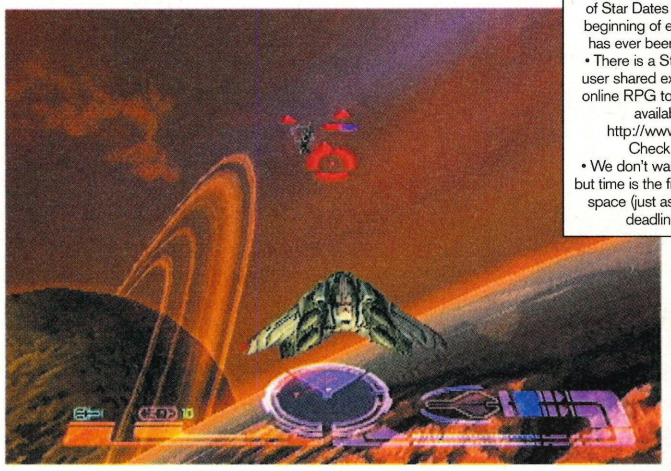
- Despite rigid rules protecting the integrity of the Star Trek universe, no decent explanation of Star Dates (heard at the beginning of each episode) has ever been formulated.
- There is a Star Trek 'multi user shared experience' (an online RPG to you and me) available at http://www.tos.net/. Check it out!
- We don't want to be picky, but time is the final frontier, not space (just ask anyone on deadline day).

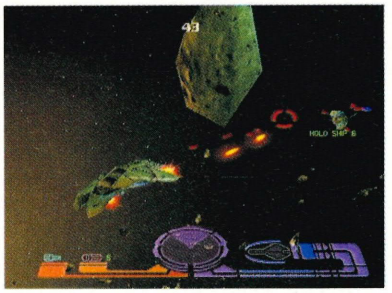
Greetings...

Still, Warthog has ensured that, initially at least, *Invasion* isn't quite as demanding as the games which inspired it, although similar confusion over exactly what to do (and how to do it!) does periodically arise. More often than not, however, the answer to such questions will simply be "duh – shoot the enemy!" as the title is nothing if not a tad repetitious.

In fact, this is where the game stalls and is left, warp coil stuttering, adrift in the void – missions simply drag on past the point of decency, with more enemy waves than are appropriate spoiling the pace of progress. Added to clunky weapon selection and samey action throughout, this creates an experience which is somewhat devoid of fun.

There are some magnificent battles to be had at times though, and everything looks so utterly slick that, try as it might, the game can't quite quash your urge to keep playing. The day an engine of this quality has truly balanced design applied to it, we'll see something very special indeed – until then, *Invasion* will keep interested parties both occupied and, doubtlessly, irate.





[Above] Locking onto enemy craft is fine, just be sure to look out for asteroids whilst tracking the ship in question...

PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

67 PERCENT

Engaging initially, but in the end... no!

Alternatively:

Colony Wars: Red Sun	92%
Wing Commander IV	67%

BEAT THE COMPETITION



GUESS WHO
WIN a PlayStation 2 plus 3 Games
call 0906 960 2213

call 0906 960 2214
combination portable text TELEVIDEO

WIN Buffy - Season 3 (EPISODES 12-22)
call 0906 960 2215

WIN a midi hi-fi with remote control
call 0906 960 2216

WIN a PC Computer with DVD
call 0906 960 2217

WIN a mobile phone
no bills, no worries – just pay as you go!
call 0906 960 2218

CALL AND WIN

WIN a Laptop Computer
call 0906 960 2219

WIN WWF Video Series Volume IV selection
call 0906 960 2220

call 0906 960 2221
WIN a City Scooter

WIN WWF Collector Cards, T-Shirts & Posters
call 0906 960 2222

WIN a Nintendo 64 plus 3 top games
call 0906 960 2223

call 0906 960 2224
WIN a Dreamcast console

WIN a personal MP3 player
download digital quality music direct from the net
call 0906 960 2226

WIN a Pocket TV
call 0906 960 2225

GUESS WHO
WIN 20 cds of your choice
call 0906 960 2227

WIN a mini disc player
call 0906 960 2231

WIN a mobile phone
no bills, no worries – just pay as you go!
call 0906 960 2228

call 0906 960 2229
WIN a Box of Pokémon Trading cards and Watches

WIN a discman
call 0906 960 2230

CALLS CHARGED AT £1 PER MIN – MAXIMUM COST OF CALL £3. ASK PERMISSION FROM THE PERSON RESPONSIBLE FOR PAYING THE PHONE BILL. COMPETITION CLOSES ON 31st DEC '00, AFTER WHICH THEY MAY BE REPLACED BY A SIMILAR SERVICE ON THE SAME NUMBERS. WINNERS WILL BE PICKED RANDOMLY FROM CORRECT ENTRANTS FOR RULES OR WINNERS NAMES SEND S.A.E. TO: I.L.N. SERVICES, PO BOX 107, KNUTSFORD, CHESHIRE, WA16 6AG

HELPLINE 0870 740 1002
(HELPLINE calls charged at national rate)

Writer Will Johnston **Available** November 2000





Spyro: Year of the Dragon

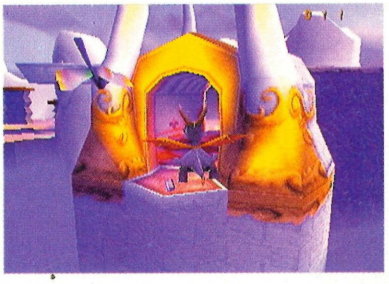
JIMINEY JINKIES, IT'S THE PURPLE PYROMANIAC'S FINAL BOW. GEE, GOLLY-GOSH AND WOWZERS!

PLAY INFORMATION

Official PAL UK

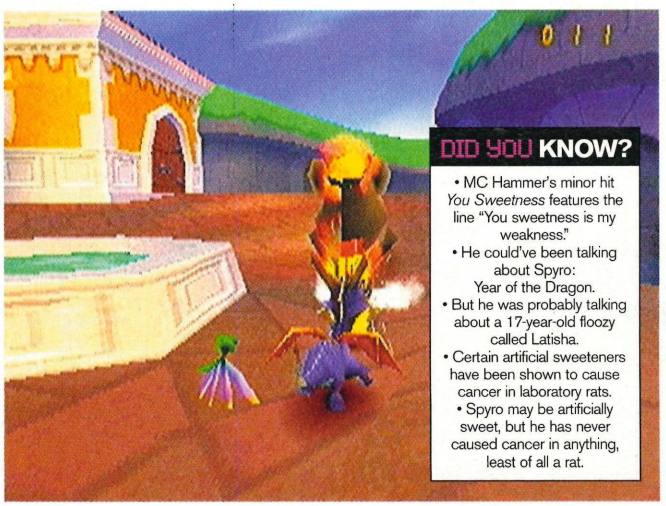
Publisher	Sony
Contact ✆	**0881 505 505**
Price	£29.99

One Player | Memory Card | Dual Shock





[Below] On your travels you will meet many characters asking for help. No matter how hard you try, you can't seem to burn them to death. Shame.



DID YOU KNOW?

- MC Hammer's minor hit *You Sweetness* features the line "You sweetness is my weakness."
- He could've been talking about Spyro: Year of the Dragon.
- But he was probably talking about a 17-year-old floozy called Latisha.
- Certain artificial sweeteners have been shown to cause cancer in laboratory rats.
- Spyro may be artificially sweet, but he has never caused cancer in anything, least of all a rat.

My Little Pony, Care Bears and Gizmo from Gremlins. Now there's a list of nauseatingly cute characters that we can abide in small amounts. Enter Spyro and welcome to the third slice of the platform series that's so sugary sweet it could knock a diabetic out cold at a thousand yards. What's new? Well, in an astounding demonstration of originality, style and panache, Spyro no longer has to busy him self by collecting gems and rescuing ancient dragons. Such tired tasks are now solely the property of the previous games and others that paid it 'homage.' So it's out with gem collection, rescuing dragons and burning sheep, and in with… Okay, we lied back there, you still have to collect gems but instead of the aforementioned saving of old dragons you now get to liberate ickle-bitty baby ones.

Pass The Salt

Year of the Dragon doesn't attempt to break any of the moulds already cast by Insomnia; it tries to adapt them for an audience who already know Spyro and just want a more sophisticated version. For example, you will no longer have to stare at the rear end of a blue prepubescent dragon for the entire game while he head butts clay pots, because there are now four other sickeningly adorable sets of cartoon buns to admire. These range from the painfully familiar to the strangely unusual. Sheila the Kangaroo is basically an extra bouncy marsupial version of Spyro without the explosive breath. Sergeant Byrd is a flying penguin who can bob about like a humming bird and launch attacks with his twin rocket launchers. Bentley the Yeti fills

Family Twee!

What cuddly little creatures can be found wandering the polygon landscape of Spyro: Year Of The Dragon you ask? Well open your heart and meet these sweet fellows!



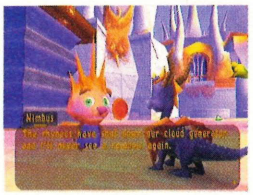
Meet Agent 9. He's a space monkey with a raygun and he knows how to use it. Feeling that Marvin The Martian vibe.



And this is Shiela. She has the classic cute game butt-bounce attack, a la Mario. Her super jump allows her to reach those hard-to-get-at places.

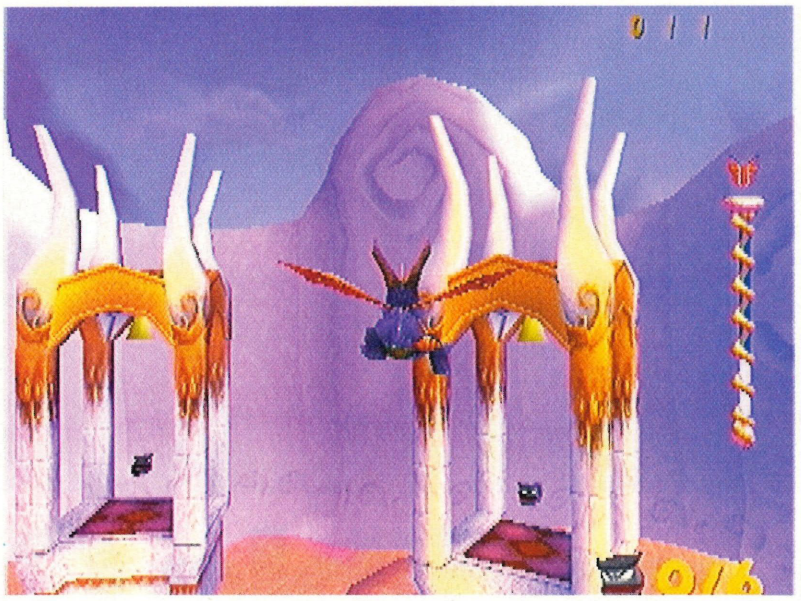


This one you know. His name's Spyro, and he's the star of the show. You may recognise him from such games as *Spyro The Dragon* and *Spyro 2*.















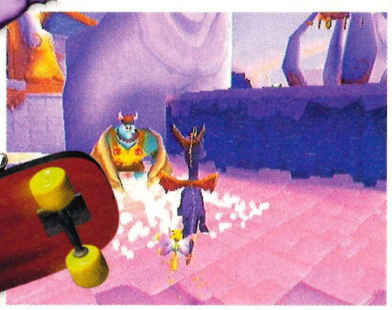
[Above] Different enemies require different strategies. Well, you have to figure out whether to burn them or nut them. Oh well.

With such a collection of bizarre talent on offer you know you're in for a range of puzzles that put them to good use...



the classic role of 'the one who moves slowly, yet is unusually strong', while Agent 9 is just your common or garden Mohican-adorned monkey toting a ray gun. With this collection of bizarre talent on offer, you know that you're in for a range of puzzles to put them to good use.

You'd be right, because as soon as the requisite training sections are over with, it's time to smash boulders, drop crates onto switches and re-ignite dying miniature suns. Does this add to the basic premise of all Spyro games? Not really, no.

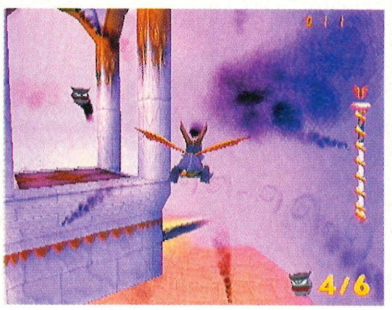




Dragon: 10 Originality: 0

This will be the last Spyro outing to grace the original PlayStation and, ironically enough, the one that features the eponymous hero the least. Although this weighs in at an apathy-defying 37 levels, you'll only find him operating on 16, with the remainder being made up of boss, race and character specific levels. It's this variety of styles that Insomnia hopes will convince the avid *Spyro* fan that his last appearance is worth a look. But since so many other games have copied (read: ripped off) *Spyro*'s graphical style and hands-on feel (yes, we mean you *Muppet Monster Adventure*) it makes you wonder why they waited this late in the game to introduce these new characters and elements.

The series has always been about solid graphics, sound gameplay and top-class animation; this final offering is no exception. Those of you who were looking for the definitive version of *Spyro* need search no longer, as this is undoubtedly the best. But then again, those of you who really want a third helping of the videogame equivalent of a bag of candy canes really do need to venture out more.



PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

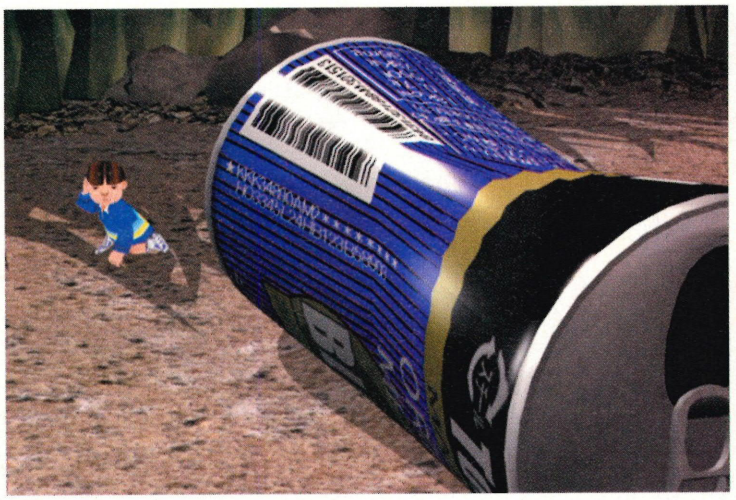
80 PERCENT

Same parcel, different bow.

Alternatively:

Spyro the Dragon 2	90%
Muppet Monster Adventure	86%

Writer Simon Cann **Available** Out Now





Incredible Crisis

A GIANT CITY-RAZING CUDDLY TOY, TRUMPET-PLAYING BANK ROBBERS DRESSED AS WOLVES AND PSYCHOLOGICALLY DISTURBED PARAMEDICS. WELCOME TO THE WORLD OF INCREDIBLE CRISIS...

PLAY INFORMATION

Official PAL UK

Publisher Virgin interactive

Contact ✆ 0207 5510000

Price £29.99

One Player | Memory Card | Dual Shock

Bank Notes

During the game Taneo's wife Etsuko stumbles unwittingly upon a bank raid. The robbers, who are clad in combats and wolf masks, brandish trumpets and play a tune that Etsuko must follow to unlock a mysterious golden pig. This must surely rank as one of the most bizarre moments in the annals of videogaming history.



[Below] Each of the segments is strung together via a truly deranged set of plot-developing links.



[Below] The 24 varied mini-games will rigorously test both your mental and physical dexterity.



Despite being over half a decade old, the PlayStation still occasionally plays host to some genuinely innovative software. Following in the illustrious footsteps of *Bishi Bashi Special*, *Vib Ribbon* and *Suzuki Bakuhatsu* comes *Incredible Crisis* – a game that provides testimony to the fact that developers can still (albeit far too rarely) come up with unique, compelling and refreshing concepts.

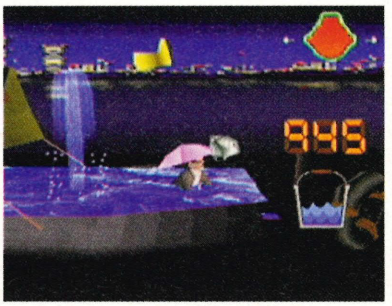
In terms of plot you assume the role of a stressed-out, luckless office worker called Taneo (three other members of the family star in later stages) who must get back from the office to celebrate the birthday of the family's Grandmother. Whilst this sounds simple enough in theory, the reality is quite another matter. Indeed, as you make your way through the game's 24 mini-games you'll find yourself thrown into an eclectic series of surreal, outlandish scenarios.

DID YOU KNOW?

- Other PlayStation titles that have featured the word 'crisis' in their title include *Ray Crisis* and *Crisis Beat*. The former is an average shoot-'em-up, whilst the latter is a dire scrolling beat-'em-up.
- A minor 'crisis' broke out in the PLAY office when it was revealed that the office drinks vending machine had run out of the substance which it misguidedly advertises as being coffee. Normal service was eventually resumed.

Grandma We Love You

One minute you'll be trying to evade a huge runaway ball (Indiana Jones-style) that's rolling through your office, the next you'll be giving a sultry young female colleague a back massage in a Ferris wheel (no, really). During each stage a head-shaped 'rage gauge' builds up as mistakes are made; if this fills up your character blows their top and it's game over. Perhaps the closest approximation to the game is the



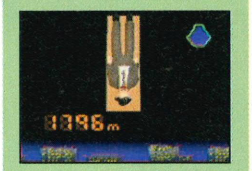
[Above] This scene where Taneo must bale water out of a sinking ship appears in slightly different guises two times later on in the game.



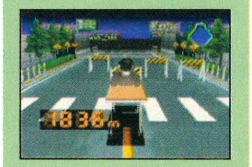
[Above] This voluptuous lady appears throughout the game. Her intentions are not quite honourable.

Stretchered Off

Following a nasty bump on the head, Taneo finds himself in the back of an ambulance being posed some absurd questions by two paramedics. If answered correctly you're diagnosed as being fine and are promptly shoved out of the speeding vehicle – still strapped to a stretcher – leaving the Tanster to avoid the numerous road works and incoming traffic.











[Below] Many of the stages borrow their themes from Hollywood blockbusters.







massively enjoyable *Bishi Bashi Special*, although unlike Konami's game this is a solo player only experience.

As mentioned earlier, the game initially sees you controlling the bespectacled Taneo. The opening stage plays much like the myriad dancing games on the market. You and your colleagues have gathered together in the office to dance away the day's stresses. The player's task is simply to press corresponding joypad directions and buttons as they scroll (to the beat of an insanely catchy tune) across the top of the screen. The sight of the straight-laced Taneo and his co-workers strutting their funky stuff is a wonder to behold, and by the end of this first stage the game has already set out its stall in visual terms. Bright, vibrant graphics are the order of the day and whilst they're simplistic in nature, they manage to lend a suitable cartoon feel to the action.

Mid Life Crisis

Having successfully completed the first stage, a cut-scene is triggered that shows a giant ball smashing into the office. Gameplay now switches to *Track and Field*-style button-bashing. You must maintain Taneo's speed as he attempts to escape from the incoming ball via a series of obstacle-laden corridors. From here on the stages fluctuate between the sublime and the ridiculous and include having to bale out a sinking boat and shoot down a giant pink teddy bear with a jetfighter. When Taneo's stages are completed, control switches to his wife (Etsuko), his son (Tsuyoshi) and finally his teenage daughter (Ririka). Without spoiling the game's many surprises, you'll end up foiling a robbery, being shrunk down into ant-like proportions and even communicating with a huge alien mothership (in a game which owes a substantial debt to the Seventies toy 'Simon'). This constant variation in gameplay is one of *Incredible Crisis*' strongest cards and ensures that players are kept curious as to what bizarre new task lurks around the next corner.

Office Lady

Graphics and sound throughout are exemplary. Special mention must go to the game's soundtrack that blends together J-pop and Madness-inspired skate tracks with aplomb. Taneo's cry of despair as yet another catastrophe befalls him is also highly amusing. Unfortunately, the game is over all too quickly, with the lack of longevity being compounded by the omission of a two-player mode. With that said, the game's various stages can be played back in isolation – with a grading system providing the incentive to improve your performance. Ultimately, *Incredible Crisis*' imaginative, easily accessible and, at times, frustrating gameplay will appeal to anyone looking for something different. It's just a shame that the ride is over all too quickly.



Fairground Attraction

One of the stars of the show is the stage that features Taneo giving a female colleague a stress-relieving massage on a Ferris wheel. Players must follow the foxy lady's sensual commands until they reach the magic spot. The groans of ecstasy she makes upon completion of the task will appeal to members of the raincoat brigade.



PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

82 PERCENT

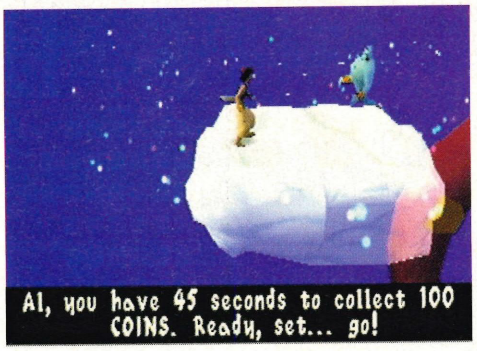
A hugely innovative collection of mini-games.

Alternatively:

Bishi Bashi Special	92%
Point Blank 2	80%

Writer Mark Crawley **Available** November 2000

[Below] It's not just the jokes that are old: MegaDrive-style bonus stages have made it in too.



[Below] The city of Agrabah is strangely devoid of all but those significant to your quest.





Aladdin in Nasira's Revenge

MARIO 64'S APPROACH TO PLATFORMING HAS BEEN APED TIRELESSLY SINCE IT APPEARED; IS DISNEY'S LATEST EFFORT A DIAMOND IN THE ROUGH?

PLAY INFORMATION

UK PAL

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

One Player | Memory Card | Dual Shock

[Below] The occasional puzzle is welcome.



Those who see the cyclic nature of the natural world as something wholly beautiful to behold should look at *Aladdin in Nasira's Revenge* and, perhaps, think again. Winter may bestow a frosted finish upon the land, but it's always accompanied by mountains of dirty slush and a fair few nose-numbing snowballs. Spring might well cause the countryside to burst into colour, but it's funny how the severe bouts of hayfever it induces can't quite block out that 'healthy' country smell. Disney, in tune with the seasons, does indeed craft marvellous animated tom-filmery – yet the company's games have always tended towards the derivative and had much to thank the inventor of the platform for. And now, after a blissful period of hibernation, Disney's at it again.

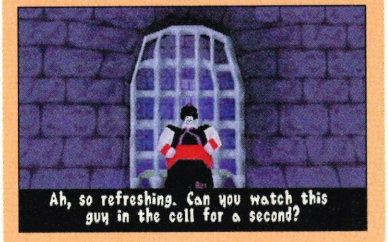
Rub My Lamp...

Of course 'now' is a new millennium, so whereas the 16 bit *Lion King*, *Jungle Book* and original *Aladdin* games all utilised samey 2D engines, the forthcoming *Nasira's Revenge*, *The Emperor's New Groove* and *102 Dalmations* each take that jumpy-collecty action and shoehorn in an extra dimension. This, in truth, is exactly where the troubles begin – because whereas the MegaDrive, SNES and, yes, even Master System were operating within the boundaries of their capabilities in recreating Disney's cell-frame style animation with sprites, the PSX is ill-equipped to do an equally convincing job with polygons. You'd have thought that somebody somewhere would have picked up on this, but as all industry dolts know, games HAVE to be (or at least look) 3D – it's a rule, because Joe Public (that's you and me, apparently) thinks that 2D games are rubbish. So, rather than put some effort into convincing Mr P otherwise, Disney seems intent upon assuring everyone that 3D games are shite too. At least that's how it looks here, because *Nasira's Revenge*, discounting its music, never once ascends beyond the point of being 'workmanlike'.

Essentially, Argonaut has lifted the 16-bit originals' elements and transplanted them into a sub-*Spyro* environment – hence you've a sword to slash, tokens to collect and apples to lob. However, rather than meander from one end of each (largely linear) level to the other, progress is now heavily reliant upon deft switch-flicking and acquiring items for certain characters. Whilst a step forward for *Aladdin* games, this is a shuffle backwards for 3D platformers in general – although given the

Monkey Business

Aladdin lives in a strange world – take the sentry that you'll meet whilst playing as Abu (the monkey) in the dungeons, for instance. Handing the watchman a drugged drink, Abu (who is a MONKEY, right?) is asked to guard Aladdin's cell whilst the beverage is slurped. Now we would have thought that this was basic hench training, but do remember folks – accept no refreshment from suspicious simians whilst guarding a hero.

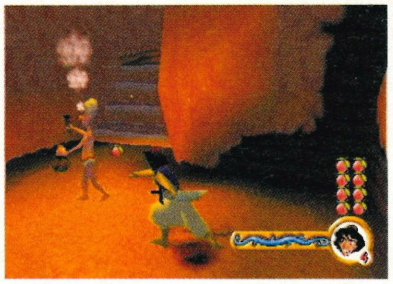


[Above] Don't trust me – that's my master in there, ya cretin!



[Above] The combat leaves much to be desired.





[Right] Howz them apples? Ready, aim, fire!



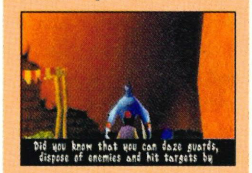
DID YOU KNOW?

- Aladdin is a 'small' town in Wyoming. Population 15. Currently for sale. Seriously! Check it out at www.NEWyoming.com/Aladdin/
- This is strange however, as we always thought that Aladdin was a mythical place where B-list celebrities go when they are 'done'.

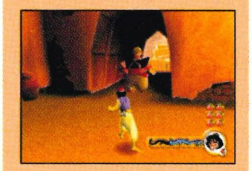
Dream Of Genie

As anyone who's watched the chucklesome Wishmaster will know, the Genie (or Djinn) is not the bestower of (i) wealth, (ii) chicks and (iii) eternal life that we all hope to unearth. Nope, contrary to popular culture, Djinn veils evil machinations and loves nothing better than turning people's desires against them – a fact surprisingly reflected in *Nasira's Revenge*. Witness the introductory level, in which the Genie guides our hero, showing him the ropes and blatantly 'omitting the truth' about being able to stun a certain guard with stolen apples...

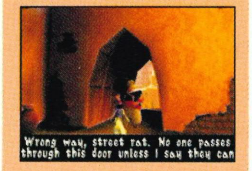
[Below] ...lobbing apples at 'em, yeh yeh, let me try!



[Below] Here we go, aim and... heughh!



[Below] Ah, I see. Immune to apples then. Smeg.



Thanks a bundle, you bulbous blue...!

The game struggles to cope with what is actually asked of it, rendering the experience particularly awkward and unenjoyable...

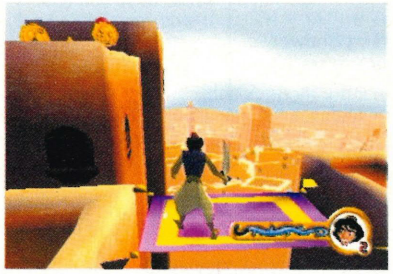
age of the target audience and the sheer difficulty of crafting an all-singing, all-dancing game engine, such measured restraint is understandable. Unfortunately, it's also to no avail, as the game struggles to cope with what is actually asked of it, rendering the experience particularly awkward and unenjoyable for the very players at whom it's aimed.

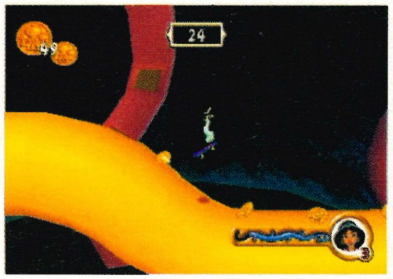
Make A Wish...

Falling way short of the expected mark, Aladdin's movement is strained and lurchy, animation of the appropriate standard (something flaunted by Disney's 2D games) is conspicuous by its absence, whilst the faded pop-in robs the game of the visual depth normally associated with Walt's company (surely the settings must have provided latitude for level design to hide this?)

Where the game really falls down though, is in its cumbersome control which, in all frankness, it's hard to see the youngest players coping with. It's not too bad during the opening stages, but you'll find it gets increasingly fiddly as tasks become more technical – especially with such a dodgy camera in tow. On rare occasions the view will be held at a fixed angle, but more often than not the camera's left to its own devices and must, we assume, be under Nasira's control – such are the lengths to which it will go to totally balls Aladdin up.

Struggle onward and it will very soon dawn upon you that the game doesn't exist to extol Disney's virtues of meticulous artistry or kiddified story-telling – it exists to fill a box, pull a buck and compliment the coffers. That a greater percentage of American kids recognise Mario than Mickey Mouse says much about the influence of videogames, however, and Disney needs to appreciate that releasing games of this calibre can only tarnish the company's prestigious name.

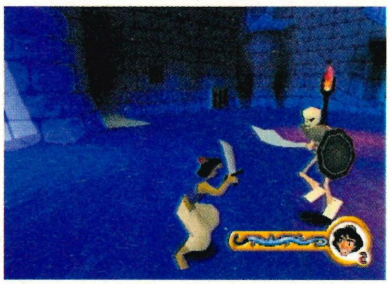








[Above] Plenty of tasks are squirreled away. The linear path through each level ensures that thorough play will reveal them all.



PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

46 PERCENT

Below average cash-in.

Alternatively:

Muppet Monster Adventure 86%
Spyro: Year Of The Dragon 80%

Writer Simon Cann **Available** November 2000

Prince Naseem Boxing

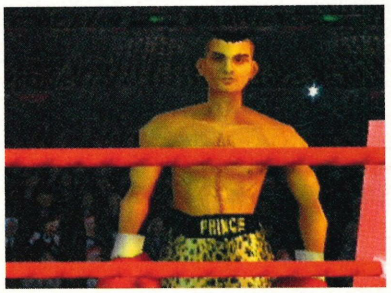


PLAY INFORMATION

UK PAL

Publisher	Codemasters
Contact ✆	**0207 43276100**
Price	£29.99

1-2 Players | Memory Card | Dual Shock



[Above] The princely Naseem's trademark arrogance is transferred into the game.



[Above] In order to get up from being knocked down you must react to a series of on-screen button prompts. Whilst this is a simple inclusion it adds more depth than the usual button-bashing of other titles in the genre.



AFTER TWO YEARS IN DEVELOPMENT HELL, PRINCE NASEEM FINALLY ENTERS THE VIRTUAL SQUARED CIRCLE. SECONDS OUT...

Typically boxing games fall into one of two categories; either they attempt to realistically convey the pugilistic brutality of their subject matter or they adopt a light-hearted approach, with larger than life cartoon characters pummelling each other into submission. This effort from Codemasters falls into the former category and offers up a simulation-based take on the violent contact sport.

Boxing Clever

Four separate play modes are available, including Showcase, Versus, Practice and World options. It is the latter mode that displays the greatest substance, requiring you to manage and train one of 90 available fighters in a bid to get your gloves on the title belts. Having arranged a fight you're given a certain number of weeks to hone your boxer's fitness to its peak. This is achieved by adjusting a set of variable training methods, including dietary intake, weightlifting, sparring and such like (brains and brawn, you see).

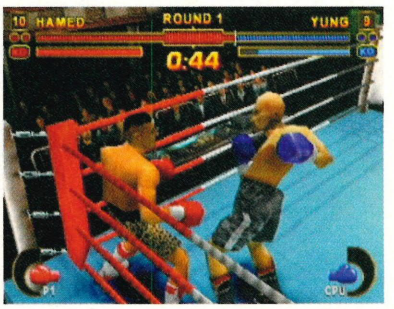
Having finally stepped into the virtual ring, the initial reaction is one of disappointment. The fighters (including, of course, Prince Naseem) are slightly squat and jerkily animated, with their angular frames shuffling gracelessly around the 16 arenas on offer. Likewise, the gameplay itself feels sloth-like at first and, crucially, punches connect with precious little feeling of solidity (a cardinal sin for a boxing game).

Fortunately, the game's well thought out control interface helps things along and the fights turn out to be thoughtful, tactical affairs. Indeed,

DID YOU KNOW?

- Whilst most boxers appear brutish they're actually quite a sensitive bunch. For example, during the 1997 clash between Lennox Lewis and Oliver 'The Atomic Bull' McCall, McCall broke down in tears in round five and the fight was stopped.
- During his successful boxing career Prince Naseem has never been defeated. He has won all 34 of his fights, with 30 of them ending by knockout.











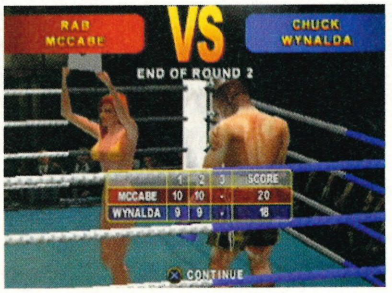


[Above] A nice inclusion is the ability to throw a variety of counter punches.

simply standing there, jabbing away mindlessly, will not be rewarded with success. Instead, combinations of body blows, hooks, uppercuts and jabs must be strung together if the game's higher-ranking fighters are to be felled.

Cauliflower Ears

It was perhaps unfortunate that this arrived on the same day as the highly entertaining *Ready 2 Rumble 2* on PS2. Compared to the instantly accessible, over-the-top and fast-paced fighting of Midway's title the action here seems somewhat staid. Ultimately, *Prince Naseem Boxing* attempts to convey the action of its subject sport in a sober, realistic fashion, an objective that it meets with a good degree of success. Casual beat-'em-up fans will no doubt find the slow-paced action a tad dull. However, genuine boxing aficionados will appreciate this for what it is – an authentic and engrossing boxing simulation.



[Above] True to form a bird-brained bimbo appears between rounds to inform both the blood thirsty fighters and the baying crowd what round it is. Very helpful information.

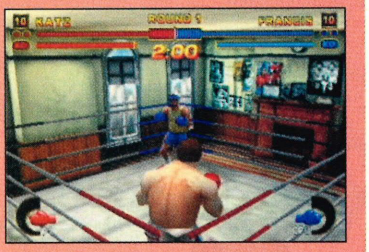


[Above] A balance must be struck whilst preparing for a fight; train too hard and you'll exhaust your fighter, train too little and you'll be in poor condition for the match.

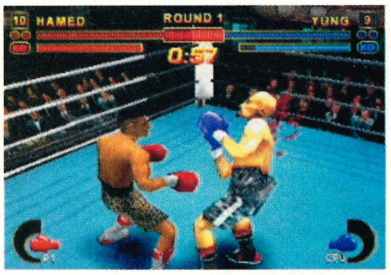


24 Hour Spar

If victory is to be yours you'll need to spend plenty of time down the gym sparring. Not only does this bolster your character's attributes, it also allows you to acquaint yourself with your boxer's repertoire of attacks.

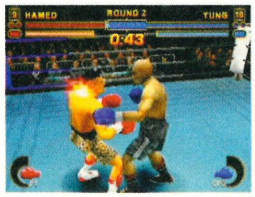






[Above] The pugilists can perform a selection of punches, including hooks, uppercuts, body blows and jabs. By holding down the buttons these moves can be charged up to devastating effect.

Combinations must be strung together if the game's higher ranked fighters are to be felled







PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

75 PERCENT

A quality boxing title.

Alternatively:

Ready 2 Rumble	80%
Knockout Kings 2000	84%

For a free price list of imported games, accessories and merchandise send a Stamped Self Addresse Envelope

DELTA VISA MasterCard SWITCH SOLO

Cheques and Postal Orders made payable to PROJECT K Add £2 per item for P+P
£15 for INSURED COURIER on Hardware

SPECIALIST IN MAIL ORDER IMPORT VIDEO GAMES AND ACCESSORIES
www.projectk.com Email: info@projectk.com TEL: 020 8508 1328

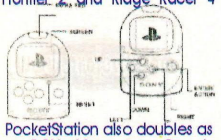
PROJECT K

FAX: 020 8508 3845

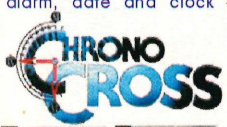
PROJECT K, The Seedbed Centre, Langston Road, Loughton, Essex, IG10 3TQ

POCKETSTATION

Download mini games from PocketStation compatible games such as Final Fantasy 8, Saga Frontier 2, and Ridge Racer 4



PocketStation also doubles as a PSX Memory Card, alarm, date and clock





PLAYSTATION IMPORTS

Pocketstation	£39.99
Guitar (for Guita Freaks)	£39.99
NTSC to PAL Booster	£15.99
Convertor Card	£14.99

MP3 ADAPTOR £19.99

Play your own MP3 CD Album's on your PSX

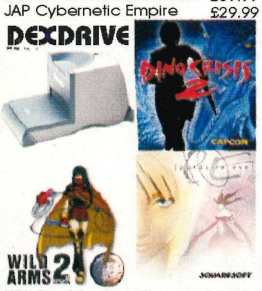


£25.99

FINAL FANTASY IX

JAP Final Fantsy IX	£54.99
JAP Dragon Quest VII	£59.99
JAP Fist of Northstar	26 OCT
JAP Metal Slug	CALL
JAP Dragon Valor (Namco)	£29.99
JAP Assaults Suit Valken 2	£19.99
JAP Guitar Freaks	CALL
JAP Guitar Freaks Append 2	£39.99
JAP Microman	£29.99
JAP DD Revolution Link Version	£49.99
JAP DD Revolution Club Mix 1	£39.99
JAP DD Revolution Club Mix 2	£39.99
JAP Cybernetic Empire	£29.99

DEXDRIVE



USA Final Fantasy 9	14 NOV
USA Alien Ressurection	£47.99
USA Legend of Mana (RPG)	£49.99
USA Bust a Groove 2	£47.99
USA Parasite Eve	£39.99
USA Digimon World	£47.99
USA Wild Arms 2	£37.99
USA Tenchu 2	£47.99
USA Threads of Fate	£45.99
USA Lunar 2 (RPG)	OCT
USA Alundra 2 (RPG)	£45.99
USA Dino Crisis 2	£49.99
USA Legend of Dragoon	£49.99
USA Lunar Silverstar Story	£59.99
USA Monster Rancher 2	£CALL
USA Vanguard Bandits	£49.99
USA WWF Smackdown 2	16 OCT
USA Countdown Vampires	CALL
USA Front Mission 3	£47.99
USA Chrono Cross	£49.99
USA ECW Anarchy Rulz	CALL
USA Resident Evil 2 Dual Shock	£39.99
USA Suikoden	£29.99
USA Dino Crisis	£15.99
USA Azure Dreams	£19.99
USA Granstream Saga	£19.99
USA Jade Cacoon	£19.99
USA Ready to Rumble	£15.99
USA Tony Hawkes	£15.99
USA Thrasher Skate & Destroy	£15.99
USA Syphon Filter 2	£15.99

BEATMANIA POCKET 2



9 Arcade Tunes
5 Arcade Buttons
Scratch Deck
Funk Jazz Groove
DJ Battle
Reggae
Break Beats
Rave

£29.99

GUITAR FREAKS



Compatible Guitar

£39.99

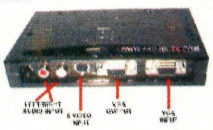
Compatible with PSX & PS2 Consoles

MULTI USE VGA BOX £59.99

use upto 4 items on your monitor

Plug any AV equipment into this versertile VGA Box. A total of 3 AV equipment can be plugged into this Multi Use VGA Box at the same time. Press a button to Select the item you want to use on the Monitor.

Example
PSX, PS2, Dreamcast, Video and PC connected all at the same time



PS 2 IMPORTS



Japanese PlayStation 2
including
1 x PS2 Dual Shock 2
1 x PS2 8meg Memory Card
1 x PS2 Game (your choice)
CALL FOR LATEST PRICE

*optional Stepdown Transformer

Japanese Ps2	£399

Japanese PS2 currently only runs Japanese PS2 and Japanese PSX Software

USA Ps2 coming end of OCT	£399
8 Meg Memory Card	CALL
Dual Shock 2 Joypad	CALL
PS2 Stepdown Transformer	CALL
The Grappler	£69.99
Sangoku Musou	£69.99
Armored Core 2	£69.99
Everytbody's Golf	£49.99
FIFA Soccer	£59.99
Formula High Powered	CALL
All Star Pro Wrestling	£49.99
Slipheed	CALL
Bouncer (Squaresoft)	CALL
Tekken Tag Team	£49.99
Gran Turismo 2000	NOVEMBER
Ridge Racer V	£49.99
Jikkyou World Soccer	£64.99
Sky Surfer	CALL
Gradius III + IV	£59.99
Evergrace	£69.99
Omnimusha	NOVEMBER



T-DOG 2000 £27.99

T-Dog shuffles along the floor oblivious of any objects in it's pathway. When reaching an object T-Dog can't get by, T-Dog will reverse and try another pathway Eyes illuminate and Cute little short tale wiggles

T-DOG 2000



£27.99



www.projectk.com

Latest products for the PSX, PS2, DREAMCAST, NINTENDO Loads of the latest cool merchandise from see the latest news on Playstation 2, Dreamcast, Nintendo and Pokemon. Previews, news and updates for games, hardware, latest accessories, and convertors. Find the latest import release schedule, and order online or give us a call checkout www.projectk.com Updated 3 times a week with the latest gear

DREAMCAST IMPORTS



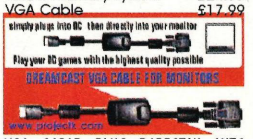
Use your PSX Dual Shock Joypad, or Dance Matt on your Dreamcast.

DREAMCAST JOYPAD ADAPTOR

£24.99

Compatible with ALL Dreamcast Consoles...UK, USA or JAP. Button layout is the same as a DC JoypadIII RUMBLE function WORKS TOO. Now comes with VMS slot

Import Dreamcast	£149.99
Universal Dreamcast	£219.99
Light Gun	CALL
PSX to DC Joypad Adaptor	£24.99
Official Puru Puru Pak	£19.99
Universal Chip	£29.99
SVHS LEADS	£14.99
Virtual Memory System	£24.99
VGA Cable	£17.99



VGA CABLE PLUG DIRECTLY INTO MONITOR FOR HI RESOLUTION GRAPHICS

VGA MANUAL SWITCHER



£29.99

Plug both your PC & Dreamcast into your monitor at the same time. Also plug AV Cables directly into another TV or Speakers. No need to unplug your PC to Play your DC

COMPATIBLE WITH ALL DREAMCAST CONSOLES

JAP Sega Marine Fishing	£49.99
JAP Jet Set Radio	£45.99
JAP Powerstone 2	£49.99
JAP Sega GT	IN STOCK
JAP Rainbow Cotton	£39.99
JAP 355 Challenge	£49.99
JAP Virtua Cop 2	£29.99
JAP Crazy Taxi	£34.99
JAP Virtual On	CALL
JAP Marvel vs Capcom 2	£49.99
JAP Spawn (Capcom)	£49.99
JAP Shen Mue	IN STOCK
JAP Giant Gram 2000	£49.99
JAP Street Fighter 3third Strike	£45.99
JAP Virtua Fighter 3	£29.99
JAP Air Force Delta	£17.99
JAP F1 Monaco GP	£17.99
JAP Giga Wings	£39.99
JAP Psychic Force	£17.99
JAP Aero Dancing	£17.99



Total Control Plus £24.99

Use your PSX joypad

USA Half Life	CALL
USA Silent Scope	Oct 24
USA Space Channel 5	£47.99
USA D2	£49.99
USA Quake III Arena	OCT
USA Skies of Arcadia	NOV
USA Hidden & Dangerous	£47.99
USA Tony Hawkes 2	NOV
USA TNN Hardcore Heat	£34.99
USA World Series Baseball	£49.99
USA NFL 2K	£42.99
USA Grandia 2	DEC
USA Shen Mue	NOV
USA Dragon Riders	NOV
USA Metropolis	NOV
USA Evolution 2	£47.99



JAPANESE MERCHANDISE COLLECTIBLES IMPORTS

FF8 COLLECTORS BOXED SET





One of the finest video game music soundtracks around, especially for the Squaresofts fans. Final Fantasy 8, 4 CD Music Collectors Edition, Includes Four Picture Printed Collector Music CD's, One Artwork Book. Three Collector Cards & Squall's Griever Emblem Keychain. £65.99 add £3 P+P

10INCH SQUALL LEONHART



FINAL FANTASY 8 SPECIAL COLLECTION

10.5 inch Squall Leonhart Model

Complete with 8 inch Gunblade £39.99 (plus £4 P+P)

FINAL FANTASY 8



SQUALL LEONHARTS GUN BLADE FINAL FANTASY VIII

KEYCHAIN £6.99

Final Fantasy VIII Music CD

(Four to Collect)



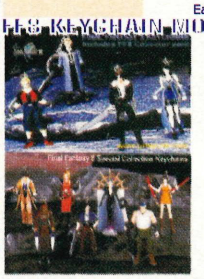
FF8 Disc One
FF8 Disc Two
FF8 Disc Three
FF8 Disc Four

Each £15.99

FINAL FANTASY 8 POSTERS £5.99 EACH



FF8 KEYCHAIN MODELS



EACH £5.99

SQUALL
SEIFER
RINONA
ZELL
IRVINE
EDEA
KIROS
WARD
LAGUNA
SELPHIE
QUISTIS

FINAL FANTASY 7

Final Fantasy 7 Keychains





FF VII Music CD's EACH £15.99
FF VII 4 CD Soundtrack, Poster & Model £59.99
20" x 14" Final Fantasy 7 Poster £5.99
Tobal 2 Models Set (Pack of 3) £8.99
3 X 3inch Tekken 3 Keychain Models £12.99
3 x Rockman Keychain Models £10.99
1:8 Scale Models (9inches) EACH £39.99

Mai Ryu Ken Chun Li Gouki Gouki Barrett (FF7)



JAPANESE SOUNDTRACKS



Shen Mue Orchestral Music CD	£19.99
Chrono Trigger Music CD Each	£15.99
Chrono Trigger Music (3 CDS)	£35.99
City Hunter Music CD	£17.99
Chrono Cross Music CD EACH	£15.99
Chrono Cross Music (3 CDS)	CALL
Dance Dance Revolution 3rd Mix	£29.99
Front Mission 3 Soundtrack	£29.99
Dragon Ball Z Music CD	£19.99
Parasite Eve 2 Music CD	£19.99
Parasite Eve 2 (Double CD)	£39.99
Ghost in the Shell Music CD	£18.99
Bio Hazard 2 Soundtrack	£29.99
Bio Hazard 3 Soundtrack	£29.99
Ki Ki's Delivery Service Music CD	£17.99
My Neighbour Totoro Music CD	£18.99
Konami Vocal History Music CD	£18.99
Samba De Amigo Music CD	£19.99
Zelda: Occarina in Time Music	£29.99

8INCH FF8 MODELS

FINAL FANTASY 8



Choose from
Seifer
Zell
Squall
Rinona on Chocobo
£35.99 Each
CALL BEFORE ORDERING

Customer Name .....

Address .....

.....

.....

.....

POSTCODE .....

TELEPHONE .....

ITEM	QTY	ITEM TOTAL
.....	.....	.....
.....	.....	.....
.....	.....	.....
.....	.....	.....
.....	.....	.....

P+P .....

TOTAL .....

16 X FF8 JAPANESE COLLECTOR CARDS £8.99
FINAL FANTASY 8 MUSIC CD £15.99
FINAL FANTASY 8 KEYCHAIN MODEL £6.99
8 INCH SUPER DEFORMED FF8 MODEL £35.99

FINAL FANTASY 8 POSTER £5.99
FINAL FANTASY 7 MUSIC CD £15.99
FINAL FANTASY 7 KEYCHAIN £5.99
FINAL FANTASY 7 POSTER £5.99

BIO HAZARD MUSIC CD £29.99
SEIKEN DENSETSU 3 MUSIC CD £19.99
TACTICS OGRE MUSIC CD £16.99
DRAGON QUEST V MUSIC CD £29.99

PARASITE EVE 2 MUSIC CD £19.99
DANCING SHADOWS V F MUSIC CD £15.99
GHOST IN THE SHELL MUSIC CD £18.99
DRAGONBALL Z MUSIC CD £19.99

100% PlayStation 0% fair

PowerStation

PlayStation A-Z Of Tips & Cheats



EXCLUSIVE

Spider-Man

Full step-by-step solution with all the cheats & secrets!

Koudelka

Finish it first with the exclusive complete mapped **walk-thru solution!**

WIN OVER £1000 OF TOP PRIZES!

STAR TREK INVASION

Beam up the **complete guide!**

TONY HAWK'S 2

Be a real **pro skater** with the **complete guide** to all the **tricks, levels and secrets!**

PLEASE RESERVE ME A COPY OF PowerStation

Distributed to your wholesaler by Seymour (ISSN 1362-5047)

HAND THIS FORM TO YOUR NEWSAGENT TO MAKE SURE YOU DON'T MISS OUT ON THE **UK'S NUMBER ONE** PLAYSTATION TIPS MAGAZINE

Name

Address

Postcode

Writer Will Johnston

Disney's Dinosaur

Pre-history – the Disney way

PLAY INFORMATION

UK PAL

Publisher Ubisoft

Contact ✆ **0208 944 9000**

Price £29.99

One Player | Memory Card | Dual Shock

When you're a kid, the thought of stonking great lizards ripping merry hell out of each other was enough to fuel your imagination. It's what made visiting museums and looking at bones interesting. But not any more, because Disney have got their Christian value size nines on and they've got some serious kicking to do.

You see, in Disney's mind, mammals of the Cretaceous period would take time out of their hazardous lives to feed baby Dinosaurs with fruit. Not only are they sure you'd want to believe this, they think you want to actually play it. It's not just about ancient monkeys either. Control passes amongst the three main creatures of the movie, each one equipped with different skills. Get them to help (as opposed to eat) each other and progression is made. *Dinosaur* creates a vision of pre-history where gliding pternodons control like flak-ridden jump-jets and form maternal bonds with creatures that, had they not hatched, would have been regarded as food.

Excusing *Disney's Dinosaur*'s flaws by saying that it's at least educational is like saying a seven-year old can learn and have fun by watching a knackered video of the Flintstones. Take away the educational content and you're just left with a game that would manage to patronise a fossilised embryo. **19%**





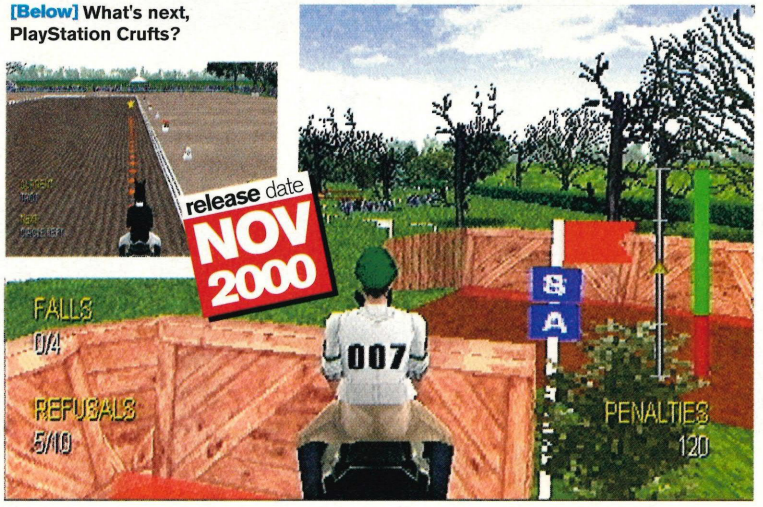
It's not just about ancient monkeys...



release date **OUT NOW**



[Below] **What's next, PlayStation Crufts?**



Equestriad 2001

Hi-ho silver lining...

PLAY INFORMATION

UK PAL

Publisher Midas Interactive

Contact ✆ **0223 522000**

Price £TBC

1-2 Players | Memory Card | Dual Shock

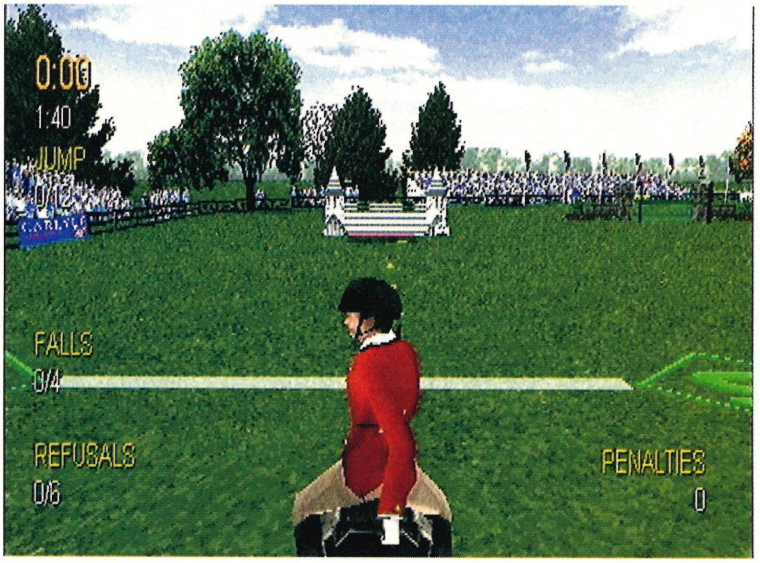
Essentially just a way of training the gentry to hunt.

Translating the handling of an F1 car to a joypad is one thing, trying to encompass the mannerisms of a giddy young filly is something else all together. Or so you'd think. *Equestriad 2001* simulates a sport that is essentially just a way of training the gentry to hunt by giving you horses with cruise control. Shift up and down gear from walk and trot 'mode' to gallop, it's like controlling an old Ford with a horsepower of one. If you come across a jump simply press a button and over you go, nice and easy.

To decry *Equestriad*'s simplicity is to miss out on, what feel like, its calming qualities. As you take on the challenges of various courses you are commended or reprimanded by two gentle commentators; you might even hear a light ripple of applause. *Equestriad* is very gentle stuff indeed and succeeds brilliantly in lowering the heartbeat of the player until they enter a state previously only available to Buddhists and potheads.

This is meant to appeal to fans of the sport and videogamers alike and in a strange way it does. Gamers, who really really, cross their heart and want to die, really want a pony for Christmas could do worse than looking here for a manure-free substitute. **70%**

[Below] **Without hunting, fox numbers would get out of control, apparently.**





Jungle Book Rhythm 'n' Groove

Gee, cousin Louie. You're doin' real good!

PLAY INFORMATION

UK PAL

Publisher	Sony
Contact ✆	0881 505505
Price	£29.99

1-2 Players | Memory Card | Dual Shock

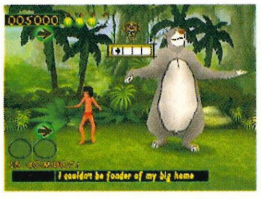
Onlookers will just think you're dancing like your dad!

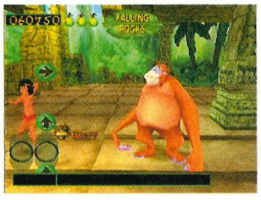
[Below] Actual jungle boogie in effect. Yes.

It is such a brilliant idea it makes you wonder why it hasn't been done before. Take a classic Disney musical and place it in a dancing game. Brilliant. As is the law, actually dancing in a dancing game involves pressing buttons that correspond with an on-screen request in time to the music. Plug in a dance mat and you can shift this thumb shuffle to your feet, knock out some serious maneouvres and break into a sticky sweat.

The game tells you you're doing great, onlookers will just think you're dancing like your dad. *Jungle Book Rhythm 'n' Groove* is a perfect example of the genre. It gives you re-thought, rather than remixed, versions of the classic movie's songs to jig to, while FMV intervals keep everything closely tied to the movie's story. Power-ups can be collected to help you through tricky sections or to add a point multiplier, while 3D characters from the movie shake their cakes. Could it get any better?

Yes, it has even got a Karaoke mode. *Rhythm 'n' Groove* is an excellent addition to the ever-growing number of dance games out there. Let's just hope Disney don't let this one go to their heads and churn out anything involving Phil Collins. Tarzan, we're watching you… **80%**







Tunguska: Legend of Faith

Welcome to Hell. No, really.

PLAY INFORMATION

UK PAL

Publisher	Take 2
Contact ✆	01753 854444
Price	£19.99

One Player | Memory Card | Dual Shock

Tunguska makes us reflect on the futility of life…

[Below] As the background rotates to reveal more horror, the graphics explode into chunks. Why did they even bother?



[Below] Block, punch, kick, or just wax on, wax off? At this range we can't tell.

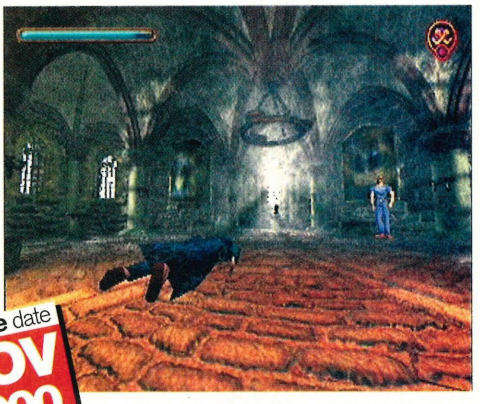


release date NOV 2000

It is a bitter sign of our times that, far from making us happier, technology only seems to have amplified our misery. Take *Tunguska: Legend of Faith* for example; a game whose sole purpose seems intent on making us reflect on the futility of life. In the opening FMV we are witness to a prisoner being electrified in the electric chair and sent to purgatory. And so are you.

At first the backgrounds just seem muddy. Walk towards the end of a screen and they pixelate so much that you just hope that the designers have saved precious RAM for reasons not yet revealed. Well it certainly wasn't spent on the combat system. Battles either take place so far away you can't even see what's going on, or you get pushed of the edge of the screen and everything corrodes as the camera takes up a new position.

When you're not fighting for survival your collecting statuette keys, when you're not doing that you're wandering around a gothic pixel land. What can we learn from a game where areas repeat themselves, revolving blades lock you in death loops and the music just won't stop? There is no reason, and that's quite possibly the point the creators are trying to make. You're born, you're given some hope, you struggle and then you die. **13%**





Dragon Quest VII

RPG in indecipherable text fiasco!

PLAY INFORMATION

Japanese

Publisher Enix

Supplied by Project K
Contact ✆ **0208 508 1328**

Price £Call

One Player | Memory Card | Dual Shock

Back in its native homeland of Japan the *Dragon Quest* series has sold literally millions of copies. Yet despite the current trend among publishers to bring anything RPG related to these shores, the series has never made it over to the UK. Having played this seventh instalment it's not difficult to work out why.

Unlike the celebrated PlayStation *Final Fantasy* titles, the developers at Enix have been reluctant to drag their RPG cash cow into the new millennium – consequently *Dragon Quest VII* both looks and a plays like a game of the early Nineties.

The plot centres on the exploits of a trio of young adventurers. Initially their quest sees them leaving the town of Fishbell and exploring some local ruins whereupon they stumble across a mysterious map room. After gathering the missing pieces of the maps contained within you're transported to a mysterious set of islands that hold secrets about their own world.

What this hokum boils down to in gameplay terms is an old school RPG, with basic graphics and a by-the-numbers, turn-based combat system. Indeed the game's visuals look positively archaic – tiny pixelated sprites and simplistic locations. The game's main innovation is the way in which characters can be assigned job classes including wizard, soldier and even shepherd classes. As they gain more experience the characters' skills develop accordingly. Hang on, didn't *Final Fantasy Tactics* do this, in English, two years ago? **40%**







Rhapsody: A Musical Adventure

Let the music play...

PLAY INFORMATION

US

Publisher Altus Software

Supplied by Project K
Contact ✆ **0208 508 1328**

Price £Call

One Player | Memory Card | Dual Shock

Cornet's standard attack involves playing her trumpet...

[Below] The many songs contained within the game are hysterically funny. Adding to the enjoyment is the option to hear them sung in their native Japanese.



This latest RPG eschews the trend of having a young sword-wielding male warrior as its central character and instead places you in the role of the trumpet-playing Cornet. This young girl dreams of meeting her Mr Right (in this case the dashing Prince Ferdinand), a dream that, as the game unfolds, inevitably becomes a reality.

Rhapsody features nicely drawn sprites wandering around the locales of a beautifully realised, hand-drawn world. Perhaps the closest approximation to the game in graphical terms is *Saga Frontier 2* – suffice to say *Rhapsody* is an attractive game.

Gameplay is fairly standard RPG fare with your central quest being made up of additional sub-tasks. As well as her musical abilities, Cornet is also able to talk to puppets (don't ask). These seemingly inanimate toys are found throughout the game with each of them possessing different skills and up to three able to be recruited at any one time to join your party. The combat system is well handled and works much like a watered down version of the excellent *Vandal Hearts* games. After moving Cornet, whose standard attack involves playing her trumpet, your team can each move a number of squares within a grid and the puppets can attack physically or cast a variety of generic spells.

Whilst the game doesn't feature FMV it makes up for this deficit by linking scenes together via some hilarious musical numbers, usually based on subjects such as unrequited love (angst-ridden teenagers will be in their element no doubt). These songs together with the game's somewhat twee plot and visuals may put off older gamers. However, this cutesy facade belies an enjoyable (albeit short-lived) RPG that can be fully recommended to import connoisseurs. **75%**

[Below] A musical theme runs throughout the game. When Cornet isn't despatching the game's foes with her trumpet, she's using it to busk for the game's bizarre currency, Inotium.





RPG Maker

Can we build it? Yes we can!

PLAY INFORMATION

Japanese

Publisher	Agetec
Supplied by	New Age Consoles
Contact	0208 686 7700
Price	£Call

One Player | Memory Card | Mouse

It's like owning an RPG Lego kit

You know what this is about, so first thing's first: no, you can't make a role-playing game that looks, sounds, feels or even smells anything like *Final Fantasy VIII*. What you do get though, is one of the friendliest PlayStation utilities that does exactly what it says on the tin with no tears and no fuss. Creating an adventure couldn't be simpler. It's just a case of defining characters and enemies, building a world out of blocks and setting up a story with the only limitation being your imagination. That's as long as your imagination is filled solely with images of a ten-year-old RPGs running on a Sega MegaDrive.

Despite graphics that make *Vib Ribbon* look like Roger Rabbit and audio effects that sound like they were created by a man with a microphone, brown paper bag and a comb, *RPG Maker* is still pure creative class. Hours can be lost just making a party of totally unsuitable characters for fantastically weird situations where armies of nihilistic pigeons molest robots and gigantic gay dragons have a crisis of faith. The supplied building blocks do limit you to either a Tolkienesque fantasy world or Fifties sci-fi, but thanks to the supplied painting and animation program these can be modified or drawn from scratch with an ease that depends on your own artistic talent.

With all the fine tweaking involved you may never even finish building a full game, but that really doesn't matter. It's like owning an RPG Lego kit in that building something out of nothing is a goal in itself. **88%**





[Below] So it looks like something your cat might have dragged in. So what, the way it plays is up to you.

Threads of Fate

A cruel fate for a game!

PLAY INFORMATION

US

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

One Player | Memory Card | Dual Shock

Threads of Fate offers up a fusion of slashing, RPG and even platforming elements...



All too often the UK market is deprived of quality titles that have been afforded a Japanese and US release. Squaresoft's *Threads of Fate* (known as *Dewprism* in Japan) is a case in point. Offering up a fusion of *Golden Axe*-style slashing, RPG and even platforming elements, this (never to be released in the UK) title serves as a breath of fresh air amongst the po-faced dragon-slaying antics of most of its other contemporary RPGs.

The action itself takes place exclusively within the confines of the port town of Corona (no world maps here). Players can choose one of two central characters, with the choice affecting the way the game's fantastical plot unfolds. Mint is a revenge-bent, spoilt Princess who has been usurped as Heiress to the Royal throne by her sensitive younger sister. Rue on the other hand seeks his lost love who has been abducted by a mysterious demonic being.

The latter character can shape-shift into the form of vanquished foes, whilst the former is skilled in the arts of magic and sorcery. These differing abilities ensure that, whilst the two characters' story's frequently overlap, the game's many puzzles and action sequences must be approached from a distinctly different perspective.

Both graphics and sound are impressive throughout, with the brightly coloured, polygon sprites and locations incorporating a mixture of anime and historical influences. The closest comparisons to the game are Konami's criminally overlooked Super Famicom Geoman games and, put simply, anyone who enjoyed those classic 16-bit titles (forget the disappointing N64 versions) will be in their element with this. **82%**



[Below] The game is loaded with cut sequences that utilise the in-game engine.

BACK ISSUES 1995 2000



issue 08 **sold out**



issue 09 **sold out**



issue 10 **sold out**



issue 11 **sold out**



issue 12 **sold out**



issue 13 **sold out**



issue 14 **sold out**



issue 15 **sold out**



issue 16 **sold out**



issue 17 **sold out**



issue 18 **sold out**



issue 19 **sold out**



issue 20 **sold out**



issue 21 **sold out**



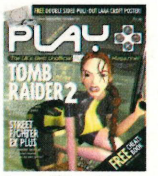
issue 22 **sold out**



issue 23 **sold out**



issue 24 **sold out**



issue 25 **sold out**



issue 26 **sold out**



issue 27 **sold out**



issue 28 **sold out**



issue 29 **sold out**



issue 30 **sold out**



issue 31 **sold out**



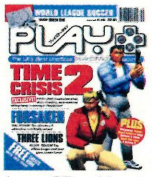
issue 32 **available**



issue 33 **sold out**



issue 34 **available**



issue 35 **sold out**



issue 36 **available**



issue 37 **available**



issue 38 **available**



issue 39 **available**



issue 65 **available**
reviews include Tony Hawk's Skateboarding 2, Chase The Express, Front Mission 3, Vib Ribbon
workstations include Parasite Eve 2, Tenchu 2
PS2 previews Smuggler's Run, Knockout Kings



issue 66 **available**
reviews include TOCA WTC, Tenchu 2, Parasite Eve 2, X-Men **workstations include** MGS2, 007 Racing, Koudelka, Medal Of Honor: Underground
PS2 previews Konami Special: Entire Lineup!



issue 40 **available**



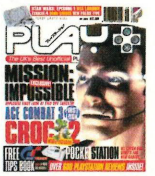
issue 41 **available**



issue 42 **sold out**



issue 43 **sold out**



issue 44 **available**



issue 45 **available**

issue 46 **available**

issue 47 **sold out**

issue 48 **available**

issue 49 **available**

issue 67 **available**
reviews include Alien Resurrection, Rayman 2, Team Buddies, Koudelka, Suzuki Bakuhatsu
workstations include Final Fantasy IX, Driver 2, TimeSplitters, Simpsons Wrestling
PS2 previews Snowboard Supercross, X-Squad

issue 68 **available**
reviews include Speedball 2100, Monster Rancher, Mr Driller, Muppet Monster Adventure
workstations include Unreal Tournament, Smackdown 2, Star Wars Demolition
PS2 previews Rally Circuits Africa, FIFA 2001

issue 50 **available**

issue 51 **available**

issue 52 **available**

issue 53 **sold out**

issue 54 **sold out**

issue 55 **available**

issue 56 **available**

issue 57 **available**

issue 58 **available**

issue 59 **available**

issue 60 **available**

issue 61 **available**

issue 62 **available**

issue 63 **available**

issue 63 **available**

backissues

Back issues £3.99 each. All come with free book. Call 01202 200200 for availability or use the Subs form (right) to order.

COMPLETE YOUR COLLECTION OF THE UK'S OLDEST AND BEST PLAYSTATION MAGAZINE...



3 issues free and save £££s on a top platinum game

Subscribe to the UK's best PlayStation magazine and grab one of these top Platinum games for just £15.00 (including £2 p+p)

SILENT HILL
GRAN TURISMO
METAL GEAR SOLID
LEGACY OF KAIN: SOUL REAVER

cost details

ANNUAL SUBSCRIPTION TO PLAY
14 ISSUES & PLATINUM GAME

UK	Europe	World
£47.00	£63.00	£87.00

ANNUAL SUBSCRIPTION TO PLAY PLUS CHOOSE ONE OF THE PLATINUM GAMES FOR JUST £15

ANNUAL SUBSCRIPTION TO PLAY
14 ISSUES STANDARD
SAVE ALMOST 30% ON UK NEWS-STAND PRICE

UK	Europe	World
£32.00	£48.00	£72.00

call the subscriptions hotline on
✆ 01454 642442
quoting reference code PLAY0069
fax **01454 620080**
email **play@cisubs.co.uk**

Paragon Publishing Ltd

- PLAY delivered to your door before it hits the shops, so you're always in touch with the hottest news, interviews, previews, reviews and cheats on the PlayStation scene!
- Take advantage of our special offer and SAVE between £5-15 on one of our top games when you subscribe.
- Rest assured that even if the news-stand price of PLAY increases, the price you pay is fixed. It will not go up.

PLAY | DIRECT Debit

INSTRUCTION TO YOUR BANK OR BUILDING SOCIETY TO PAY BY DIRECT DEBIT

PLEASE FILL IN THE FORM AND SEND IT TO: **PLAY SUBSCRIPTIONS, FREEPOST SEA6331, PO BOX 296, SITTINGBOURNE ME9 8BF**

NAME AND FULL ADDRESS OF YOUR BANK OR BUILDING SOCIETY

TO: THE MANAGER .....(BANK/BUILDING SOCIETY)

ADDRESS .....

.....POSTCODE .....

NAMES OF ACCOUNT HOLDERS

BRANCH SORT CODE **BANK/BUILDING SOCIETY ACCOUNT NUMBER**

ORIGINATORS ID NUMBER

REFERENCE NUMBER (TO BE COMPLETED BY PARAGON PUBLISHING LTD)

INSTRUCTIONS TO YOUR BANK OR BUILDING SOCIETY

PLEASE PAY PARAGON PUBLISHING LTD DIRECT DEBITS FROM THE ACCOUNT DETAILED IN THIS INSTRUCTION SUBJECT TO THE SAFEGUARDS ASSURED BY THE DIRECT DEBIT GUARANTEE. I UNDERSTAND THAT THIS INSTRUCTION MAY REMAIN WITH PARAGON PUBLISHING LTD AND, IF SO, DETAILS WILL BE PASSED ON ELECTRONICALLY TO MY BANK/BUILDING SOCIETY

SIGNATURE(S).....

DATE.....

BANKS AND BUILDING SOCIETIES MAY NOT ACCEPT DIRECT DEBIT INSTRUCTIONS FOR SOME TYPES OF ACCOUNT A6 INSTRUCTION FORM

your details

Subscription to start from issue number ☐

Name .....
Address .....
.....
.....
.....
Postcode .....
Telephone .....
Email
Date of birth .....

payment method

Cheque ☐
made payable to Paragon Publishing Ltd
Access ☐ Visa ☐ Mastercard ☐ Switch ☐
Expiry date .....
Card issue no .....
Card no .....

offer choice

☐ Just send me 14 copies of PLAY, I don't want to take advantage of your fantastic deal on any of the brilliant games available.

UK	EEC	World
£32.00	£48.00	£72.00

☐ Save over a tenner on a top game AND get 14 issues of PLAY. Take my cash quickly before the offer ends!
The game I would like is .....

UK	EEC	World
£47.00	£63.00	£87.00

subscription as a gift

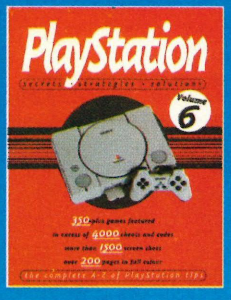
Name .....
Address .....
.....
.....
.....
Postcode .....
Telephone .....

All prices include postage & packaging. Please return the coupon or a photocopy of it (together with a cheque/PO made payable to Paragon Publishing Ltd) in an envelope to the following address: Paragon Publishing Ltd, FREEPOST (BH1255), BOURNEMOUTH, BH1 2ZZ. IT WON'T COST YOU A PENNY if posted in the UK. Call our Credit Card line on (01202) 200200 Fax on (01202) 200217 or email subs@paragon.co.uk

special**offers**

Discount Deals On Best-Selling Books!

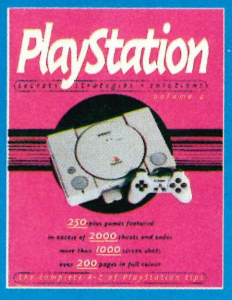
Buy any three of the hints and tips books below for only £10! Recommended retail price £9.95 each.



PlayStation Secrets, Strategies, Solutions vol 6

ISBN 1-873650-65-5

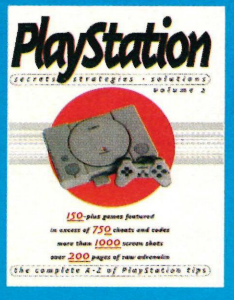
The red hot PlayStation solutions compendium. Over 350 games featured. In excess of 4,000 cheats and codes. More than 1,500 screen shots. Featuring the massive **Metal Gear Solid**, **Crash Bandicoot 3**, **Tomb Raider III**, **Duke Nukem: Time To Kill** and many more!



PlayStation Secrets, Strategies, Solutions vol 4

ISBN 1-873650-31-0

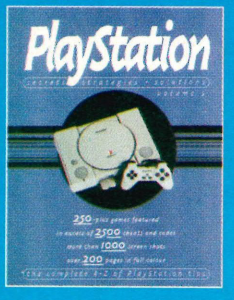
The big pink one! This massive collection of solutions covers many of the best games of 1998 including **Bushido Blade**, **Final Fantasy VII**, **Z**, **Nightmare Creatures**, **Duke Nukem**, **Broken Sword II**, **Pandemonium 2** and many more!



PlayStation Secrets, Strategies, Solutions vol 2

ISBN 1-873650-06-X

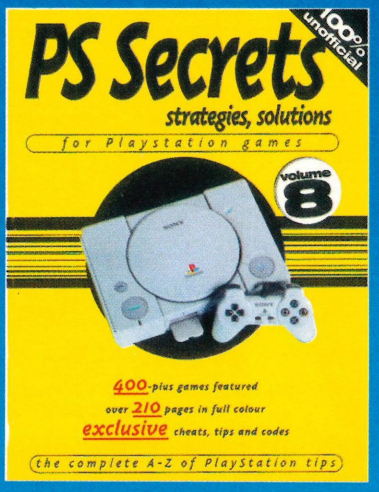
Over 200 PlayStation games solved or cheated! This large 200 page book has full colour solutions to **Command & Conquer**, **Tomb Raider**, **Tunnel B1**, **Soviet Strike**, **Victory Boxing**, **Soul Blade** and **Rage Racer**. Perfect for Platinum games!



PlayStation Secrets, Strategies, Solutions vol 5

ISBN 1-873650-32-9

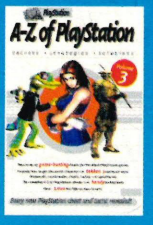
Massive playing guides to all the top PlayStation games including **Alundra**, **Blasto**, **Colin McRae**, **Dead Or Alive**, **Gran Turismo** and **Men In Black**, all unrivalled.



PlayStation Secrets, Strategies, Solutions vol 8

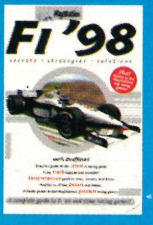
ISBN 1-84179-010-9

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!



A-Z of PlayStation Secrets, Strategies, Solutions vol 3

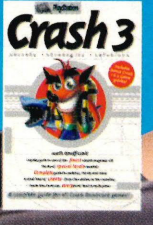
Thousands of cheats and tips for PlayStation games, with over 270 featured, including **Gex 3D: Enter the Gecko**, **Colin McRae Rally** and **Command & Conquer Red Alert**.



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!

SUPER DEALS SPECIAL OFFERS



Monday to Friday 9am–6pm
Ansaphone 24 hours

01202 200200

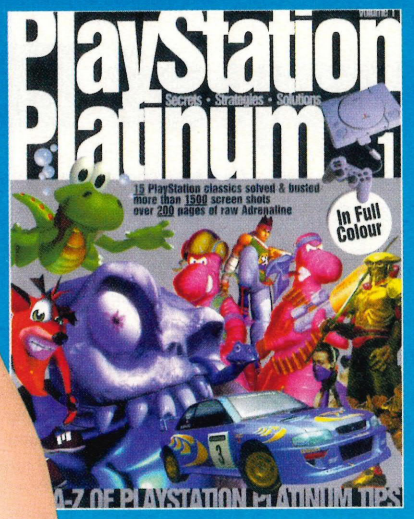
fax **01202 200217**
email **subs@paragon.co.uk**
or **offers@paragon.co.uk**

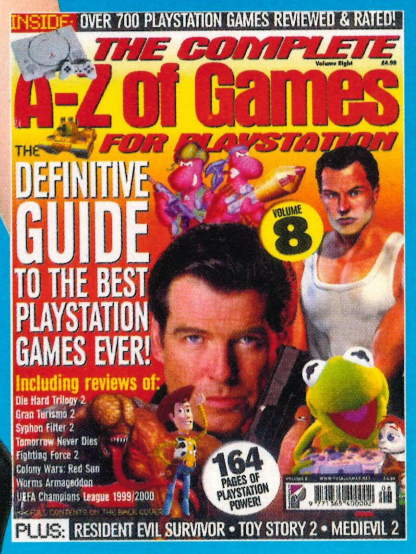
call us

For details of our latest books and magazines









your details

Name .....
Address .....
.....
.....
.....
Postcode .....
Telephone .....

Signature .....

payment method

Cheque ☐ made payable to Paragon Publishing Ltd
Access ☐ Visa ☐ Mastercard ☐ Switch ☐
Expiry date .....
Card issue no .....
Card .....

make your choice

PlayStation Secrets, Strategies, Solutions Platinum	£9.95	☐
A-Z of PlayStation Vol 3*	£9.95	☐
Complete Solutions: Tekken 3	£3.95	☐
Complete Solutions: Final Fantasy VIII	£3.95	☐
Complete A-Z of PlayStation Vol 8	£4.99	☐
F1 '98 Secrets, Strategies, Solutions*	£6.95	☐
Crash 3 Secrets, Strategies, Solutions *	£9.95	☐
PlayStation Secrets, Strategies, Solutions Vol 2*	£9.95	☐
PlayStation Secrets, Strategies, Solutions Vol 4*	£9.95	☐
PlayStation Secrets, Strategies, Solutions Vol 5*	£9.95	☐
PlayStation Secrets, Strategies, Solutions Vol 6*	£9.95	☐
PlayStation Secrets, Strategies, Solutions Vol 7*	£9.95	☐
PlayStation Secrets, Strategies, Solutions Vol 8	£9.95	☐
Gran Turismo 2 Total Solutions	£3.95	☐
Resident Evil 3 Complete Solutions	£3.99	☐
*Three book offer (Please state books – offer only applies to those marked with an asterisk.)	£10.00	☐

Book 1

Book 2

Book 3

(*Normal and special prices apply for individual purchases)

Please note that the exact covers and contents shown here are subject to change due to circumstances beyond our control. Ask for confirmation when you order.

send to

Paragon Publishing Ltd.
FREEPOST (BH1255)
BOURNEMOUTH
BH1 2ZZ

Please return this coupon or a photocopy of it (together with your cheque/PO if applicable, made payable to Paragon Publishing Ltd) in an envelope to the address provided. It won't cost you a penny in stamps if posted in the UK. Please note all prices include postage and packing. Email us at subs@paragon.co.uk or call us on 01202 200200

StationMaster

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

Q&A
questions&answers

Q I need a cheat to help me get through *Spec Ops: Stealth Patrol* but I can't find any cheats anywhere and I am still on the first mission getting shot to pieces after a month of playing! I am in desperate need of help, can you do anything for me?
Yours, Phillip Jones, Waterlooville
A You are probably finding it tough because the programmers of the game must have had a liking for cheap cider and thus the difficulty levels are all mixed up. It breaks down like this. Sergeant is really easy, Corporal is normal and private is hard. Try playing Sergeant for a while.

Q Do you have any cheats for *Road Rash Jailbreak* except for the four nitro boosts one? And also on *Crash Bandicoot 2* how do you get the red gem on 'Snow Go'?
Gavin Pape, West Yorkshire
A Go to the multi-player selection. Hold L1 + L2 + R1 + R2 + o and then press 5 to display the cheat menu. From there you can enter the following codes. And remember folks, only one request for help at a time.
5-0 mode
BDK
Sidecar mode
CMB
Jailbreak mode
KLFSDA

Q Please, please, please have you got any cheats for *Micro Maniacs* because I can't get past Blade Runners and have you got any cheats for *Rayman 2* because when Globox goes missing and the others start crying... [And Cut! One cheat at a time now people! – Station Master]
Michael Thurloy, Nottingham
A Go to the Secret Options, then hold Select and press ↙, ×, R1, ↑, ↙, ↓, ↑, ↓, ×, ↙ to gain maximum power specials.



Contact the Master by letter
STATION MASTER, PLAY MAGAZINE, PARAGON PUBLISHING LTD, PARAGON HOUSE, ST PETERS ROAD, BOURNEMOUTH BH1 2JS
fax MARK ALL ENTRIES STATION MASTER@PLAY: (01202) 299955
email SMASTER@PARAGON.CO.UK

Muppet Race Mania

Enter these codes while the Muppets race over the game logo.

ALL RACERS
Press ●, ▲, ×, ●, ▲, ×, ●, ▲, ■, × when the Muppets are racing over the logo to unlock all 24 main racers. A message will confirm correct code entry.

ALL RACERS AND VEHICLES
▲, ●, ▲, ■,▲,×, ▲, ▲×, ●

THE STUDIO TRACK
■ ,■ , ●, ● ×, ●, ▲, ●, ▲,

ARCHES TRACK
■, ●, ×, ●, ■, ▲, ●, ×, ●, ▲

FRAGGLE ROCK TRACK
×, ■, ×, ■, ×, ■, ▲, ●, ×, ■

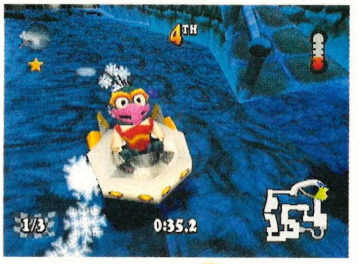
THE END AND SIX OVERHEAD TRACKS
●, ▲, ■, ▲, ×, ▲, ■, ●, ▲, ×

CHEAT OPTION
Press ← ← → → ↑, ↓, ←, →, ↑ ↑, ↓ ↓ at the main menu. Press m to move below the 'Load Game' option to access the 'Cheat' option. Then you have to press × to select that option for various cheats. Press → when selecting a level to display extra levels.

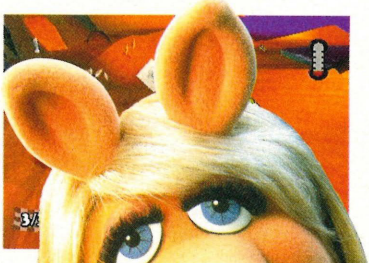
LEVEL SELECT
Enable cheat mode and press L1, R1, L1, R1, L1, R1, L1, R1, L2, R2 at the cheat menu. A sound will confirm correct code entry.

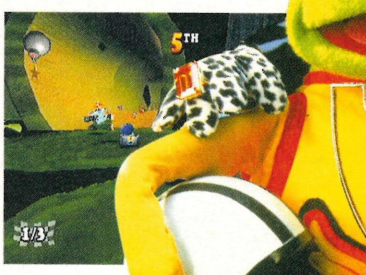
UNLIMITED LIVES
Enable the 'Cheat option' code. Press L1, R1, L2, R2, L1, R1, L2, R2 at the cheat menu.

EXTRA LIVES
When low on lives, replay the earlier levels over and over. Do not save the game after completing each level that is replayed. After accumulating enough lives, return to the last level that was unlocked and continue playing the game.

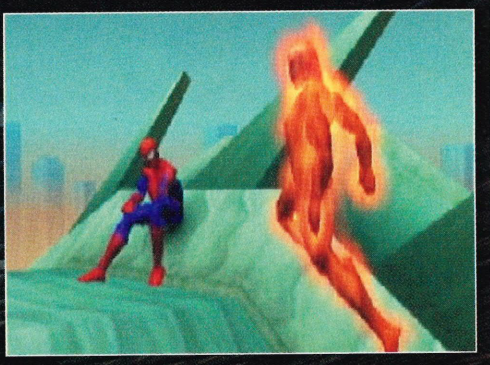








Spider-Man



MASTER CODE:

Select Specials at the main menu, and then select the Cheats option. Entering EEL NATS will unlock all of the cheats.

CHEAT CODES

Level select .....XCLSIOR
Invincibility.....RUSTCRST
Full health .....DCSTUR
Unlimited webbing.....STRUDL
Unlimited health .....DCSTUR
Debug mode.....LLADNEK
Big head mode .....DULUX
All comic books .....ALLSIXCC
All FMV sequences .....WATCH EM
All gallery characters ....CVIEW EM
Storyboard.....CGOSSETT
What If Contest mode GBHSRSPM

EXTRA COSTUMES

Symbiote Spidey
BLKSPIDR
This outfit gives you unlimited webbing.
Spidey 2099
TWNTYNDN
Spider-Man can now deal out double damage.
Captain Universe
S COSMIC
Gives spidey double damage, unlimited webbing, and invincibility.
Spidey Unlimited costume
PARALLEL
Activate stealth mode by pressing L2.
Scarlet Spider costume
LETTER S
Kinda self explanatory.
Peter Parker
MJS STUD You can only have two web cartridges.
Ben Reilly
BNREILLY Go on, check him out!
Quick Change Spidey
ALMSTPKR
Another outfit that gives you two cartridges.
Armoured Spider-Man
Unlock the Captain Universe costume and select it. Collect the Armoured Spider-Man icon during game play to appear as Armoured Spider-Man for the entire game.
Sub-Mariner
Finish the game in 'What If' mode, and get him on your screen when you scrap with Carnage.









Q I know this is a bit late, but do you have any *Tomb Raider 3* cheats as I accidentally saved over my *Tomb Raider 3* on my memory card. And also do you have any infinite HP cheats for *Final Fantasy VIII*? Thanks for helping anyway. Regards etc.
Paul MC, Belfast
PS: if you don't get the cheats I might go mad and join the Rocky Horror Show so please help me.

A I might be the Station Master, but I've only one pair of hands so you can have one answer, okay? Right, to get all the weapons, medkits, flares and save crystals quickly press L2, R2x2, L2x4, R2, L2, R2x2, L2, R2x2, L2x2, R2, L2x2, R2 during gameplay. Lara's scream will tell you you've succeeded. Press L2, R2, L2x2, R2, L2, R2, L2, R2, L2x4, R2, L2, R2x4, L2 to skip the level. Of to the Rocky Horror Show you go.

Q I am forever getting stuck on or killed on *Star Wars: Episode One The Phantom Menace*. It's driving me mad! Have you got a level skip or infinite health cheat please?
Helen, Stockport

A Highlight 'Options' without selecting it, then press ▲, ●, ←, L1, R2, ■, ●, ← and you will hear a beep. Now hold L1 + Select and press s. A droid test debug menu with level select, FMV sequence, sound test, and invincibility options will appear. Start on your newly selected level by exiting the cheat menu and starting a new game. Watch the FMV sequences and hear the sound effects by highlighting the desired clip and pressing ×. Hold L1 + Select + ▲ to return to the menu.

Q Please, please, please give me some cheats for *Spyro 2*, I'm really suck [sic].
Chlöe Smith, Hants

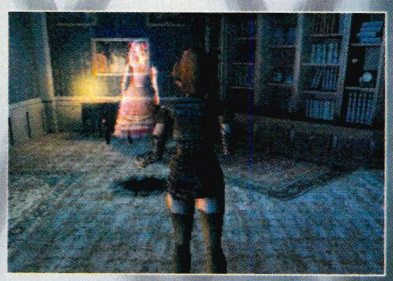
A To gain an extra hit pause the game and press ↙, ↑, ↙, ↓, ↙,←, ↙, →,↘. If this isn't enough, try holding down L1 + L2 + R1 + R2 and Sparks will point you in the direction of the nearest Gem.

more Q&A next month

Koudelka









SECRET ITEMS

These secret items are on a time release. You'll only be able to get them once during each adventure. To activate the release, you must have a certain number of items in your inventory. If you have 10, 21, 32 or 43 items in your inventory at the following times, the corresponding secret item will be released.

TIME	ITEM
01:11:11	Besh No Yubiwa
02:22:22	Ogden's Shatsu
03:33:33	Kuronuni No Esa
04:44:44	Charu No Eben
05:55:55	Tamacosoziru
10:10:10	Ogden's Ono
11:11:11	Gargoyle Claw
22:22:22	Roger's Tsue

R-Type Delta



REFILL FORCE POWER

Press Start to pause game play. Then, hold L2 and press ←, →, ↑, ↓, →, ←, ↑, ↓ + ▲

RED POWER-UP

Collect a Force Pod, then press Start to pause game play. Then, hold L2 and press ←, ←, ↑, ↓, →, ← ↑, ↓ + ■.

BLUE POWER-UP

Collect a Force Pod, then press Start to pause game play. Then, hold L2 and press ←, →, ↑, ↓, →, ←, ↑, ↓ + ×.

YELLOW POWER-UP

Collect a Force Pod, then press Start to pause game play. Then, hold L2 and press ←,←, ↑, ↓, ←, ←, ↑,↓ + ●

SHIP PREVIEW

Hold R1, R2, L1 or L2 and press the D-pad at the ship selection screen to change the camera view. Press ■ to change the speed of the rotation. Press ▲ or release R1, R2, L1 or L2 to restore the original camera angle

LEVEL SELECT

Use the Delta bombs more than 10,000 times. Check this by viewing your notes on the records file. A Stage Select option will appear when this goal hasbeen completed.

EXTRA CREDITS

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

UNLIMITED CREDITS

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

POWER ARMOUR JET

The Power Armour is the best jet in the game. It can be accessed by successfully completing the game either under the 'Human' (normal) or 'Bydo' (hard) difficulty setting, or by playing the game over one hundred times.

GALLERY IMAGES

A background picture is added to the gallery after approximately every half-hour of game play.



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!

latestcodes

SPIDER-MAN
SLES-02886
COUNTDOWN TIMER FROZEN
8789518E3954
INF WEB CARTS
8780AF84333F
INVULNERABILITY ON
371181133436
INVULNERABILITY OFF
371282123535
DEBUG MODE ON
373161333436
DEBUG MODE OFF
373262323535
FPS MODE ON
3774B2573436
FPS MODE OFF
3775B3563535
HUD ON
3739711B3436
HUD OFF
373A721A3535
UNLOCK ALL COSTUMES
879B6E8AC534
ALL CHARACTERS IN VIEWER
573DC6569539
3300EDFB1A00
ALL MOVIES
5761365A9539
3300EDFF1A00
ALL COMIC COLLECTIONS
5765365E9539
3300EDFF1A00
ALL GAME COVERS
378E9BDD0274
WHAT-IF CONTEST
872191033436
ALL STORY BOARDS
379198843436
LEVEL SELECT
372561273436

SYDNEY 2000
SLES-02859
XPLORER CHECK
570A6BCE9539
6CFF26BF9B00
Note: You need to activate this code to enable the game to load with an Xplorer cartridge plugged in.
ARCADE MODE:
ALL DISCIPLINES SELECTABLE
87CD8F52C134
P1 9,999 POINTS
97E98D063535
87B3A5F25944
P2 9,999 POINTS
9748DE423535
8712F62E5944
P3 9,999 POINTS
97849E7E3535
874EB66A5944
P4 9,999 POINTS
97C0DEBA3535
878AF6A65944
P5 9,999 POINTS
97FC9EF63535
87C6B6E25944
P6 9,999 POINTS
97186E323535
87E2861E5944
P7 9,999 POINTS
9753AF6E3535
871DC75A5944
P8 9,999 POINTS
978F6FAA3535
875987965944
OLYMPIC MODE:
GOLD MEDAL, ALL DISCIPLINES
B7AB7A3A3535
179981A0333B
ALL DISCIPLINES: ROUNDS, OLYMPIC CLASS & PARTICIPATION UNLOCKED
B7AB7A3A3535
87D0ACF13238
ALL TRAINING COMPLETE
B71B78383535
875B7F223999

TERRACON
SCES-02836
INFINITE GREEN ENERGY
870DC1D6D599
GREEN ENERGY DOESN'T DECREASE
77607F9235C1
07EC0B063535
INFINITE BLUE ENERGY
97E624E63535
87AF3BB34C45
INFINITE RED ENERGY
97E822E83535
87B139B54C45
INFINITE YELLOW ENERGY
97EA24EA3535
87B33BB74C45
T.O.P.S. CODES:
START WITH LOTS OF GENERGY
77986A523535
87AE8636D51C
GENERGY DOESN'T DECREASE
7716CE362551
0732EA3A3535
RADAR SWEEPER
378E684C3337
AUXILIARY GENERGY PROJECTOR
378C664E3539
MICRO MISSILE LAUNCHER
37805A3A2545
LIFE-FORCE REGENERATOR
37704A6A1555
HOLOFLAGE CLOAKING DEVICE
37502A8AF575
FIREPOWER SUPER-CHARGER
3710EACA35B5
TURBO-FIRE AGGREGATE
3790684C3436
ALL
8799751FC42B
COLLECTED L.C.C.S:
VENUS
87287CA0C334
URANUS
872A7AA2C334
NEPTUNE
870C6CA4C334
JUPITER
870E6AA6C334
EARTH
87106CA8C334
ALL FMV
80010096 FFFF

TOCA WORLD TOURING CARS
SLES-02572
SET TIMER BACK (PRESS L3)
779A4AF6C332
57D650E69539
34FFEEFF1B00
ALWAYS 6 RACES WON
37E195B5333B
ALWAYS GET 100 POINTS PER SEASON
974ECCF63535
87EA685AD599
OTHER DRIVERS DON'T SCORE
B7AA7A3A3535
1752CCFA3535
MAX CAREER-POINTS
97190DC23535
87514986F5FB
ALL BONUSES AVAILABLE
(PRESS L1 + L2 + R1 + R2)
77A739FBB234
87699B6AC134
ONLY ONE LAP TO RACE/ALWAYS FIRST
7702A8A73238
3700AAA53238
7701A7A83539
37FFA9A63539
7700A6A9343A
37FEA8A7343A
77FFA5AA333B
37FDA7A8333B
77FDA3AC353D
37FBA5AA353D
LAPS-TO-GO: BISECTED
(PRESS SELECT + R1)
77A141F7BA33
374CCBF83337
LAPS-TO-GO: DEFAULT
(PRESS SELECT + R2)
779B47F9C033
374DCCF73436
LAPS-TO-GO: INFINITE
(PRESS SELECT + R3)
779D4DF3C22F
374ECDF63535
ALL REPLAY-CAMS SELECTABLE: ON (PRESS SELECT + L1 + L2)
779E44F8BD33
37CB27C32446
ALL REPLAY-CAMS SELECTABLE: OFF (PRESS SELECT + R1 + R2)
77A33FF9B833
37D733D7343A
GOOD ACCELERATION (GRASS & SAND)
37F31488F575
FLYING: ON (PRESS SELECT + L1)
779D45F7BE33
878076A44535
FLYING: OFF (PRESS SELECT + L2)
779A48F8C133
871C1A04E995
OPPONENTS DON'T DRIVE (NOTE 2)
(PRESS SELECT + i)
77A95907D223
87F6F41C6935
Note: Code cannot be deactivated during the race.
DRIVE THROUGH WALLS: ON
(PRESS SELECT + o)
7719C977C2B3
87BEB0E04535
DRIVE THROUGH WALLS: OFF
(PRESS SELECT + k)
77B969D7E213
877E70200575
AUTO PILOT: ON
(PRESS _ + SELECT)
7765A74F7436
87200CBF3635
AUTO PILOT: OFF
(PRESS SELECT)
77A5678F3436
87E1CBC01565
NITRO BOOST: ON
(PRESS _ + i)
7756983E6545
870AF8093436
NITRO BOOST: ON
(PRESS _ + m)
7726688E3575
870BF9083535

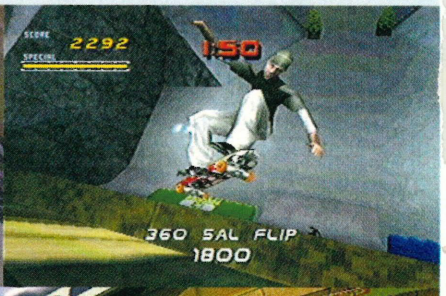
Tony Hawk's Pro Skater 2

Tony **'I want to fly'** Hawk and his **balls-of-steel** pals are back with another **trick-tastically good** ride. Learn to **skate like a pro** with our full guide – you'll be **flippin' fantastic**.

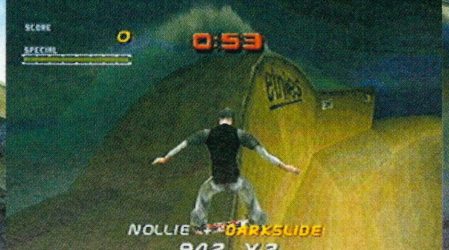






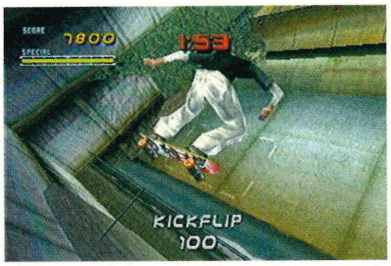


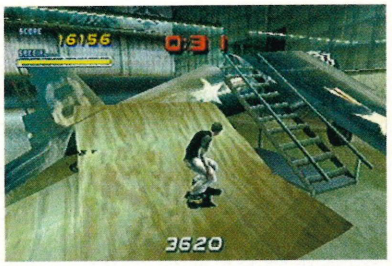














LEVEL 01

The Hangar

LOCATION: MULLET FALLS, MONTANA

TASK ONE
HIGH SCORE

10,000.....$100

TASK TWO
PRO SCORE

25,000.....$200

TASK THREE
SICK SCORE

75,000.....$500

TASK FOUR

COLLECT 'S-K-A-T-E'.....$150

LETTER S

From the start, head straight over the halfpipe (with a huge-scoring trick, of course) and grab the first letter.

LETTER K

Grab the K as you perform a trick on the outside ramp in the main room. It's on the opposite side from the start, about halfway along.

LETTER A

For this one, it's time to fly high. Launch yourself over the plane in the main room to get the letter A.

LETTER T

Found by the windows on the outside ramp in the main room. It's on the same side as the start ramp.

LETTER E

In the second area, do a trick on the rear ramp (outside the secret area) and grab the final letter.

TASK FIVE
BARREL HUNT

ALL BARRELS.....$150

BARREL 1

There is a set of barrels on the flat of the halfpipe in the main room.

BARREL 2

Found on the floor on the outside of the main-room halfpipe.

BARREL 3

In the second room, knock over the next set of barrels on the ground near the glass.

BARREL 4

There's a set of barrels just behind the small ramp at the back of the second room. Push ⇧ to roll over the lip and knock 'em down.

BARREL 5

There's another set of barrels on the floor in the main room. They're to the left of the starting slope.

TASK SIX
COLLECT 5 PILOT WINGS

PRIZE.....$250

WING 1

Find Wing 1 hanging above the propeller



[Above] In the cold night air of the mountains, it's a wonder that you don't freeze solid at that altitude.

TOP TIPS

When falling from a so-called 'Big Drop', press and hold × to stop your skater from bailing. Tricks done down a Big Drop can score plenty of points as you have more time to spin further and get more combos out (as long as you land them, that is).

NEVERSOFT SKATERS

At the main menu, hold L1 and press ⇧, □ x2, △, ⇨, ⇧, ○, △. If you entered the code correctly, the wheel will spin. Then, enter Create-A-Skater mode and enter 'Joel Jewett', 'Connor Jewett', 'Mick West', or any other people from the Neversoft development team (check the back of the instruction manual) as your skater's name.

SPECIAL METER ALWAYS FULL
Pause the game, then hold L1 and press ×, △, ○ x2, ⇧, ⇦, △, □. This allows you to have a constantly full special bar – how lovely! Alternately, finish the game by completing all level objectives in Career mode five times.

TURBO MODE
To increase the speed of the game by 25%, pause the game, then hold L1 and press ⇩, □, △, ⇨, ⇧, ○, ⇩, □, △, ⇨, ⇧, ○.

BLOOD MODE
Pause the game, then hold L1 and press ⇨, ⇧, □, △. This toggles the blood mode on/off.

FAT SKATER
Fancy making your skater look like he/she has eaten all the pies? Pause the game, then hold L1 and press × x4, ⇦, × x4, ⇦, × x4, ⇦. This code may be entered multiple times to make your skater even fatter! Alternately, finish the game by completing all level objectives in Career mode seven times.

THIN SKATER
On the other hand, do you want to make your skater look like they're auditioning for the prize of 'Stick Of The Week'? Well, pause the game then hold L1 and press × x4, □, × x4, □, × x4, □. This code may be entered multiple times to continue making your skater thinner. Alternately, finish the game by completing all level objectives in Career mode 11 times.



SECRET SKATERS

PLAY AS SPIDER-MAN
To play the game as the webbed wonder, finish the game by completing all level objectives in Career mode with a created skater.

PLAY AS OFFICER DICK
Finish the game by completing all level objectives in Career mode.

PLAY AS PRIVATE CARRERA
Get all the gaps in each of the regular levels (non-competition levels, in other words).

PLAY AS EIGHTIES-STYLE TONY HAWK
Finish the game by completing all level objectives in Career mode with Tony Hawk to unlock Tony Hawk's Style C.

TONY HAWK
Air Junkie Number One

SKATE STYLE:	VERT	SWITCH:	4
FOOT STYLE:	GOOFY FOOTED	RAIL BALANCE:	4
AIR:	8	LIP BALANCE:	7
HANG TIME:	6	MANUALS:	6
OLLIE:	3	**SPECIAL TRICKS:**	
SPEED:	7	Overturn	⇩, ⇦, △
SPIN:	9	Sacktap	⇩, ⇩, ○
LANDING:	6	The 900	⇨, ⇩, ○

BOB BURNQUIST
Air Junkie Number Two

SKATE STYLE:	ALL-ROUND	SWITCH:	9
FOOT STYLE:	REGULAR	RAIL BALANCE:	3
AIR:	7	LIP BALANCE:	8
HANG TIME:	6	MANUALS:	5
OLLIE:	6	**SPECIAL TRICKS:**	
SPEED:	6	Rocket Tailslide	⇩, ⇧, △
SPIN:	6	One Foot Smith	⇨, ⇩, △
LANDING:	4	Racket Air	⇦, ⇩, ○



(ABOVE) **Grind the helicopter blades to make it fly off and crash through the roof. This will open up a secret room and a whole lot of mess on the floor.**

TOP TIPS

Moving vehicles such as the taxis and trains on the New York level and the Golf buggies in the school can all be a pain in the backside as they can run you over without compassion and due care. This can be annoying when you're building up speed to launch a gap, so beat them at their own game and launch off their roofs – this will give you some extra points, especially if coupled with a spin/flip or grab trick afterwards.

in the main room. Launch from the outside edge ramps of the halfpipe to get it.

WING 2

Grind along the rail just behind the plane in the main room. Not only will you look flash, but you'll grab another Wing too.

WING 3

In the second arena, launch up the quarterpipe opposite the secret area to grab the next Wing. Cool!

WING 4

On the outside ramp in room two, just by the glass. It's high above the ramp which is opposite where the letter T was found.

WING 5

You must clear the gap between the ramps that cover the starting slope. Aim high and grab the Wing on the way up.

TASK SEVEN
NOSEGRIND OVER THE PIPE

PRIZE.....$150

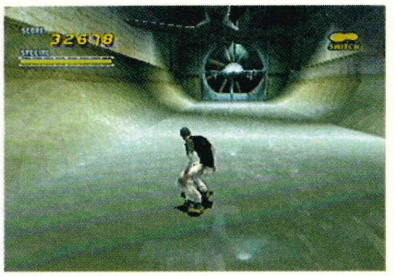
From the start, head dead straight down the ramp and push ⇧ + △ to nosegrind over the curved rails that sit over the halfpipe in the main room. Alternatively, do this in combo with another trick to score big and get the bonus.

TASK EIGHT
HIT 3 HANGTIME GAPS

PRIZE.....$150

GAP 1

The halfpipe in the centre of the main room is the first gap. From the start, head down the ramp and perform a huge and very fancy (with lots of grabs) trick over the gap.



GAP 2

Launch up over the plane in the main room. You can either launch off the wing or the small boards that cover the nose and tail. Either way, do it big, do it large and score plenty.

GAP 3

In the next area (enter by smashing the central windows), get some speed up by doing a trick on the outside ramp and launch over the helicopter. You must clear both ramps to make the bonus.

TASK NINE
FIND THE SECRET TAPE

PRIZE.....$150

In the secret area at the back of the second room (opened by grinding a helicopter blade), head for the quarterpipe at the back of the room and ye shall find the Secret Tape.

100% GOALS AND CASH

PRIZE $200

There's $500 in loose change to grab around the level. Check the wind tunnel (secret area 2) and above the outside ramps in both main rooms. The trickiest one to get is on the lighting rail high above the halfpipe in the main room – reach it by launching high and fast from the second room. Once all goals have been met and all bonus cash has been collected, you'll receive $200 for your troubles and the level is 100% complete.

SECRET AREAS

AREA 1
Enter the second room (with the helicopter) and grind or slide along one of the helicopter's rotor blades. This will make it take off (and smash the roof to bits) and open up a secret area at the back of the room.

AREA 2
You'll notice a propeller on the wall inside the halfpipe in the main room. You must launch off the outside ramps so that you land on the centre of the blades. Done correctly, this will smash the wall and open up a secret area into the wind tunnel. Here you can grab some cash and get some phat air on the ramps inside.



LEVEL 02

School 2

LOCATION: SOUTHERN CALIFORNIA

TASK ONE
HIGH SCORE

15,000.....$200

TASK TWO
PRO SCORE

40,000.....$350

TASK THREE
SICK SCORE

100,000.....$500

TASK FOUR
COLLECT 'S-K-A-T-E'

PRIZE.....$400

S

From the start, turn right by the first Bell and head down the slope. Grind or slide the rail for the first letter.

K

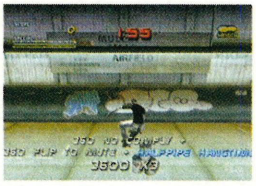
In the raised courtyard at the bottom of the slope, grab the K from the quarterpipe on the raised section in the centre.

A

Grind the long rail that leads down from the raised courtyard to the main playground.



(BELOW) **The trick (pardon the pun) to getting a large combo is timing – not to mention very nimble fingers and a lot of air.**





STEVE CABALLERO

Air Junkie Number Three

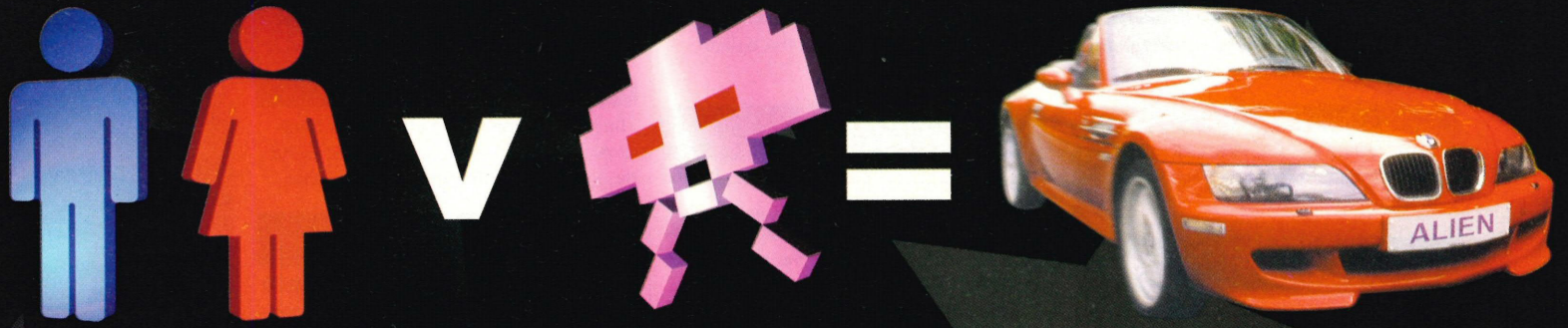
SKATE STYLE:	ALL-ROUND	SWITCH:	6
FOOT STYLE:	GOOFY FOOTED	RAIL BALANCE:	7
AIR:	7	LIP BALANCE:	6
HANG TIME:	6	MANUALS:	5
OLLIE:	6	**SPECIAL TRICKS:**	
SPEED:	7	Hang Ten	⇨, ⇧, △
SPIN:	4	Triple Kickflip	⇩, ⇦, □
LANDING:	3	Frontside 540	⇨, ⇦, ○

KAREEM CAMPBELL

Air Junkie Number Four

SKATE STYLE:	STREET	SWITCH:	6
FOOT STYLE:	REGULAR	RAIL BALANCE:	7
AIR:	8	LIP BALANCE:	3
HANG TIME:	3	MANUALS:	6
OLLIE:	7	**SPECIAL TRICKS:**	
SPEED:	6	Nosegrind To Pivot	⇩, ⇧, △
SPIN:	9	Ghetto Bird	⇩, ⇧, □
LANDING:	5	Casper	⇦, ⇩, ○

GALAXY CRUSADERS



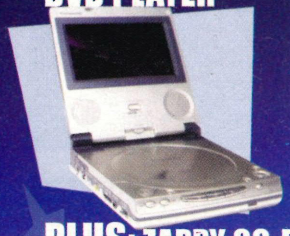
YOU INVADERS BMW Z3 OR £20,000

PLAY GALAXY CRUSADERS ON THE INTERNET AND

WIN BIG PRIZES!

IT'S FUN, IT'S EASY AND LOOK AT THE GREAT STUFF THAT MUST BE WON

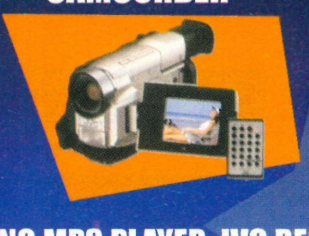
PORTABLE DVD PLAYER



PIAGGIO NRG 50 SCOOTER



JVC DIGITAL CAMCORDER



JVC MICRO HI-FI



PLUS: ZAPPY GO-PED, CASIO WMP-1V MP3 WATCH, SAMSUNG MP3 PLAYER, JVC RECORDABLE MINIDISC PLAYER, MICRO SKATE SCOOTER, 10 CASES OF CHAMPAGNE, PLUS, SCORE OVER 3000 POINTS AND BE ENTERED TO WIN A WEEKEND BREAK IN PARIS FOR 2 WITH £500 SPENDING MONEY

WWW.GALAXYCRUSADERS.COM

© 2000 Telezones.com Ltd. The Galaxy Crusaders game will take under 2 minutes to download onto your machine using a 56k modem. To play the game you will be charged at 25p per minute inc VAT. Closing date December 22nd 2000. All prizes delivered within 14 working days of the closing date. Technical problems visit: www.playnwin.co.uk/techhelp.html
Players must be over 16 years old to play - if you are under 16 visit **www.blastemup.com** for a host of fab kids prizes.



T

The T is on the long wallride quarterpipe on the far wall of the playground.

E

On the wall by the first Roll Call rail, head up the left-hand quarterpipe against the wall and grab the last letter.

TASK FIVE
WALLRIDE 5 BELLS

PRIZE.....$500

BELL 1

The first bell is on the wall on the right as you start. Run up the small box ramp and wallride over the bell.

BELL 2

Head down to the courtyard and head around the outer areas. There's a bell on the right-hand side (in relation to the long stairs).

BELL 3

Just by the first Roll Call rail, ollie onto the raised section just behind and wallride over the bin and hit the bell.

BELL 4

It's on the far wall by the long blue slope in the playground (where you collected the T).

BELL 5

Head past the blue slope in the playground and past the stairs where you grabbed the A, and wallride the bell on the left side.

TASK SIX
COLLECT 5 HALL PASSES

PRIZE.....$400

HALL PASS 1

From the start, head down the slope opposite (leads down to the playground). Grab it on the way down.

HALL PASS 2

When you get down to the playground, grab the Pass, which is just past the picnic benches.

HALL PASS 3

On the left side of the playground, just past the picnic benches, there's a door with rails leading up to it. Grab the Pass by the door.

HALL PASS 4

There's a Pass on a long planter, which is near where you grabbed the letter T.

HALL PASS 5

The final Hall Pass is on the quarterpipe on the right of the ramp where you found the letter E.

TASK SEVEN
KICKFLIP TC'S ROOF GAP

PRIZE.....$400

In the same area of the playground that you found the letter E and the final Pass, launch up the small cheese ramp onto one of the low hut roofs. From here, press ⇦ + □ to kickflip the gap between the two huts.

TASK EIGHT
GRIND 3 ROLL CALL RAILS

PRIZE.....$500

RAIL 1

The first rail is found at the back of the playground area. Head towards the two quarterpipes against the left wall and launch from the small ramp and grind the hand-rail down.

RAIL 2

The second rail is the long one that leads down the winding stairs directly in front of you as you start. Grind the whole length to get the bonus.

RAIL 3

The set of steps that lead from the back of the courtyard to the playground. Grind the length of the bar to make the bonus.

TASK NINE
FIND THE SECRET TAPE

PRIZE.....$500

In the courtyard, gain some speed on the quarterpipe on the central raised section and head for the opposite end of the platform. Aim for the skidmarks and launch up off the planter to the high rooftop. The video is in midair between the two roofs.

100% GOALS AND CASH

PRIZE $500

There's a total of $750 to grab and steal from around the school – and no spending it in the tuck shop either! Some of the notes are a bit tricky (pardon the pun) to get to. Try looking on rooftops and on awnings, high above ramps and near the toilets.

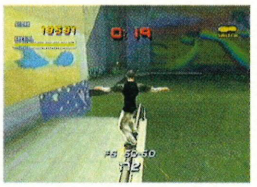
SECRET AREAS

There's only one secret area in the School. Head down to the courtyard and roll onto the raised section in the middle. Now skate up and do a trick on the quarterpipe at one end (where you got the T). Do this to gain speed and head to the opposite end of the run. Stay in line with the skidmarks, head down the small ramp and launch off the planter to reach the roof above. Jump the roof gap to enter the new area, filled with rails, steps and ramps, including an 'over the wall' launch ramp. Nice!











(ABOVE) **Here's the hidden rooftop area where you can grab extra points, cash and a bird's-eye view of the school.**

GOING UP THE WALL

Wallrides are a handy trick to score points with a flash look. Also, you'll need to learn how do them for the School 2 level. As long as you have enough speed, you can reach otherwise unreachable areas by wallriding up a wall and grinding the edge of balconies etc. To wallride, simply skate close to the wall (but not too parallel) and press △.

RUNE CLIFBERG

Air Junkie Number Five

SKATE STYLE:	VERT	SWITCH:	5
FOOT STYLE:	REGULAR	RAIL BALANCE:	5
AIR:	8	LIP BALANCE:	7
HANG TIME:	8	MANUALS:	4
OLLIE:	6	**SPECIAL TRICKS:**	
SPEED:	7	One Foot Bluntslide	⇦, ⇩, △
SPIN:	6	Kickflip 1 Foot Tail	⇦, ⇩, □
LANDING:	4	Christ Air	⇦, ⇨, ○

ERIC KOSTON

Air Junkie Number Six

SKATE STYLE:	STREET	SWITCH:	8
FOOT STYLE:	GOOFY FOOTED	RAIL BALANCE:	8
AIR:	5	LIP BALANCE:	4
HANG TIME:	4	MANUALS:	7
OLLIE:	8	**SPECIAL TRICKS:**	
SPEED:	6	The Fandangle	⇨, ⇩, △
SPIN:	5	Indy Frontflip	⇩, ⇧, ○
LANDING:	5	Pizza Guy	⇩, ⇦, ○

(BELOW) Liptricks can score big, big points as long as you can balance like a pretty little ballerina in a tutu.







GRINDS, SLIDES AND MANUALS

Grinds, slides and manual rolls can add that little bit extra to your trick combo and increase the points dramatically if landed properly. Also, grinds can help to build up your speed, especially if accompanied by a fliptrick and/or on a downward slope. Remember; while sliding, grinding or manual rolling, you must keep your skater's balance. With grinding and sliding, you'll need to press ⇨ or ⇦ to stay upright. With manuals, you'll need to press ⇧ or ⇩ to stay balanced. The higher your skater's Manuals and Rail Balance stats, the less you have to worry about balancing yourself.

GRINDS

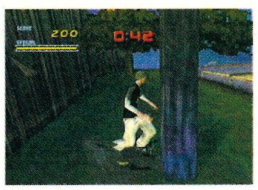
50-50: Press △ when you're parallel to the object you want to grind.
NOSEGRIND: Press ⇧ + △.
5-0: Press ⇩ + △.
SMITH/FEEBLE: Depending on the way you approach the rail, press ⇗ or ⇖ + △.
CROOKED/OVERCROOKED: Depending on the way you approach, press ⇘ or ⇗ + △.

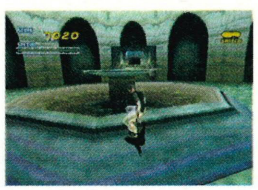
SLIDES

BOARDSLIDE/LIPSLIDE: Turn the board so that it's facing the rail at a right angle and press △.
NOSESLIDE/TAILSLIDE: Depending on the direction of approach, press ⇨ or ⇦ + △.
BLUNTSLIDE: Press ⇩, ⇩ + △.
NOSEBLUNTSLIDE: Press ⇧, ⇧ + △.

MANUAL ROLLS

Manual rolls can be used to extend any trick combo to add extra points. Simply perform a trick onto a flat surface and, before you land, press either...
MANUAL: ⇧, ⇩.
NOSE MANUAL: ⇩, ⇧.
Then keep your balance with ⇧ or ⇩ and do a trick off the end for extra points.





(ABOVE) While scoring big in the Marseille contest, grab all the cash from the secret underground fountain and launch off it for fun.

LEVEL 03

Marseille - Contest 1

LOCATION: FRANCE

TASK ONE
GET THE TWO BEST ROUNDS OF THE COMP

You get three runs in which to score the biggest points you can. Remember, you're up against the best in this competition and you can't afford to mess up. Don't repeat the same tricks over and over again or your score will drop. Also, the judges will deduct points for bailing (crashing into a heap on the floor, basically), so try and land as many of your tricks as you can. You must get third position or higher to advance to the next level.

100% GOALS AND CASH

PRIZE $500

In order to complete the level 100%, you must collect all the available cash. This doesn't have to be during any of your three runs, so you might like to take a few practice rounds searching for cash and learning the terrain. There's a total of $500 lying or hanging about. A lot of the cash is scattered in the secret area and there's some in the main park too.

SECRET AREAS

There's one secret area in the level. On the side of the park is a small section of grass with a lone lamppost between the trees. There's a wooden plank leaning against the lamppost: crash into the plank to make the post fall down and break the fence. This opens a cave up – simply drop down the hole to enter the secret area.

TOP TIPS

On the Venice Beach level, get a reasonably high-scoring trick from the start by performing a high flip off the concrete bump just in front of you. If you go far enough you can land in a grind or slide on the wire fence and then flip left to land (and grind again) on the boxes below the fence. Then, if you've got the time, flip left again and grind the lowest bar.



LEVEL 04

New York City

LOCATION: NEW YORK CITY, OF COURSE!

TASK ONE
HIGH SCORE

20,000 ..... $750

TASK TWO
PRO SCORE

50,000 ..... $1,000

TASK THREE
SICK SCORE

150,000 ..... $1,250

TASK FOUR
COLLECT 'S-K-A-T-E'

PRIZE $800

S

From the start, grind the brick wall to your left and it's at the end, just before the next wall begins.



K

Enter the park, which is to the left of the start, and head right. Just past the fountain is a brick vert ramp. Grab the K, which is high above.

A

Go to the fountain in the park and launch off the small kerb that surrounds it. Grab the A while in the air.

T

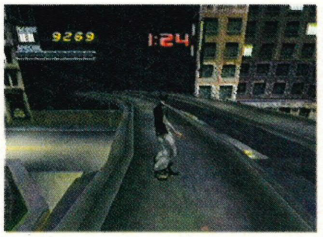
The T is on the other side of the park. Grind along the outside rail and grab the letter there. It's just by the park benches.

E

After grabbing the T, continue on and head up the small concrete ramp against the building on the left. The E is hanging above.







(ABOVE) Be careful not to crash into taxis. Not only will they hurt like hell but they'll swear at you and that's not nice. Oh well, ride their roof!

TASK FIVE
OLLIE 3 FIRE HYDRANTS

PRIZE.....$700

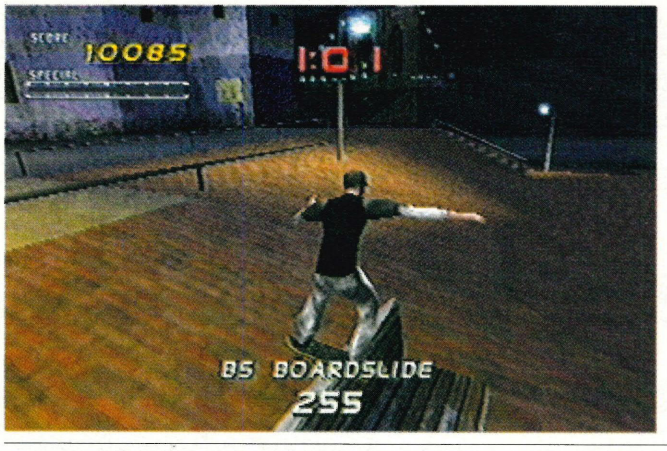
HYDRANT 1

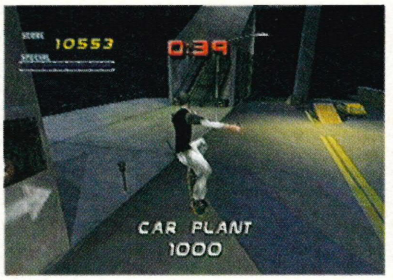
The first hydrant is to the right of the start. Head towards the Road Closed signs and ollie the hydrant just to the left.

HYDRANT 2

On the other side of the level, there are some more Road Closed signs. Head towards them and quickly turn right and ollie the hydrant on the pavement.

(BELOW) Boardslide a few benches, grind a few rails – just become a general vandal and love it. We do!





HYDRANT 3

The last hydrant is on the pavement that runs along the length of the long street

TASK SIX
COLLECT 5 SUBWAY TOKENS

PRIZE.....$800

TOKEN 1

Grab the Token while ollying off the large rock, opposite where you got the letter E.

TOKEN 2

Grind or slide the left rail on the bridge to the right of the fountain.

TOKEN 3

After grabbing the second Token on the bridge, head towards the street opposite and grind the railings on the left.

TOKEN 4

Just after collecting the third Token, get some phat air off the ramp on the other side of the street.

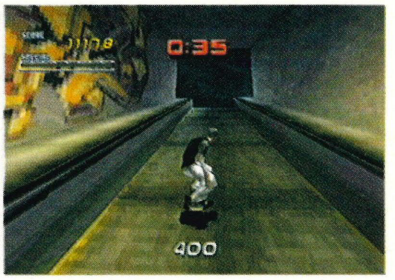
TOKEN 5

Immediately after collecting the fourth Token, launch off the ramp directly opposite you. The last Token is hanging in the air over the grass.

TASK SEVEN
50-50 JOEY'S SCULPTURE

PRIZE.....$900

You need to approach this from the very top to do this properly. In the centre of the level there is an odd-shaped metal sculpture – it's in the shopping area at the lowest section of the level. To grind down the metalwork, run up the ramps on either side and onto the street. Turn around at the top and aim for the direction of the sculpture. Now ollie off the edge of the



wall and press △ to 50-50 grind down.

TASK EIGHT
GRIND THE SUBWAY RAILS

PRIZE $1100

Head straight ahead from the start until you pass the two small ramps facing each other in the street. Go past them a little and turn around. On the left you should see an escalator going up. Head up the escalator and ollie over the tracks to the concrete platform on the other side. Now turn around and grind either track until you get the transfer bonus. You'll need quite a bit of speed and very good balance to get all the way. Watch out for the trains, though, or you'll be derailed.

TASK NINE
FIND THE SECRET TAPE

PRIZE $1,200

Enter the secret area at the end of the street and head up the curved ramp on the left. Get some speed up and stay on the right-hand side. On the right are two rails: grind the left one and, when you see the bar on the far left (with a $50 note on it), jump for it and grind along. The Tape is at the end of this rail.

100% GOALS AND CASH

PRIZE $500

There's a whopping $1,000 in loose notes scattered around the level. Grab 'em all. There's some on the subway rails, some in the secret area and some high above ramps and railings. Only when all goals have been met, and all stray cash has been grabbed, will you get the extra bonus money.

SECRET AREAS

There's only one secret area in the New York level. Head straight from the start until you come to the low wall facing you at the very end of that street. The aim is to wallride high, up the wall, and grind the top, so that you can enter the secret area behind. Also, the easiest way to get into the secret area is to ride the subway tracks. Now you can drop down into the area if you travel the whole length of the rails high above the street.

BUCKY LASER

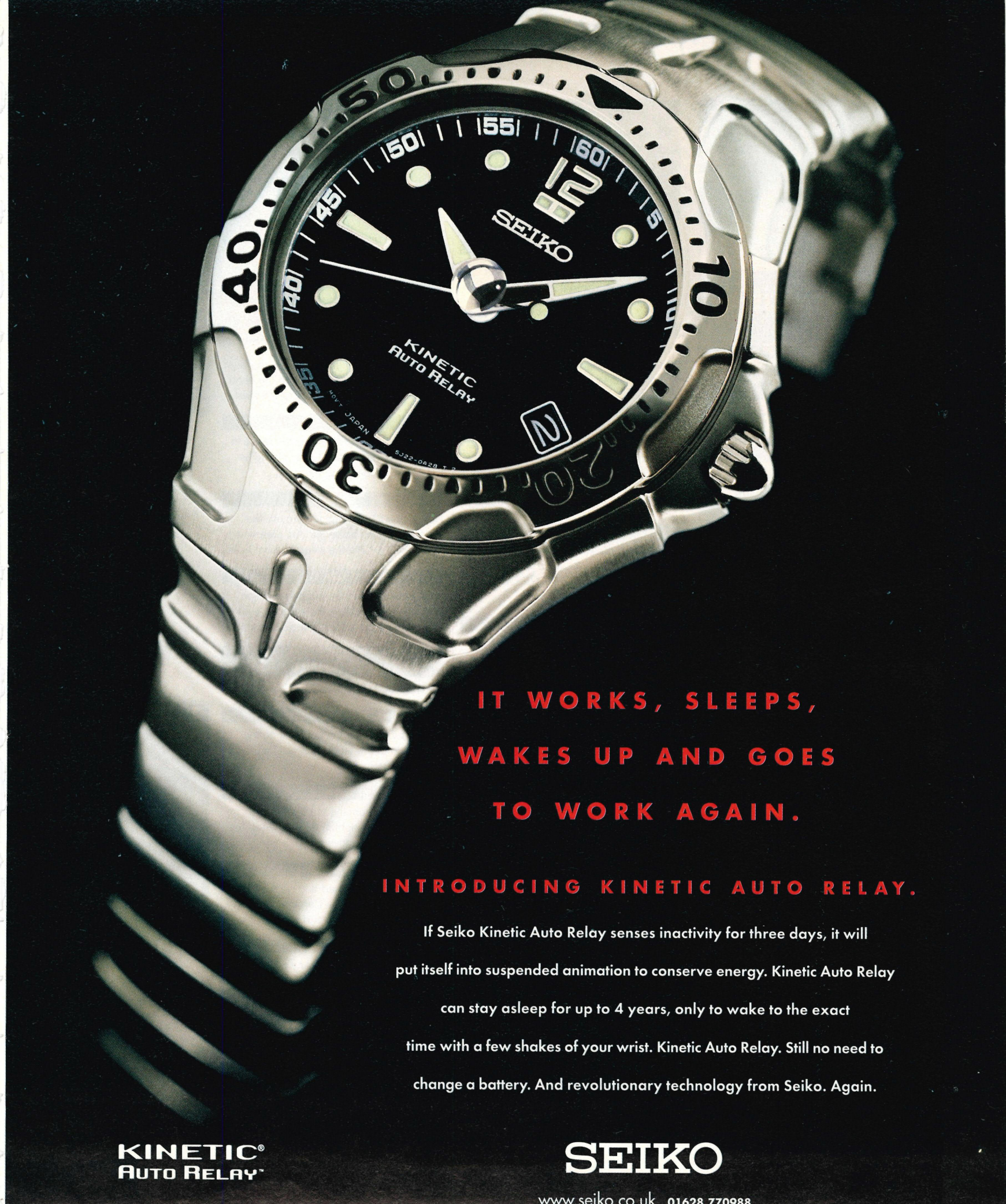
Air Junkie Number Seven

SKATE STYLE:	VERT	SWITCH:	6
FOOT STYLE:	REGULAR	RAIL BALANCE:	4
AIR:	8	LIP BALANCE:	8
HANG TIME:	8	MANUALS:	3
OLLIE:	4	**SPECIAL TRICKS:**	
SPEED:	7	The Big Hitter	⇦, ⇩, △
SPIN:	8	One Foot Japan	⇩, ⇨, ○
LANDING:	4	Fingerflip Airwalk	⇦, ⇨, ○

RODNEY MULLEN

Air Junkie Number Eight

SKATE STYLE:	STREET	SWITCH:	9
FOOT STYLE:	REGULAR	RAIL BALANCE:	8
AIR:	3	LIP BALANCE:	3
HANG TIME:	3	MANUALS:	9
OLLIE:	7	**SPECIAL TRICKS:**	
SPEED:	6	Heelflip Darkslide	⇨, ⇦, △
SPIN:	9	Nollieflip Underflip	⇩, ⇦, □
LANDING:	3	Casper To 360 Flip	⇩, ⇨, ○



IT WORKS, SLEEPS, WAKES UP AND GOES TO WORK AGAIN.

INTRODUCING KINETIC AUTO RELAY.

If Seiko Kinetic Auto Relay senses inactivity for three days, it will put itself into suspended animation to conserve energy. Kinetic Auto Relay can stay asleep for up to 4 years, only to wake to the exact time with a few shakes of your wrist. Kinetic Auto Relay. Still no need to change a battery. And revolutionary technology from Seiko. Again.

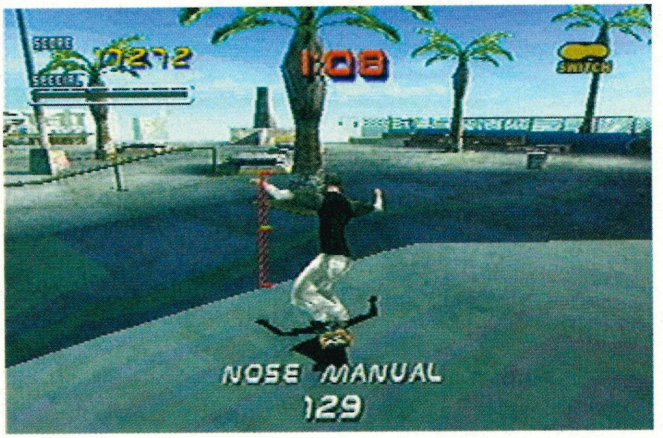
KINETIC®
AUTO RELAY™

SEIKO

www.seiko.co.uk 01628 770988







LEVEL 05

The Graffiti Pits

LOCATION: VENICE BEACH, CALIFORNIA

TASK ONE
HIGH SCORE

40,000 ..... $1,500

TASK TWO
PRO SCORE

100,000 ..... $1,750

TASK FOUR
SICK SCORE

200,000 ..... $2,000

TASK FIVE
COLLECT 'S-K-A-T-E'

PRIZE $1,250

S

From the start, head right and grind the fence on the left. At the end, ollie onto the roof and grab the S.

K

Turn left when you grab the S and follow the roof along. The K is hanging in the gap between the buildings.

A

Head for the quarterpipe outside the side area where the second tramp lies and push ⇧ to head onto the roof. Grab the A by the skylights.

T

From the same roof as the A, turn left and launch over (using the handy ramp) to the next roof and air off the vent ramp to get the letter.

E

From the tallest roof (with the T on), drop down to the lower roof behind – there's a triangular rail set up on it, so you'll easily recognise it. Get some huge air off the small quarterpipe and grab the last letter.

TASK FIVE
OLLIE THE MAGIC BUM 5 TIMES

PRIZE $1,500

NOTE: *THESE HAVE TO BE OLLIED IN THE CORRECT ORDER.*

BUM 1

From the start, head straight, down the steps and across the main area. Dead ahead there will be a small side area (with lots of graffiti on the walls). In here, ollie over the sleeping tramp and exit back into the main area.

BUM 2

Now follow the wall on the right, head past the quarterpipe and turn right at the wall at the end. Grind down the rail to grab a quick $100 and then ollie the bum against the wall. Now jump into the sand trap so you're whisked back to the start.

BUM 3

Now follow the pavement by the fence in front of you which runs to the right. The third bum will be along the path.

BUM 4

Now immediately head left around the building and left again into the area where the flags are. Ollie the sleeping bum here.

BUM 5

Now head back to the starting position and ollie the last bum. He's sleeping just behind the start, against the wire fence.

TASK SIX
COLLECT 5 SPRAY CANS

PRIZE $1,250

CAN 1

The first Can is on the benches on the other side of the fence that you face from the starting position.

CAN 2

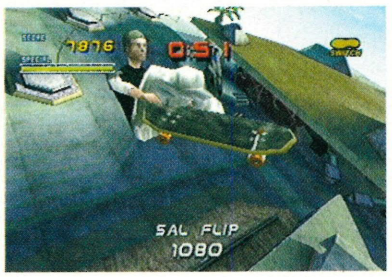
Directly right from the start, there is a quarterpipe against the far wall. Grab the Can that hangs above it.

CAN 3

Head left from the start and go down the steps. Grab the Spray Can that you can see above the ramp ahead of you.

CAN 4

Head right from the start and turn left near





(ABOVE) **Manual tricks can extend you trick combo and add vital extra points for good measure – and you'll look like a flash git too.**

TOP TIPS

To reach certain areas and make certain gaps you'll need a lot of speed. You can make this speed up by using ramps and quarterpipes. Also, grind bars, rails and fences can increase your speed. Simply perform a flip trick like a heelflip and grind the rail for a quick speed boost.

On the competition levels, try practising the course first for a few goes. Not only will this allow you to search for cool areas to get large combo tricks from but you can search for all the loose cash without worrying about coming first or landing all your tricks.

CHAD MUSKA

Air Junkie Number Nine

SKATE STYLE:	STREET	SWITCH:	6
FOOT STYLE:	REGULAR	RAIL BALANCE:	9
AIR:	5	LIP BALANCE:	4
HANG TIME:	4	MANUALS:	3
OLLIE:	9	**SPECIAL TRICKS:**	
SPEED:	7	Hurricane	⇩, ⇨, △
SPIN:	5	Mute Backflip	⇧, ⇩, ○
LANDING:	8	Muska Nose Man.	⇨, ⇧, ○

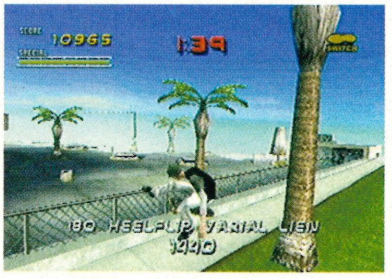
ANDREW REYNOLDS

Air Junkie Number Ten

SKATE STYLE:	STREET	SWITCH:	9
FOOT STYLE:	REGULAR	RAIL BALANCE:	8
AIR:	3	LIP BALANCE:	3
HANG TIME:	3	MANUALS:	9
OLLIE:	7	**SPECIAL TRICKS:**	
SPEED:	6	Heelflip Darkslide	⇨, ⇦, △
SPIN:	9	Nollieflip Underflip	⇩, ⇦, □
LANDING:	3	Casper To 360 Flip	⇩, ⇨, ○







(ABOVE) I think I can see my house from here! To get the secret tape you must get a lot of speed up and fly like a bird. Flap, boy, flap!

TOP TIPS

When you get enough cash to do a little bit of retail therapy, head to the menu screen. Here, use some of your hard-earned cash to increase your skater's stats. Remember; you can increase only one area of skill if you like, but a well-balanced skater is better if you're attempting to do as many tricks and score as many points as you can.

If you've got enough spare spending cash, then head to the menu screen and buy some brand spanking new tricks for your skater. Be it either flip tricks, grab tricks or specials; any new (and expensive) trick can add some serious points and originality to your skater's repertoire.

TASK SEVEN
TAILSLIDE VENICE LEDGE

PRIZE.....$1,000

Head across the main table area to the quarterpipe that's outside the area where you ollied the second bum. Now launch over this ramp (with ⇧) and tailslide the ledge that runs down the left side of the steps (facing down). To do a tailslide, press ⇨ + △.

TASK EIGHT
HIT 4 VB TRANSFERS

PRIZE.....$1,500

TRANSFER 1

Head to the side area where the first bum was and ride the two quarterpipes to get some speed up. Now transfer from the ramp nearest the bum to the ramp on the other side of the way (away from the sleeping tramp).

TRANSFER 2

Head right from the start and then left, past where the fourth bum was, and skate up to the far end. Get some speed up on the large quarterpipe on the left and head up the ramp immediately facing it. Jump right to transfer over to the ramp on the other side of the roof.

TRANSFER 3

Head right from the start of the run and head down to the end of the area. There are three ramps in succession along the wall – two large ramps and a thin quarterpipe in the middle. Now transfer from the one of the large quarterpipes, over the thin one and land on the ramp on the other side – you'll need plenty of speed to be able to make this.

TRANSFER 4

Head towards the Venice Ledge, where the second bum is, and head up the ramp and into the secret area. Now transfer from the quarterpipe on the right, up and over the wall to the ramp on the other side.

TASK CAN 5

Head down the steps to where you ollied the second bum and get some air off the quarterpipe there. If you go high enough you'll grab the Can.

TASK NINE
FIND THE SECRET TAPE

PRIZE.....$1,250

You can see the Tape floating in the air above the main table area. Ride up to the long quarterpipe near the second bum location and go over onto the roof (press ⇧). On the roof, go right and then turn around to get a run-up. Now launch off the vent ramp at the other end to land on the taller roof. Use the quarterpipe that the T was on to gain speed and launch off of the small ramp nearest to the Tape. If you get enough speed and air, you'll grab it.

100% GOALS AND CASH

PRIZE.....$500

There's tons of cash to grab all around the level. Some of it's on the outside railings and there's even three $250 notes to grab – these are up high above statues, ramps and poles. There's a total of $1,400 in spare change, so look hard. Once all cash and goals have been collected and completed, you'll get more cash and complete the level 100%.

SECRET AREAS

There's a small secret area behind the low roof with the E on it. To get to it, head down into the side area where the second bum was and launch up and over the quarterpipe to land in the secret area. It has a few ramps, steps and concrete hand-rails for your amusement. Watch out for the sand-traps, as you'll reappear at the start.

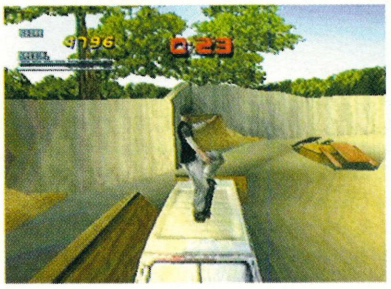
GEOFF ROWLEY
Air Junkie Number Eleven

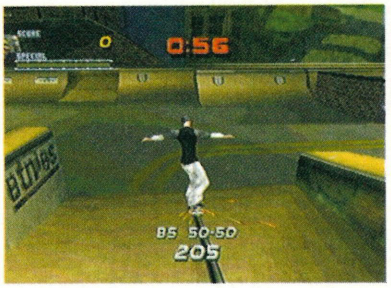
SKATE STYLE:	STREET	SWITCH:	5
FOOT STYLE:	REGULAR	RAIL BALANCE:	9
AIR:	7	LIP BALANCE:	8
HANG TIME:	3	MANUALS:	4
OLLIE:	7	**SPECIAL TRICKS:**	
SPEED:	5	Rowley Darkslide	⇦, ⇨, △
SPIN:	6	Double Hardflip	⇨, ⇩, □
LANDING:	6	Half Flip Casper	⇨, ⇦, □

ELISSA STEAMER
Air Junkie Number Twelve

SKATE STYLE:	STREET	SWITCH:	6
FOOT STYLE:	REGULAR	RAIL BALANCE:	7
AIR:	7	LIP BALANCE:	6
HANG TIME:	5	MANUALS:	6
OLLIE:	6	**SPECIAL TRICKS:**	
SPEED:	6	Madonna Tailslide	⇧, ⇦, △
SPIN:	6	Hospital Flip	⇦, ⇨, □
LANDING:	5	Indy Backflip	⇧, ⇩, ○







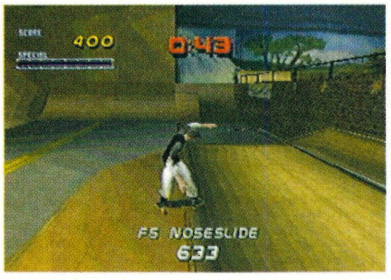
LEVEL 06

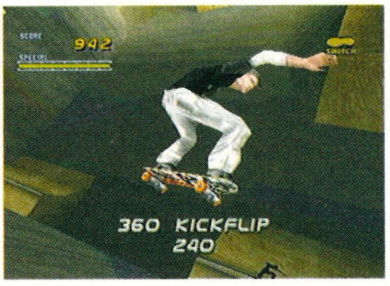
Skatestreet - Contest 2

LOCATION: VENTURA, CALIFORNIA

GET THE TWO BEST ROUNDS OF THE COMP

This is the next all-star street-skating competition and again you get three runs in which to score the biggest points you can. Remember, you're up against the best, so aim to score some huge points and try out some new tricks. Keep the tricks you do varied and the judges will like you – they don't like boring repetition. Also, the judges will deduct precious points for coming off the board, so try to land as many of your tricks as you can. You must get third place or higher to advance to the next level.





100% GOALS AND CASH

PRIZE $500

In order to complete the level 100%, you must collect all the available cash, not necessarily during your three runs. There's a total of $1,000 lying or hanging about, which makes a grand total (as long as you win, of course) of $20,000. A lot of the loose cash is scattered in the arena, high above ramps. Some of it you might have to take a dive for, but you can restart the comp once all the cash has been collected, can't you?

SECRET AREAS

AREA 1

Head straight from the start and grind the top of the 'Big Wave' ramp. This is the large vert quarterpipe with the curved coping section in the middle. Grind the top of the ramp to the left and, at the end of the coping, ollie to the rail that runs above the area to the left. This will open up a secret area on the other side of the arena. In here is a $250 bill high up between the two end ramps, and there's lots of fun boxes and rails.

AREA 2

Head left from the start and you should see a curved rail that links between the two sides of a halfpipe. Grind along this bar to open up the secret area to the right. Head past the big wave and there's a new area opened with lots of ramps and a van jump.



JAMIE THOMAS

Air Junkie Number Thirteen

SKATE STYLE:	STREET	SWITCH:	5
FOOT STYLE:	REGULAR	RAIL BALANCE:	8
AIR:	5	LIP BALANCE:	5
HANG TIME:	4	MANUALS:	4
OLLIE:	8	**SPECIAL TRICKS:**	
SPEED:	7	Beni F-Flip Crooks	↓, ↓, △
SPIN:	5	Laser Flip	↓, ⇨, □
LANDING:	9	One Foot Nose Man.	⇦, ↓, ○

Inspector Cheats

UK's No1 CHEAT SERVICE

if you've got the game ...
WE'VE GOT THE CHEAT!

OVER 4000 CHEATS

A
Aero Wings
Air Force Delta
Alien V Predator
Alpha Centuri
Alundra
Alundra 2
Armada
Armored Core 2

B
Battlezone 2
Berserk
Biohazard 2
Black/Matrix AD
Blue Stinger

C
Carrier
Ceasar III
Champ Manager 2
Chef's Luv Shack
Chu Chu Rocket
Civilization
Colonization
Command and Conquer 2
Cool Boarders
Cool World
Crazy Taxi
Cutthroats
Cyberia

D
Dark Forces 2
Dark Seed
Darksun
Daytona USA 2
Dead or Alive 2
Dead Or Alive 2
Deathtrap Dungeon
Descent 2
Descent 3
Diablo
Die hard Trilogy
Discworld
Discworld 2
DrumMania
Dynamite Cop
Dynasty Warriors 2

E
EA Sports Cricket
Earthworm Jim 2
Earthworm Jim 3D
Ecco the Dolphin
ECW Hardcore Revolution
Eternal Ring
Evolution
Evolution: The World Of Sacred Device
Expendable
Extreme G2

F
F355 Challenge
Fighting Force 2
Flag to Flag
Flight Unlimited 2
Four Wheel Thunder
Fox College Hoops 99
Full Throttle
Future Wars

G
Gauntlet Legends
Gemfire
Get Bass
Get Medieval
Giga Wing
Gradius III & IV
Grand Theft Auto 2
Gunbird 2
Gundam side story 0079: Rise from the ashes

H
HardCore Heat
Hardcore Heat
House of the Dead
Immortal

I
Ishar 3

J
James Bond
Jikkyou World Soccer 2000
Jimmy White's 2: Cueball
JoJo's bizzare Adventure

K
Kessen
Killer Loop
King of Fighters Dream Match '99

L
Legacy of Kain

M
Mag Force Racing
Maken X
Marvel vs. Capcom 2: New Age Of Heroes
Marvel V`s Capcom
MDK
MDK 2
Men in Black
Metal gear Solid
Metal Slug
Might & Magic 8
Mission Impossible
Mortal Kombat Gold
Mr Driller
Myth
Myth 2 Soulblighter

N
Namco Museum
NBA 2K
NBA Showtime: NBA on NBC
NFL 2000
NFL Blitz 2000
NHL 2K
Nightmare Creatures 2
Nocturne

O
Outcast
Overseer

P
Parasite Eve
Plasma Sword
Pokemon Stadium
Pop'n Music
Power Stone
Power Stone 2
Psychic Force 2012
Puyo-Puyo 4

Q
Quake
Quake 2

R
Racer
Rainbow 6
Rayman 2: The great Escape
Re-Volt
Red Alert
Resident Evil
Resident Evil 2
Resident Evil DC
Resident Evil: Code Veronica
Ridge Racer 4
Ridge Racer 5
Roadsters
Robotron X
Rogue Squadron

S
Samba de Amigo
Seaman
Sega Rally 2
Settlers 3
Shadow Tower
Shadowman
Shutoko Battle
Shutoko Battle 2
Silent Hill
Silver
Sin
Sky Surfer
Slave Zero
Sonic & Knuckles
Sonic Adventure
Soul Edge
Soul Fighter
Soul Reaver
Soul Reaver
South Park Rally
Space Channel 5
Space Quest 2
Speed Devils
Street Fighter Alpha
Street Fighter EX 3
Street Fighter III 3rd Strike
Striker Pro 2000
Super Gokuden Messiah
Super Runabout
Super Speed Racing

T
Tech Romancer
Tee-Off
Tekken Tag Tournament
Test Drive 6
The Dig
The House Of The Dead 2
Theme Hospital
Thief
Time Stalkers
TNN Motorsports
Tokyo Extreme Racer
Tomb Raider 3
Tony Hawk's Pro Skater
Toy Commander
TrickStyle

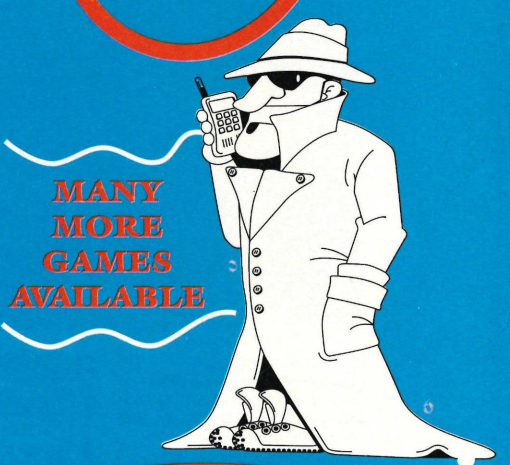
U
Unreal
Urban Chaos

V
V-Rally 2
Virtua Cop 2
Virtua Fighter 3tb
Virtua Fighter Series
Virtua Striker 2
Virtua Tennis

W
Wacky Races
Wetrix+
4 Wheel Thunder
Wipe out 2097
Wizadry 7
Worms
Worms 2
Worms Armageddon
WWF Attitude
WWF: Royal Rumble

Y
Yoshis Story

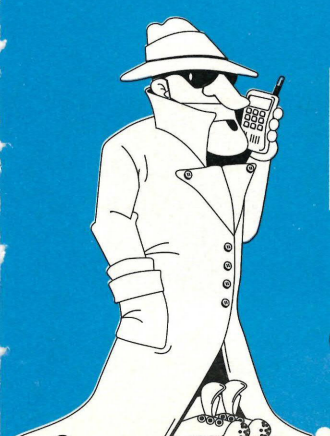
Z
Zelda
Zombie Revenge
Zork III



CONTINUALLY UPDATED

SIMPLE STEP-BY STEP GUIDE

UPDATED DAILY



UNDER 16s RING:
0905 072 0013

OVER 16s RING:
0905 072 0018

OVERSEAS +44 (0)702 167 0002
CUSTOMER SERVICE NBR 0702 160 0010

SEE OUR COMPETITION PAGE AND WIN GREAT PRIZES ON:
www.dialandwin.co.uk

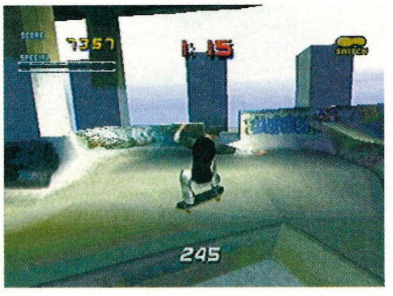
SEE OUR WEB PAGE ON: www.cheatnetwork.co.uk

PLAYSTATION, PLAYSTATION 2, NINTENDO, DREAMCAST, GAMEBOY, PC, SAGA, SATURN

This service should only be used with the agreement of the person responsible for paying the bill. Calls to the number for persons aged under 16 years have a maximum cost of £3.00, the call will be terminated by forced release after 5 minutes. Calls to the number for persons aged 16 years and over have no maximum cost and call time restrictions. Ensure you are calling from a touch tone phone. Please put comments or queries in writing to: I.L.N. SERVICES, PO BOX 107, KNUTSFORD, CHESHIRE, WA16 6AG







(ABOVE) **In the hidden skatepark, massive points can be amassed by using the many ramps, rails, bowls and bumps. Liptrick four ramps and it's another goal done.**

LEVEL 07

Phillyside, Philadelphia

LOCATION: PHILADELPHIA

TASK ONE
HIGH SCORE

50,000 ..... $2,500

TASK TWO
PRO SCORE

125,000 ..... $3,000

TASK THREE
SICK SCORE

250,000 ..... $4,000

TASK FOUR
COLLECT 'S-K-A-T-E'

PRIZE $2,000

S

Head to the right of the start and ride along the big ledge to the right of the fountain. Grind along the low wall on the left and ollie out of the end to grab that slippery l'il S.

K

The K is on the blue awning near the third Bell. Get some good speed up and grind/slide the awning in order to get the letter.

A

From the start, head towards the fountain round the left side. In front of you will be a raised grass section. There you'll see the A just in front of it.

T

The T is hanging just out from the walkway that you ride up to open the skatepark. It's on the left of the level. Get some speed up on the quarterpipe opposite the fountain ramp and turn right. Head up the walkway and jump the railings.

E

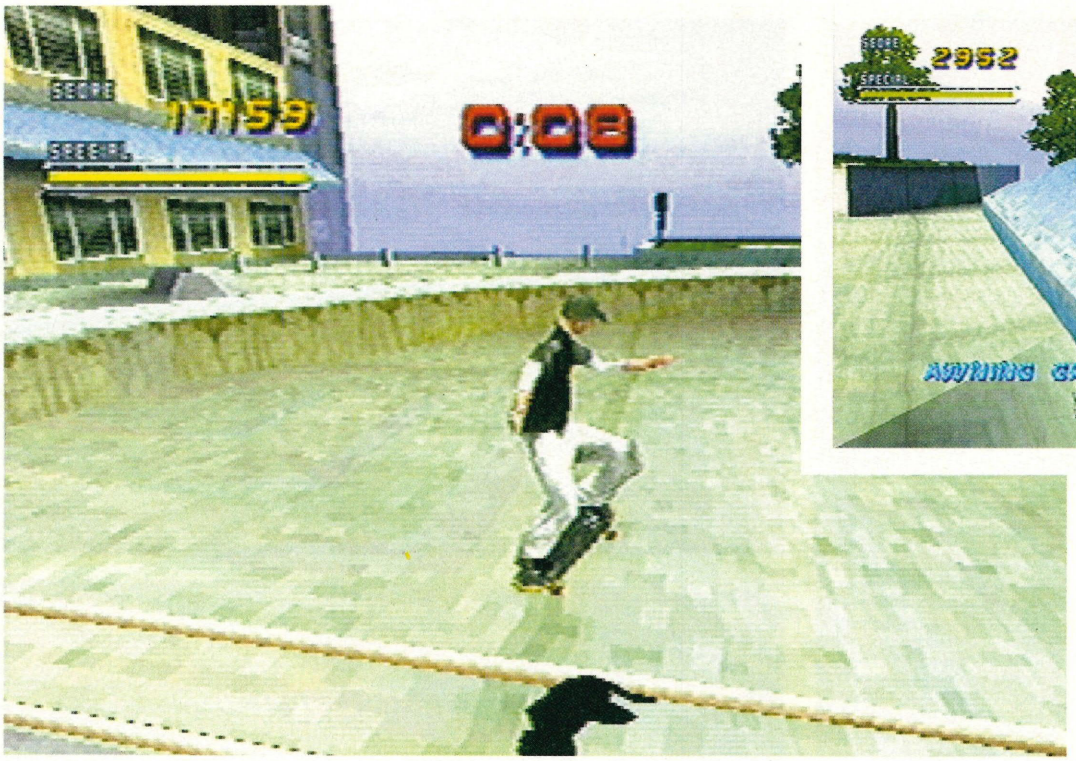
The E is in midair to the right of the fourth bell. Roll down the pavement and ollie onto the last section of grass. From here, ollie out into the road to grab the last letter.

TASK FIVE
DRAIN THE FOUNTAIN

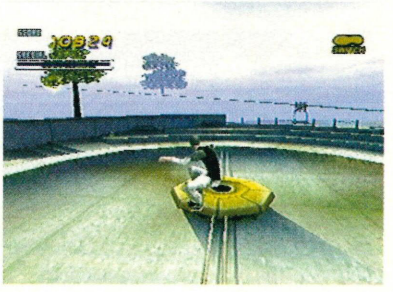
PRIZE $2,500

Now this is a very tough one. From the start you won't have enough speed to make the jump, so do a quick heel/kickflip grind on the rail to the right and then quickly do another grind – make sure all the grinds are preceded with a flip trick like a heelflip. Once off the bar, you should have enough momentum to make the gap. Launch over the green ramps (the world's most obvious gap) where the first Bell was.









Then, immediately after, grind down the hand-rail, down the steps and (using a Boneless: ⇧, ⇧ + X) launch from the small planter at the bottom. Hopefully you'll fly over the railings and land on the balcony above. Here, hit the valve to drain the fountain.

TASK SIX
COLLECT 5 BELLS

PRIZE $2,000

BELL 1

Head directly right from the starting point and use the green launch ramp to grab the first Bell.

BELL 2

After grabbing the first Bell, head down the large, wide steps and head left. The Bell is hanging against the white wall, but if you ollie you can grab it.

BELL 3

There's a Bell hanging near the awning where the K is. Use one of the bumps to reach it.

BELL 4

Head slightly left at the start and launch over the ramp setup. Continue down the pavement and slide/grind the wall to the left and grab the Bell on the wall.

BELL 5

This is to the right of the fourth Bell. Head over the ramp as you did for the fourth Bell, but ollie onto the raised grass section on the right of the pavement. The Bell is at the far end on the right.

TASK SEVEN
BLUNTSLIDE THE AWNING

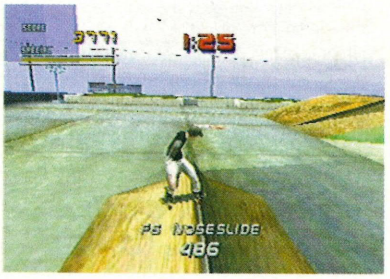
PRIZE $2,000

The awning in question is the large blue awning at the back of the level – it had the letter K on it. Get as much speed up as you can and head for the little bump ramp that you used to get the K and the third Bell. When you reach the awning, providing you've got enough speed up, press ⇩, ⇩ + △ to bluntslide.

TASK EIGHT
LIPTRICK 4 SKATEPARK LIPS

PRIZE $2,500

Once the skatepark is open (see the SECRET AREAS text), head inside and perform a liptrick on the bowl closest to the street. Try any direction and △ to liptrick the top. Remember though, you must approach the bowl/ramp dead straight otherwise you'll grind.
Then do a liptrick on the bowl on the opposite side, the bowl with the $250 hanging above it, and the halfpipe behind that.



TASK NINE
FIND THE SECRET TAPE

PRIZE $2,000

The Secret Tape is on a long, long line that runs across the level from left to right. You can't simply ride down the line and let gravity take control – oh no! Instead you'll need a huge boost of speed. The planter in front of the line, which is very near to the fourth Bell and runs up to the valve balcony, can be used to get some speed up. Grind it and, while on the line, continue to ollie or heelflip and grind to maintain momentum up the slope.

100% GOALS AND CASH

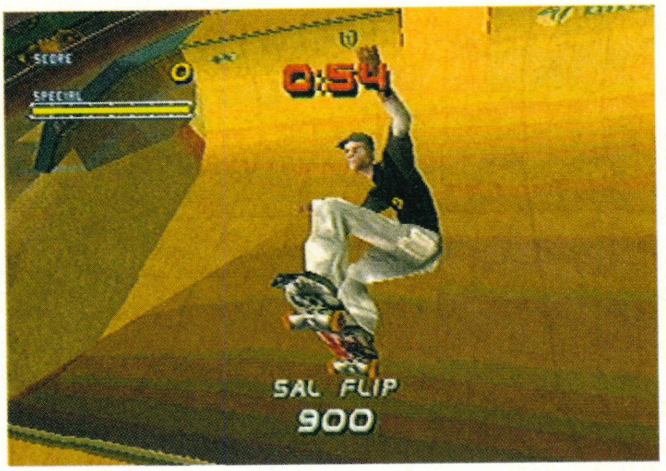
PRIZE $500

There's a total of a whopping $2,000 in loose notes to snatch. There's loads on the line that you need to travel up for the Tape. Grab all the dosh in the skatepark, and in and around the main precinct. Once all the cash has been collected and all goals met, you can then have another $500 for your troubles – and the thought that Philadelphia is all done.

SECRET AREAS

There's actually two secret areas as such, but the second is small with no extras. To open up the skatepark that's found along the left side of the level (in relation to the starting position), you'll need to build up some speed. On the far side of the level to the start, head left and grind up the balcony railings and onto the telephone wire that's attached. You need to grind up the wire until it snaps, sending the telegraph poles crashing through the fences next to the road. Enter the gaps into the skatepark.

(ABOVE) Once the fountain has been fully drained, you can grab the apparently dry dollar bills that were lying on the bottom.





LEVEL 08

The Bullring, Contest 3

LOCATION: MEXICO, SOMEWHERE

GET THE TWO BEST ROUNDS OF THE COMP

This is it. The competition to end all competitions. This is the final round and there's a lot at stake – $65,000 to be exact. All you have to do is win. Now that's not too hard, is it?

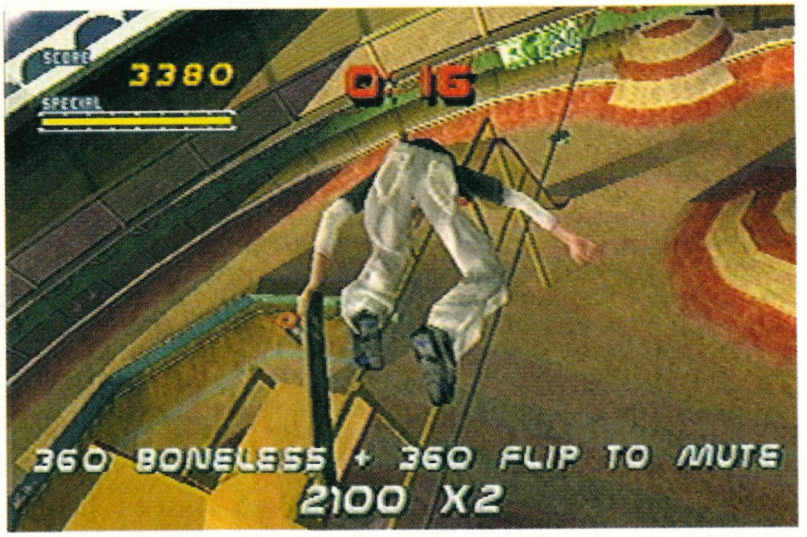
Well, yes! Again the skaters you're up against are pros, just like you, and they're relentless. The points margin is a lot tighter here and the judges are a lot stricter when it comes to performance rating. As you got this far, you should have built up quite a repertoire of tricks and stats for your skater – so blimmin' well use 'em!

100% GOALS AND CASH

PRIZE $500

In order to complete the level 100%, you must collect all the available cash during (or not during) your three runs. It might be an idea to practise a few times. This will let you get to grips with the terrain and learn where all the ramps, rails, bowls and bumps are. Also, you'll be able to go for the cash that's littered about without worrying about winning the comp.

There's a total of $2,500 lying (or hanging) about in hard and papery currency, just for you. Check out the rail that runs above the whole arena. There's loads of cash on the ramps too. Once this and all the other goals in all the other levels are done, you can then sit back, relax and start playing all over again! You'll also open up one of the game's many secrets, depending on how many times you've completed the game already.



UNLOCKABLE: BOX OF TRICKS

SKIP TO RESTART (RANDOM START LOCATIONS):
Finish the game by completing all level objectives in Career mode x2.

KID MODE:
Finish the game by completing all level objectives in Career mode x3.

PERFECT BALANCE:
Finish the game by completing all level objectives in Career mode x4.

WIRE FRAME MODE:
Finish the game by completing all level objectives in Career mode x8.

SLOW-MOTION TRICKERY:
Finish the game by completing all level objectives in Career mode x9.

BIG HEADS:
Finish the game by completing all level objectives in Career mode x10.

FLIP LEVEL:
Finish the game by completing all level objectives in Career mode x15.

MOON PHYSICS (LOW GRAVITY):
Finish the game by completing all level objectives in Career mode x13.

SMOOTH MODE (NO TEXTURE MAPS):
Finish the game by completing all level objectives in Career mode x12.

DISCO FEVER:
Finish the game by completing all level objectives in Career mode x14.

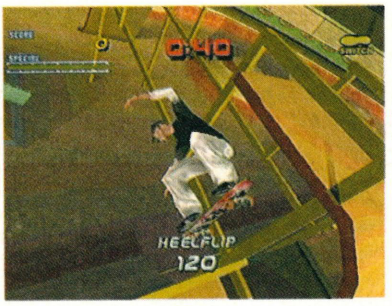
FLIP LEVEL:
Finish the game by completing all level objectives in Career mode x15.

CHOPPER DROP: HAWAII LEVEL:
To unlock this cool new secret level, all you have to do is earn three gold medals with all characters.

NEVERSOFT BAILS FMV SEQUENCE:
Earn a medal in every competition with any character.

NEVERSOFT MAKES FMV SEQUENCE:
Earn three gold medals with Private Carrera.

SKATER'S VIDEO:
Earn the gold in all three competitions with a character to unlock their FMV sequence. Additional FMV sequences are available when this is done with Spider-Man or Eighties Tony Hawk (Style C).





NOLLIES, SWITCHING AND FAKIE

NOLLIES
These are basically ollies but performed from the nose of the skateboard. Doing high-scoring tricks from the front rather than the standard ollie position can increase your score by loads. To get into the nollie position, you must be skating forwards (not fakie or switch) and then press L2 to switch the skater's feet position to the front. Now pop a trick and see the results.

SWITCHING
Switching is great for adding extra points onto a trick. Switching is basically turning the skater's foot position from regular stance to goofy-footed. This allows tricks to be performed from a different position, which makes them harder to do and higher-scoring. To switch, simply press R2 while skating.

FAKIE
For those who didn't know, fakie is the skateboarding term for going backwards. Tricks performed in the fakie position are much, much harder to do (in real life, that is) and increase your score tremendously. To go fakie, you must be in the switch position (notice the yellow switch logo at the top-right of the screen) and then press L2 to switch feet positions.

FREE CHEATS ON FANZ

www.fanz.co.uk

FOR LOADS OF CHEATS FOR YOUR PLAYSTATION, N64, DREAMCAST, PS2, GAMEBOY AND PC

OR call this mobile rate number: 0702 111 75 75 International Callers: +44 702 111 75 70

PREMIUM CHEATS

WWF Smackdown 2 09063 609021	FIFA 2000 09063 609023	X-Men Academy 09063 609036	Parasite Eve 2 09063 609027	Pokemon Yellow 09063 609028	Front Mission 3 09063 609039
Tony Hawk's 09063 609034	TOCA WTC 09063 609035	Medal of Honour 09063 609037	Hogs of War 09063 609038	Pokemon Snap 09063 609029	Spiderman 09063 6090830

Calls to Premium Cheats cost 60p per Minute

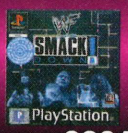
Win Wrestling Tickets!



Two top tickets for Sheffield Arena on the 2nd December 2000

09069 142601

Win Wrestling Games!



£100 of games of your choice

09069 142603

Win Wrestling Signed Pictures!



Includes The Rock, Kane & More.

09069 142604

Win Rock Goodies!



Lay the smack down with this competition to win a collection of Rock goodies. Includes vidoes, Shirts and tonnes more .

09069 142605

Win Wrestling Goodies!



Includes Videos, T Shirt, Toy Figures & lots more

09069 142602

Win SEGA Dreamcast!



09069 181830
Instant Win!

Win Pentium III Computer!



With the latest Pentium III Processor, this PC will get the winner connected to the internet.

09069 181831
Instant Win!

Win PlayStation 2



Win the fantastic PS2 plus two great games! It's a DVD player too! Be one of the first to get your hands on it!

09069 181832

Win Toshiba Laptop!



09069 181833
Instant Win!

Win Pocket TV!



Win this superb Casio JY-10 Portable Colour Television and catch your favourite programmes wherever you are.

09069 142609

Win £150 Games



09069 181837
Instant Win!

Win Mobile Phone!



"Pay as you Talk" Vodaphone conditions apply to mobile phone.Call charges not included.

09069 181836

Win DIGIMON Goodies!



Win a Collection of Digimon Toys, Books and Card Game Pack!

09069 107983

Win a box of DIGIMON Cards!



Win 24 Packs of Digimon Cards - that's 192 Cards!

09069 142608

Win a box of Trading Cards!



36 Packs = 396 Cards Wow!

09069 107980

Win Pokémon Yellow Game!



with Gameboy

09069 107981

Win Pokemon Snap!



09069 107982

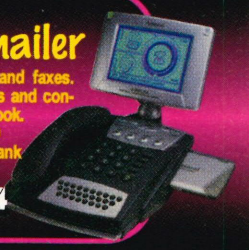
Win a Cool - iCam



Take up to 80 photos and download them to your PC It's a web-cam too!

09069 142607

Win an e-mailer



Send and receive e-mails and faxes. Store 700 names, addresses and contact details in the address book. This gadget has a great LCD screen and a portable databank to download your data!

09069 107984

Win DVD Player!



09069 107985
Instant Win!

Win the NEW PSone!



It has portable power you've only dreamt of! And we've included the plug-in crystal clear LCD screen!

09069 107987

Win Nintendo 64



09069 181835
Instant Win!

Win Internet Phone!



"Pay as You Talk" Cellnet conditionsapply to mobile phone.Call charges not included.

09069 107988

Win a folding City Scooter!



Zip about on this stylish Scooter! Ideal for cruising and looking good!

09069 107989

Calls cost up to £3, so please ask permission from the person who pays the phone bill.

Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. Instant Win competitions have questions and a game to decide if you are an instant winner. Other competitions involve questions with tiebreaker and end on the 30th November 2000 (unless otherwise indicated), after which they may be replaced by a similar service on the same number. Actual designs may vary. Accuracy cannot be guaranteed. If you would like rules or winners' names, see our web site www.infomedia-servicves.co.uk or send a request with stamped addressed envelope. If you win an INSTANT prize send your claim, with Claim Number to

InfoMedia Services Limited 'Claims Dept'. PO Box 28 Northampton NN1 5DS. HELPLINE: 01 604 624 634

dial A game™

A Good Call...

HERE'S HOW IT WORKS!!

Many of you may already have used the Dial-a-Game™ service before and already know the score but for those who haven't here's how the whole deal works: Basically, Dial-a-Game™ is a revolutionary way to buy PlayStation games and accessories. As opposed to having to send cheques, postal orders or use a credit card the cost of the call pays for them instead! And as the cost of the call is added to your telephone bill in some cases you won't have to pay for your goods for as long as four months! And as we buy in bulk we are able to offer you rock bottom prices so there are huge savings to be made too. Just call the number below, listen to the Dial-a-Game™ service, leave your details together with the product you want and then sit back and let the Postman do the rest!

16

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

The Dial-a-Game™ service is updated daily with all the latest offers many of which are not included here. Latest games for only £19.99!! call for details.

We now cater for PS2 and DVD products. Call our office for further details - 0113 3830420

LOOK! Latest games for under £20.00

Call 0906 2242200 for all items



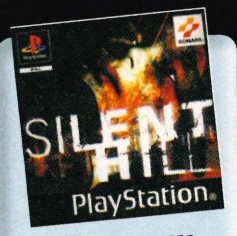
Grand Turismo 2



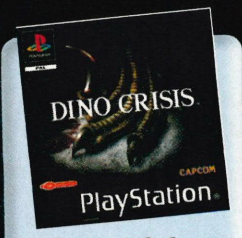
Resident Evil Nemesis



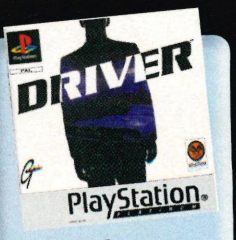
Martian Gothic Unification



Silent Hill



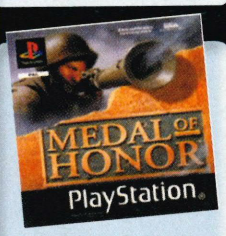
Dino Crisis 2



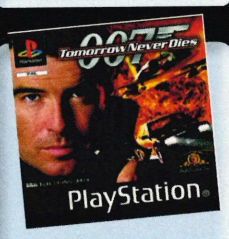
Driver



Tekken 3



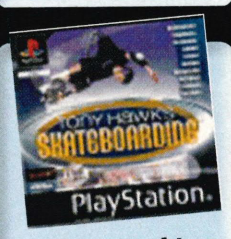
Medal of Honor



Tomorrow Never Dies



Time Crisis



Tony Hawk's Skateboarding



Soul Reaver

WIN A PS2!

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

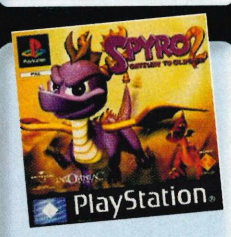


0906 2270049

All entries must be received by November 10th 2000. Calls cost £1 per minute and the maximum call cost is £3.00. Winners will be notified by post. Send a SAE for full competition rules to Game:24/7 Ltd, PO Box 293, Leeds, LS2 7AG. Ask the billpayer's permission.



Mortal Kombat Special Forces



Spyro 2



Mille Miglia



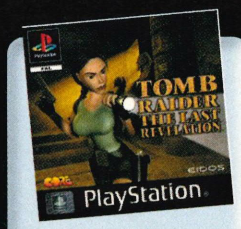
Vib Ribbon



Medievil 2



GTA 2



Tomb Raider 4



Final Fantasy VII



Final Fantasy VIII

dial A cheat™

The world's only voice recognition cheat line

The nation's fastest and most comprehensive cheat service. Dial-a-Cheat™ - an absolute must for all self-respecting PlayStation heads.

Bang on the tip

0906 3334442

Persons under 16 should call **0906 3334443**

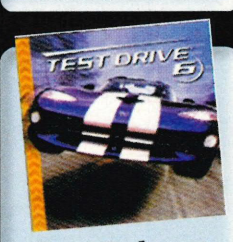
Calls cost 60 pence per minute.



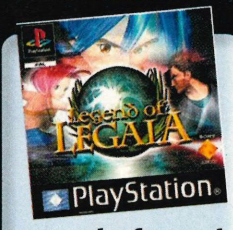
Metal Gear Solid



Mickey's Wild Adventure



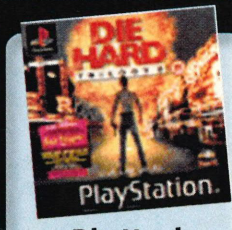
Test Drive 6



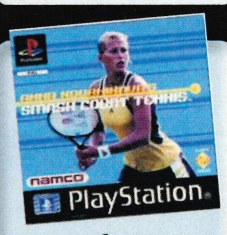
Legend of Lagaia



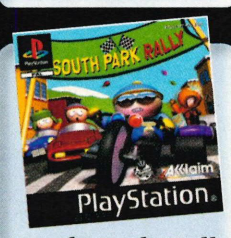
Crash Bandicoot 3



Die Hard Trilogy 2



Smash Court Tennis



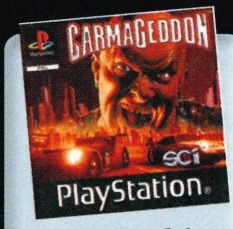
South Park Rally



Rampage Through Time



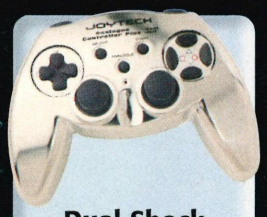
Time Crisis



Carmageddon



Tenchu



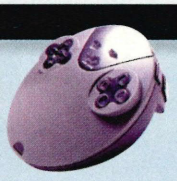
Dual Shock & 1 Meg Card



24 Meg Memory Card

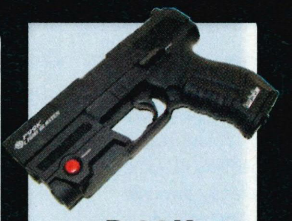


Recoil Light Gun & Reload Pedal



Air Pad

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



P 99K

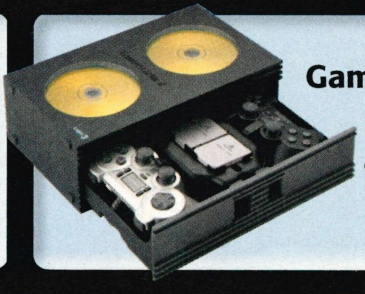


Game Station



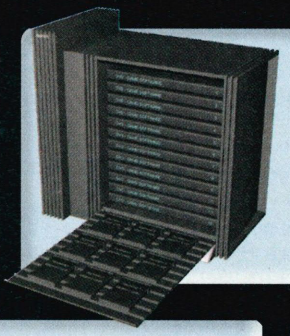
Equalizer CDX

The Equalizer CDX is packed with over 2000 jaw-dropping cheats and enhancements for your PlayStation. The new cheat cartridge is up-to-date and includes codes for the very latest games.



Game Station 2

These super-slick storage units for the PS2 are uniquely designed to blend into the wonder console aesthetics whilst also providing extensive storage capacity.



Game Station 3

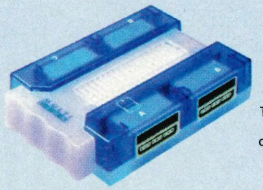
These super-slick storage units for the PS2 are uniquely designed to blend into the wonder console aesthetics whilst also providing extensive storage capacity.



Challenger Pad

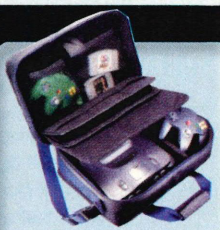


TopDrive GTO Dual Shock Compatible Wheel



Multi Tap

These Apple-Mac style multitaps allow for four dual-shock capability and come in blue, red, yellow or purple (state when ordering)



Carry Case

Calls cost £1.00 per minute. The maximum cost of call for all products is £19.99. Make sure you have the permission of the person paying the bill. Delivery within three days subject to stock. All calls are recorded. For technical & delivery enquiries call 0113 3830420. Game 24/7 PO Box 293, Leeds LS2 7AG.

*This title is only available to persons aged 18 or over, please confirm this when ordering.

Writers Mark Crawley, Kendall Lacey, Nerys Coward, Simon Cann

WIRED UP

INCOMING GAMES LATEST REPORTS **NEWS**

Smackdown! 2: Know Your Rule

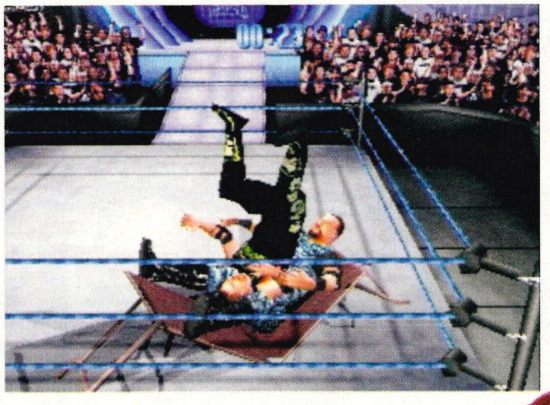
The biggest game in sports entertainment returns for the big pain!

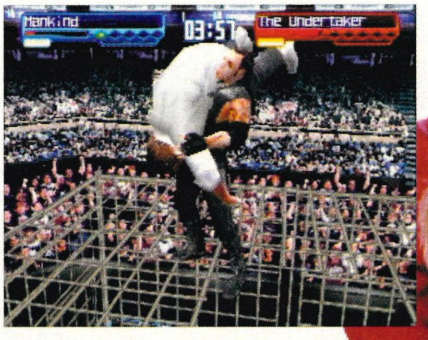
It's to developer Yukes' credit that unlike the majority of the teen-targeted pap that shoots from the World Wrestling Federation, *Smackdown!* didn't have to rely on the backing of a group of slippery athletes to make it glisten.

It was pure and shiney wrestling class in its own right. Hot on its tail like a human/ox crossover bearing a grudge comes *Smackdown! 2: Know Your Role*. With over 50 wrestlers glammed up for combat in such family favourite showpieces as Table, Casket and Ladder matches, and a series of new locations including the parking lot, VIP room and even the ominous-sounding WWF showers, you know you're in for some major pain.

A whole new episode of canvas-stomping drama and soft rock!

Much has changed in the lives of our camp heroes since they last stormed the PlayStation charts, and it's all been taken into account. For example, it's adios to the misogynistic Godfather (and all his bitches) and welcome to the censorship-favouring Goodfather. With this oh-so clever twisting of personalities priming the new roster and visuals that look so similar to the original's that only their mother can tell them apart, wrestle fans are guaranteed a whole new episode of canvas-stomping drama and soft rock. Jabronies need not apply.









expected release date
NOV 2000

PUBLISHER THQ

GENRE Beat-'em-up

1-4 **Players**

80% **Complete**

Anticipation ★★★★★

Alex Ferguson's Player Manager 2001

"More graphs than ever before..."

Just like Marmite, player management games are the sort of things you'll either get feverishly addicted to, or they'll bore you silly. Anco's latest update of their *Player Manager* series is not destined to change any allegiances, but it sure will shine on those who stand on the "it ain't boring, okay?" side of the fence.

All the players, clubs and kits have been updated to fit in with the 2000/2001 season while the logic speed has been cranked up by 50 percent.

The upshot is an incredibly accurate management simulation that gives you entire control over your chosen team's destiny while not forcing you to wait eons for calculations to be made. With talent scouts popping up offering you first dibs on fresh talent and a play designer that can be implemented at any time during a match, this is set to be the most severe management sim yet. Yeast extract anyone?



expected release date
NOV ■ 2000
PUBLISHER 3DO/Anco
GENRE Sports
1 **Player**
95% **Complete**
Anticipation ★★★★★



[Above] The game will contain a selection of cut-scenes showing the on-pitch activity.



mini view

Evil Dead: Hail To The King

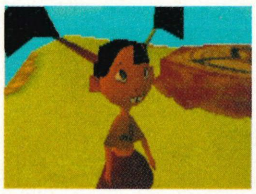


Despite its title serving to remind us of a Duke Nukem catchphrase, *Evil Dead: Hail To The King* looks like being a different kettle of rotting fish. Fortunately for those, like us, who were too scared to watch the movies, this *Resident Evil*-a-like is set after the occurrences in the films – so it shouldn't be too confusing nor serve to spoil the plot when interest in the videos is revitalised. With weapons such as a chainsaw and axe to look forward to, the game should reflect its grizzly roots well.

Disney's The Emperor's New Groove

Royal hot-stepping action from Disney

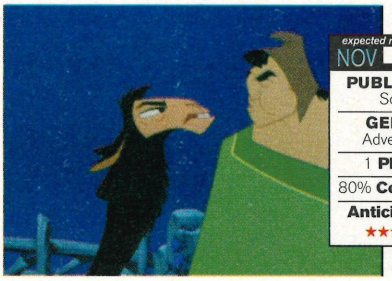




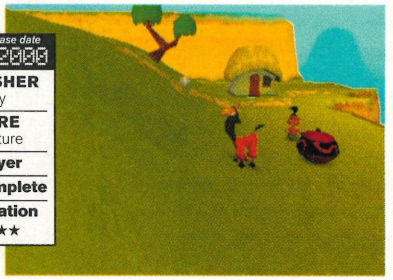


This forthcoming Argonaut-developed Disney movie tie-in, centres on the riches-to-rags tale of a spoilt Emperor – who is poisoned by a disgruntled ex-employee of the throne. Rather than croaking it, the brat-like leader is transformed into an anthropomorphic Llama and expelled from his palace. With the help of a friendly peasant, the dethroned anti-hero must regain his rightful position as ruler of the land.

The ensuing quest will see you traversing a series of platform-laden environments, collecting coins (naturally), and solving some simplistic puzzles. Spicing up the action is the inclusion of some sub games, one of which involves racing down some rapids bound to a wooden log, whilst another places you on a rollercoaster. Attacks include spitting and a brutal hooves-based attack, as well as the ability to transform into other creatures. At the moment the visuals look quite promising – with some great character animation – although distance problems with the environments seem to be an issue at the moment. The gameplay also seems a tad formulaic, although hooves are crossed that these problems will have been rectified when the game is released in November.



expected release date
NOV ■ 2000
PUBLISHER Sony
GENRE Adventure
1 **Player**
80% **Complete**
Anticipation ★★★★★



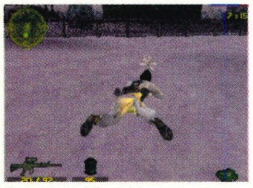


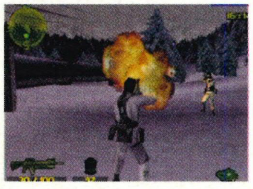
Special Ops: Ranger Elite



[Above] The game includes the *de rigueur* Sniper mode option. This allows you to zoom in on unsuspecting enemies from afar and blow their teeth out.

What's so special about this then?





mini view
MTV Pure Ride



Despite the PlayStation's strong association with 'yoof culture' the MTV name doesn't spring to mind where innovative gameplay is concerned. Luckily for them, where snowboarding's concerned, we'll settle for a solid interpretation of a sport which STILL (!) hasn't really been done justice on PSX yet. Expect a more arcade-style affair to emerge with the emphasis on speed – the early build we saw featured teeny riders who moved FAST. The soundtrack, needless to say, should feature a choice selection from suitably cool bands.

In answer to the question asked above, it would seem not a lot. This sequel to the ropey *Special Ops: Stealth Patrol* is set to arrive worryingly soon after its predecessor. This fact could lead those of a more cynical disposition to the conclusion that it is simply a lazy rehash of the first game.

As before, you choose a team of two highly trained US rangers from a selection of five. Each of these team members specialises in a particular area, such as sniping or close quarter combat; striking a balance between their skills is essential to your success. With your duo selected you must then equip them with some state of the art weaponry and equipment, including sniper rifles, machine guns, smoke grenades and even binoculars (oh yes).

Having made your choice you must then engage in a series of objective-based missions that take place in some fairly crude polygon landscapes, including deserts, icy wastes and jungles. Most of the missions

Engage in a series of objective-based missions that take place in some crude landscapes...

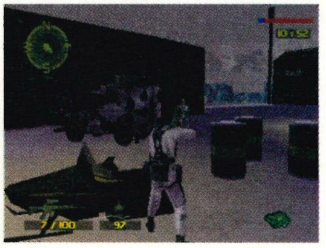
are stealth-based, therefore blazing into an enemy-infested installation will most likely result in your team's untimely death. Much like the first game, it's possible to switch between your two (badly animated) team members mid game, which introduces an element of strategic planning into the proceedings. Based on what we've seen of *Special Ops: Rangers Elite* things are not looking promising. However, there's still work to be done on the game and we're hoping that some improvements will have been made to the title by the time it hits the shelves in December.

expected release date
NOV 2000
PUBLISHER
Take 2
GENRE
Action Strategy
1-2 **Player**
85% **Complete**
Anticipation
★★★★★

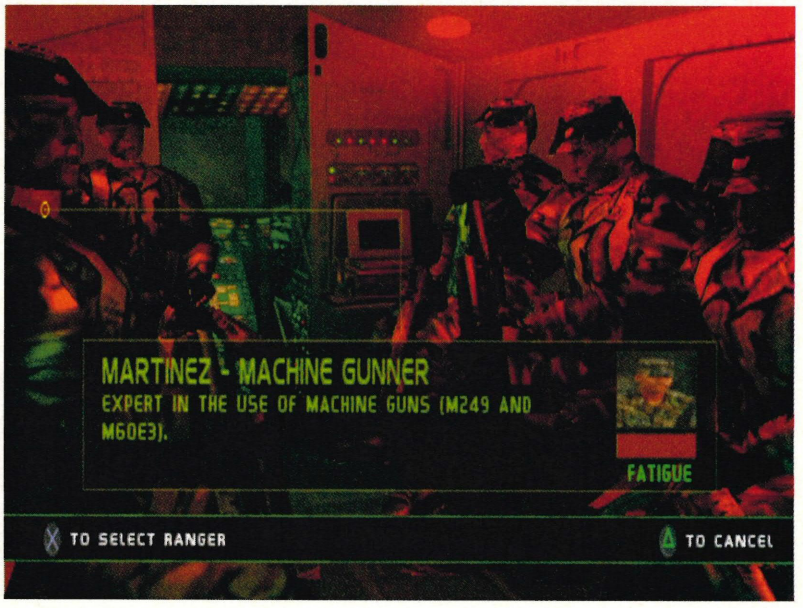




[Below] The missions begin with you selecting from this motley looking bunch of troops. Should your first team members fail in their mission, then you return to this screen to drop two more of our group into the meat grinder.







Gold and Glory: The Road to Eldorado

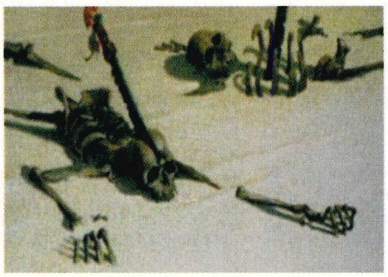
Not a cheap BBC studio set in sight

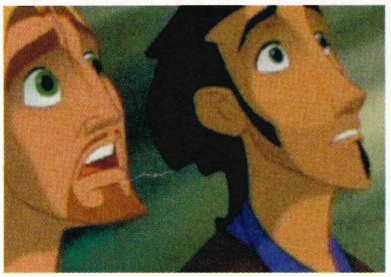
Having been developed by Revolution Software (responsible for the enjoyable *Broken Sword* games) this Ubisoft published adventure could turn out to be the PlayStation's answer to Lucasarts' celebrated *Monkey Island* games.

The title is based loosely on the DreamWorks animated movie of the same name and sees you in control of two loveable rogues, Tulio and Miguel (accompanied by their trusty steed Altivo). Having acquired a treasure map, the two would-be con men set off from their native Spain to seek fortune and glory.

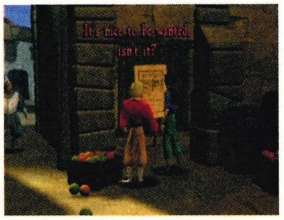
Their quest initially sees them travelling as stowaways on board a conquistador ship, although eventually the action will take you to the mythical city of gold, Eldorado. On their way the two wise cracking rogues will have to solve puzzles as well as contending with a plethora of enemies including Spanish soldiers, rum-soaked sailors, ravenous piranhas and even stealthy jaguars. The game's 20 levels are all beautifully realised with both the characters and the environments they explore, being beautifully detailed. Furthermore the action is interspersed with cut-scenes from the movie, to give it a truly cinematic feel.

Expect to read more on this potential epic in coming months.









expected release date NOV 2000
PUBLISHER Ubisoft
GENRE Adventure
1 Players
85% Complete
Anticipation ★★★★★

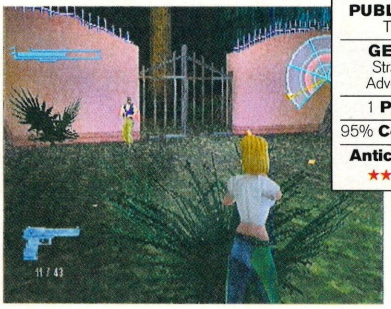
Danger Girl

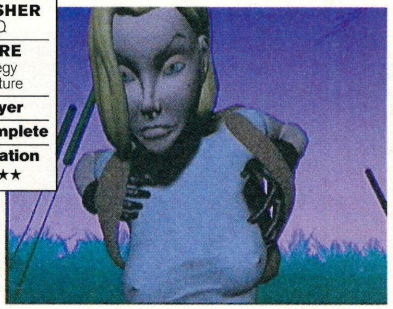
Wow, check out the bazookas on those!

This is two parts *Charlie's Angels* with one part *Barb Wire* and a squirt of *Duke Nukem* for good measure, oh, and despite being collectively termed in the singular, there are in fact three of them. Dangerous girls that is.

Danger Girl are Abbey Chase, Sydney Savage and Valerie Silicone and they're out to save the world with the help of some automatic weaponry, cunning, bravado and a set of finely defined arses. Having insanely fit women prance around in front of our eyes on our PlayStations is not a new phenomenon. We've jogged our heads along to the pendulous motions of Lara, Aya, Leeloo and to a lesser extent that large-breasted valkyrie from the *Gauntlet Legends* adverts. *Danger Girl* wants to stand out from this crowd and it's doing it by numbers, because with three violent femmes to control, you're guaranteed a lot more bang for your buck.

N-Space, the people behind *Duke Nukem: Time to Kill*, are bringing us this action adventure and so it's no surprise that *Danger Girl* seems familiar. In fact you could call it 'Duke in drag'. But be warned, because when you witness how perfectly animated these girls' rears are you'll be forced to ask yourself some serious questions.







expected release date NOV 2000
PUBLISHER THQ
GENRE Strategy Adventure
1 Player
95% Complete
Anticipation ★★★★★

mini view

NBA Live 2001



EA's *NBA Live* games have scored consistently well over the years and the 2001 edition should be no exception – though with the sport's comparative lack of popularity over here it remains to be seen how much demand there is for ANOTHER basketball title. It would be a shame if *NBA Live 2001* were dismissed out of hand however as, most likely being the final version the PSX sees, it doesn't seem unreasonable to expect it to be the genre's defining moment on 32-bit hardware.

Hello Kitty's Cube Frenzy

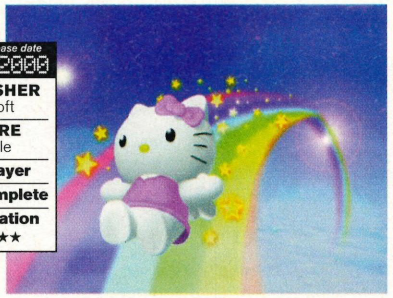


What's new, pussy cat?

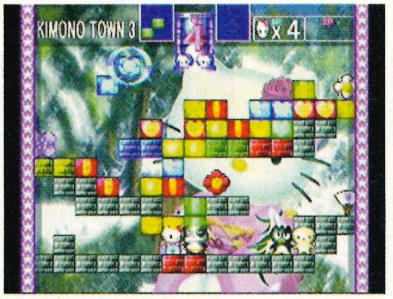
As everyone knows, girls will buy absolutely anything that looks cute and shines. Add to this rule the latest fad for all things oriental and you get the hysterical craze that is *Hello Kitty*. This terminally innocent creation is everywhere; from nail stickers and pencil erasers to lumps of plastic that make gut-wrenchingly-childlike coo-coo pee-pee noises. There was a time when it felt that not one of life's accessories was safe from *Hello Kitty*'s 360-degree culture-annihilating stare. Now that feeling has gone, only to be replaced with brutal fact. *Hello Kitty* is coming to the PlayStation, and now there is nowhere else to run...

Cynicism aside, *Cube Frenzy* is actually a very playable puzzle game where you control *Tetris*-style falling bricks and characters from the *Hello Kitty* franchise. Bricks are placed to build stairs, identical bricks explode and the race is on to be the first to take Kitty's flower. It may be simple, but from what we've played it is strangely addictive. Could it be the one to draw out the little girl in us all?

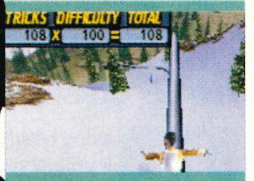




expected release date
NOV 2000
PUBLISHER Ubisoft
GENRE Puzzle
1-2 **Player**
98% **Complete**
Anticipation
★★★★★



mini view
Cool Boarders 2001



With renewed competition from the MTV franchise it'll be interesting to see how the next in this long-standing line of snowboarding games performs. The *Cool Boarders* series has always enjoyed a warm reception from the press and public alike in general, despite never really pushing the boat out. Wider courses and new gaming modes should help the title feel Alpine-fresh but whether the beleaguered 'combat' will serve to spoil proceedings is cause for concern. It's a slippy slope is games design...

---

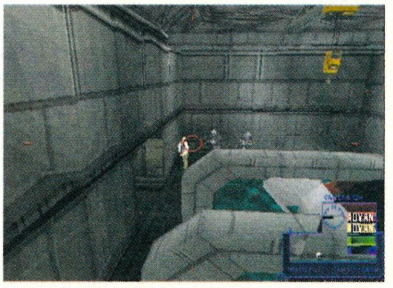
mini view
Madden NFL 2001



Don't worry, it's not just those swanky (not to mention lucky, considering the discrepancy in supply and demand) PS2 owners who'll get to sample EA's latest *Madden* game – the trusty ol' PSX is getting a conversion too. Expecting more than a refined version of previous efforts would be unrealistic though and, as with *NBA Live*, *Madden 2001* will probably stand as the final word in its genre. Smooth animation, fluid play and *Madden*'s classic approach to the sport should make the upgrade worthwhile for established fans.

Rogue Spear

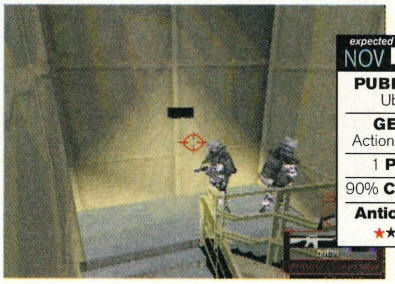
"It's panic fire, they can't see anything!"

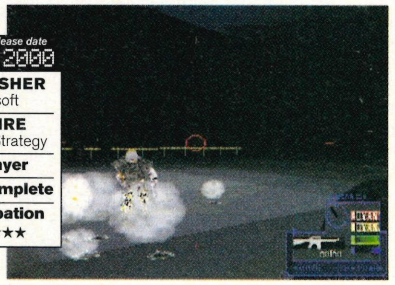


Not so much hot on the heels of *Rainbow Six* as sulking behind with its feet dragging comes *Rogue Spear*. Considering that its predecessor was an excruciatingly naive version of a PC classic which took all the action and excitement of commanding a squad of *Special Forces* and crossbred it at gunpoint with the world's worst game engine, confidence should not be high. Luckily for us developer Saffire is well aware of its former crimes against home entertainment and is intent on reversing them.

The team knows that we wanted to be able to plan missions, just like we could on our PCs. They know that the world of strategic counter terrorism should not update at 15 frames per second, because it totally removes the ability to aim a suppressed Heckler & Koch MP5 with precision. And above all, they realise that killing hordes of terrorists that are blessed with the combined intelligence of a plate of sushi just isn't any fun.

Rogue Spear is set to rectify all these problems and add some tasty extras such as the ability to peek around corners, crouch and use snipers. Praise the lord and pass that sub-sonic ammunition!





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



Special Reserve
Discount Network
Specialreserve.net

0870 725 9999
UKGAMES.com

SPECIAL RESERVE BIG CLUB SHOPS

• BASILDON •
Unit 10, Festival Leisure Park, Basildon, Essex
1 mile from A127 , near the UCI cinema.
☎ 01268 28 77 76

• BRISTOL •
351 Gloucester Road (A38), Bristol.
1 ½ miles from the City Centre and near Somerfield
☎ 0117 924 5000

• CHELMSFORD •
43 Broomfield Road, Chelmsford, Essex.
Just around the corner from the bus station
☎ 01245 348 777

• EGHAM •
168 High Street, Egham, Surrey.
Near Windsor and Staines. 1 mile from J13 on M25
☎ 01784 473 444

• NOTTINGHAM •
164 Derby Road, Stapleford, Nottingham.
2 miles from J25 of the M1, near Kwik Fit & Pizza Hut
☎ 0115 949 1000

• SAWBRIDGEWORTH •
The Maltings, Station Road, Sawbridgeworth, Herts.
Opposite Sawbridgeworth train station
☎ 01279 322 399

• UPMINSTER •
209/213 St Mary's Lane, Upminster, Essex.
2 miles from J29 on M25. Opposite Somerfield
☎ 01702 22 55 44

PSone Fire Pack
FREE EXTRA CONTROLLER
FREE 1MB MEMORY CARD



ONLY £79.99

PLAYSTATION TOP GAMES

TENCHUI 2	£28.99
DAVE MIRRA'S BMX	£26.99
ALIEN RESSURECTION	£29.99
DRIVER 2	£28.99
TONY HAWKS 2	£28.99
SPIDERMAN	£28.99
TOMB RAIDER 2	£9.99
TOCA 3	£24.99
WWF SMACKDOWN 2	£28.99

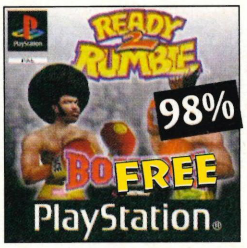
Pre-Order Your PS2



DEPOSIT ONLY £20
0% Finance Available

INCREDIBLE FREE GIFTS

Choose any FREE gift when you join Special Reserve (£6.99), renew or extend your membership or save 5 Reddies. There's no obligation to buy anything!



FREE READY 2 RUMBLE PLAYSTATION GAME

With the depth of a simulation with the added bonus of all kinds of wacky punches and manouvers, Ready 2 Rumble is a truly amazing game. The boxers are loaded with different animations including taunts and special moves. Watch the boxers get visibly beaten up with unmistakable black eyes and lost teeth! Catch this FREE gift while you still have the chance!

FREE SHADOWMAN PLAYSTATION GAME

You are Mike Leroi, an English Literature graduate who makes a living as a hitman. Taking a job from a voodoo priestess gives you the power of the Shadowman. Shadowman is full of things for you to explore and do with a big selection of weapons and voodoo tattoos that give you magical powers!
This is a FREE gift not to be missed...





FREE BATTLE ARENA TOSHINDEN 3 GAME FOR PLAYSTATION



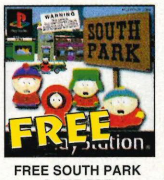
FREE RE-VOLT GAME FOR PLAYSTATION



FREE ROLLCAGE GAME FOR PLAYSTATION



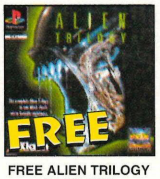
FREE FORMULA 1 98 GAME FOR PLAYSTATION



FREE SOUTH PARK GAME FOR PLAYSTATION



FREE ARMORINES GAME FOR PLAYSTATION



FREE ALIEN TRILOGY GAME FOR PLAYSTATION



FREE PAIR OF MEMORY CARDS FOR PLAYSTATION



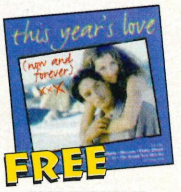
FREE PAIR OF CONTROLLERS FOR PLAYSTATION



FREE SPECIAL RESERVE CD WALLET



FREE ITS ONLY ROCK 'N' ROLL 26 TRACK DOUBLE MUSIC CD



FREE THIS YEARS LOVE 26 TRACK DOUBLE MUSIC CD



FREE GRAND PRIX 2 & GRAND PRIX MANAGER 2 FOR PC



FREE GOLF PRO 1 & 2 WITH AA GUIDE TO GOLF COURSES FOR PC



FREE POKEMON TRADING CARDS STARTER PACK



FREE POKEMON TRADING CARDS JUNGLE THEME DECK



ALL THREE FREE 1 HANDHELD GAME, CALCULATOR AND SPORTS WATCH



ALL THREE FREE 2 PERSONAL STEREO, CALCULATOR AND SPORTS WATCH



FREE INFLATABLE ARMCHAIR - CHOICE OF 5 COLOURS
RED
ORANGE
PINK
BLUE
PURPLE
Add £3 carriage to this item only

ALL GIFTS ARE SUBJECT TO AVAILABILITY - MORE AT 1FREE.CO.UK

JOIN THE CLUB

So, you like what you see and you want a piece of the action. Well fret not, because joining Special Reserve will be one of the best moves you will ever make. As well as claiming one of our top FREE gifts, you will also receive a whopping 9 club magazines, BONUS Book of 3500 cheats, FREE entry to our club competitions, access to our huge range of games, plus everything for your home computer and more - for just £6.99! To take us up on our offer, join on-line at 1free.co.uk or UKgames.com, or phone us on 0870 725 9999 or post your order or visit one of the Special Reserve Big Club Shops (see above). Go on - JOIN NOW!

SAVE 5 REDDIES
AND CLAIM ANOTHER FREE GIFT!

Free Reddy with every item over £5. Collect 5 Reddies, and you can claim another FREE gift absolutely FREE !!



To Redeem your Reddies, simply pop them in the post with your next order, or take them to any one of our 7 club shops listed at the top of this page.

Phone 0870 725 9999 or post your order to:
Special Reserve, P.O. Box 847, Harlow, CM21 9PH

YES I would like to join Special Reserve for one year for £6.99 (UK)
There is no obligation to buy anything. Membership includes:
9 issues of the Club Magazine, choice of Free Gift, Bonus Cheat Book
PLUS incredibly low prices on a massive range of games and peripheral's.

Name & Address_____

_____

_____ Post Code_____

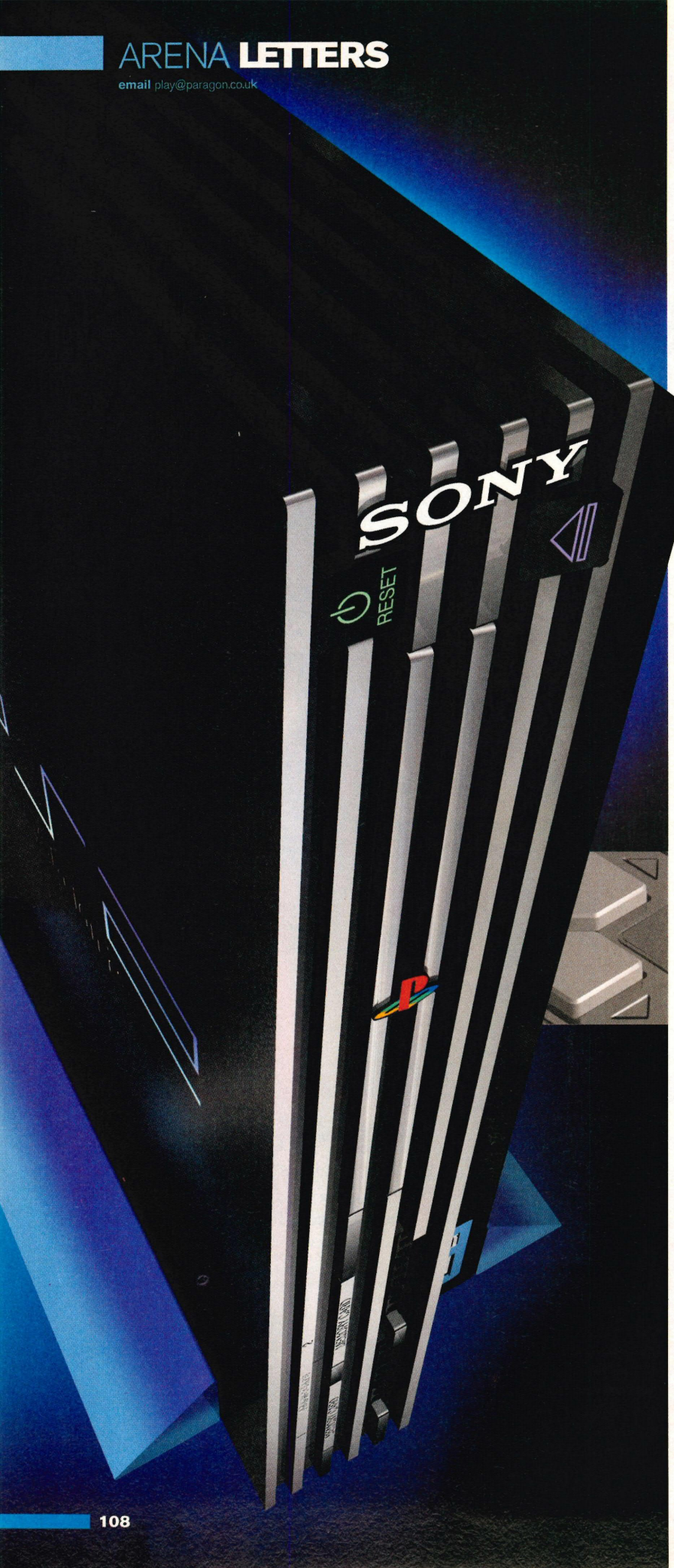
Tel No_____ E-mail_____

Choice of Free Gift_____ PLAY MAG

Indicate Method of Payment £6.99 (£3 carriage on armchair only)
CHEQUE / P.O. / MASTERCARD / VISA / SWITCH

Card Issuer_____ Switch Issue No_____ Start Date_____ Expiry Date_____

Authorised Signature_____ The credit card given must be registered in your name at the delivery address



arena
PLAY MAGAZINE
PARAGON HOUSE
ST PETERS ROAD
BOURNEMOUTH
DORSET BH1 2JS

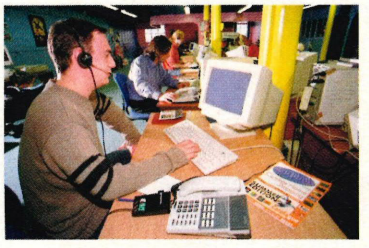
play@paragon.co.uk

arena

Edited By **Will Johnston**

SPONSORED BY **GAMEPLAY**

GAMEPLAY IS THE OFFICIAL SPONSOR OF **arena** AND IT'S AWARDING £150 OF CREDIT TO SPEND WITH THE GAMEPLAY MAIL ORDER CHAIN FOR THE BEST LETTER OF THE MONTH. A RUNNER-UP WILL ALSO GET £50. NOT BAD!



SAME OLD, SAME OLD

Being a leader in the PlayStation magazine market, I am positive you have your greedy mitts on a Japanese import of the next generation console. Therefore you're in a perfect position to restore my (and others I'm sure) hope that PlayStation2 is going to be as great as we might have expected. Aside from rumours that the machine's DVD capabilities have hit a few problems overseas and that it will only be Region 2 compatible when it reaches British stores, the one thing that really gets my goat is the rehash of old games. I've seen the machine in action and was lucky enough to test my 'burning rubber' skills on *Ridge Racer V*. I recollect vivid memories of that wonderful moment, heart and adrenalin thumping, hands shaking hyperactively, this is it I thought, I'm losing my PlayStation2 virginity. But then reality crashed the party and disappointment whipped me round the chops with a big wet kipper. *Ridge Racer Type 4* with sparks I thought, hardly reassuring. Everything changed, the world surrounding me became grey and miserable, I panicked. *Tekken Tag* is just *Tekken 3* but sexier, it was horrible. I heaved, I wretched, I felt positively shi**y and deflated.

Luckily my sanity that was hanging on by a very thin thread was saved by video footage of some brand spanking new efforts that quite obtrusively stole the breath from my lungs. *The Bouncer*, *Exterminator* and *Kessen* momentarily gave me hope that the PlayStation2 really is what it's cracked up to be. I'd love to see Lara and her assets romping around on the next generation console as much as I'd enjoy spraying zombie limbs around the screen but, to be honest, I'd much prefer a fresh batch of titles the likes of which we have never seen before. Phew! Perhaps it's not so much the console at fault but the corruptive games producers looking to cash in on franchise games – and look what a mess that got the movie industry into.

Next generation console? Next generation games please.

Daniel Wand, Kent

So we're going to get some fantastically fresh games and rehashes of old ideas are we? Who would have thought.

MICROSOFT MONOPOLIES

It is fair to say that Sony does have a few competitors trying to kill off the PS2. The newest is Bill Gates. I'm going to come clean and say that I really don't like that man. Granted he gave us Windows and that lot but now he's become spiteful towards

Sony and is going to try and dominate the scene with his stupid Sh*t-Box. I mean, who on earth is going to give up the PS2, wait for frustration and then spend a fortune on an ill-shaped piece of crap? Sometimes he gives me the impression that he wants to take over the world. (He is American after all.) Sorry Billy, but stick to computers. Then there is Sega. In issue 64 there's a small insert in your E3 article about how Sega held an anti-Sony party at which they barbecued *Crash Bandicoot* dolls. What the hell is going on with everybody? Sorry if I sound a bit mad, but it really pisses me off. Stop acting like four-year-olds, you are only making fools of yourselves. The PS2 is a huge success in Japan and no doubt will be a huge success in America, the UK and later the whole world. I can comfort myself in knowing that nobody will be able to surpass Sony. Hopefully I can also be a proud owner of a PS2, and roll on the PS3.

Reinard Kröhn, South Africa

70 odd million PlayStations in the world and you're worrying about Microsoft's megalomania. Anyway, we're not the kind of people to put a machine down because of who made it. From what we've seen, the Xbox (the hyphen has gone by they way) has the potential to be a very classy machine. But you're right, I'm sure that Microsoft haven't thought about the market at all and are about to get a right good kicking. They probably just saw how Sony entered into the console hardware market with no previous experience and made a killing while they themselves only invented the world's most used, if unloved, operating system. Ha, the fools! You're right about Sega though. If they spent less time barbecuing bandicoots and more time marketing their machine, they wouldn't be so knee deep in the donkey doo.

FAN OF FICTION

I love Lara Croft but I don't like the cartoon version. My room is filled with Lara Croft pictures. Please advertise more Lara and please send me a signed photo of Lara. My address is... [cut for your protection – Ed.]

Mark Owen, Cardiff

PS: Your mag is great. If you can, please show Lara Croft. When she dies she will still live in my heart. Please write back. What is her address and phone number?

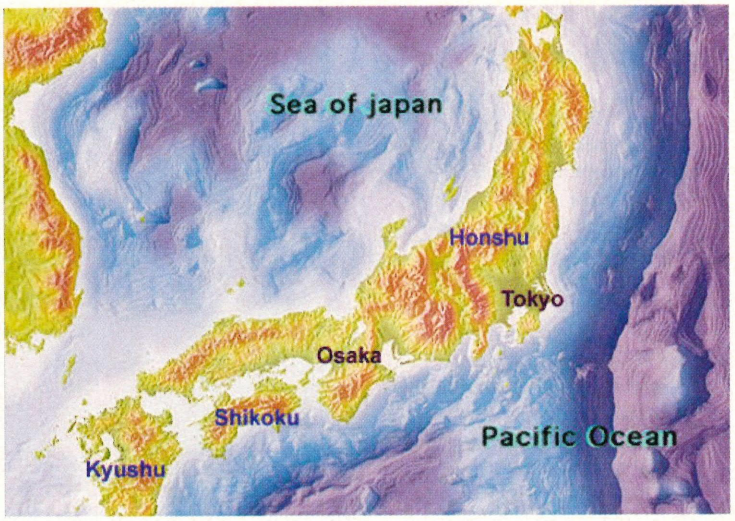
A great question. And what better forum to discuss it than here at the heart of PLAY. Lara Croft, much like Dorothy from The Wizard of Oz, does not exist. You can pretend all you want and knock those ruby slippers together until your heels go numb, but she will still just remain a work of fiction. Many models have represented Lara by dressing up in hot pants while waving water pistols around; the latest being Lucy Clarkson. This does not constitute actual Lara existence. It just means that many models have donned hot pants and waved around water pistols. However, these ladies do have addresses and phone numbers, but since we don't condone stalking in any form, we can't give them to you. It's not all bad news – next year you'll be able to see the lovely Angelina Jolie stealing national treasures in the official movie. Down boy!

RAIN ON YOUR WEDDING DAY

I am writing this letter for anyone out there who complains about 'how Britain is always the last to release games and new consoles'. I know lots of people who are always moaning about the way Japan releases games months before Britain. Wake up you fools, of course Japan will release games early, they are usually the ones who produce them in the first place. Was it not Ken Kataragi who designed the PlayStation, a Japanese man I believe? And wasn't it also two Japanese men (Akio Morita and Masaru Ibuka) who first started Sony as a company? You see, it has always been the Japanese who create the latest and greatest technology, so is it not fair that they should have the games and consoles before we do? After all, Britain never produced electronic goods (such as the PlayStation), because we are an island and rely on import and export.

My final point is that if certain people had a bit more patience, then there would not be anything to complain about (at least not with the PSX) because the new games and new games consoles will eventually be released over here in Britain. The reason it takes so long is because all the games have to be converted to PAL, so that our PlayStations will run them (unless your PSX is chipped, but that usually ends in your PSX getting 'mashed up'). So if those people would just wait a while, they can get what they want and everyone is happy. After writing this letter, if anyone complains to me again about this, I will gladly punch them. Cheers.

Ashley Tendyra
AKA "Game Freak"
Manchester



[Above] Japan: birthplace of the games console... and raw fish for breakfast. Yum.

Interesting points there Ashley, but no, it was Ken Kutaragi who designed the PlayStation and Japan is an island with the same import and export problems as the UK. To say that Britain has never made electronic goods such as the PlayStation simply because of its island status seems to miss out on this little geographical point. You seem to be losing patience with people who have lost their patience. In the words of Alanis Morrisette, "It's a black fly in your Chardonnay; It's a death row pardon two minutes too late; Isn't it ironic... don't you think" etc. ⏭

arena winner £150 from GAMEPLAY

ELECTRONIC ANAEMIA

Piracy has been bleeding the games industry since the good old days. Ah, I remember it well sitting by the fire taping *Outrun* for the ZX81 on the old tape-to-tape stereo – for half an hour we would wait! Then I would rush home, slap it in my trusty speccy and I would wait, and wait. The damn machine never loaded a game! It was the same time after time, and what has changed? My point is this; piracy has been around as long as games and it will always be there. And now Sony makes a statement that the new PlayStation2 will be pirate proof! They are kidding right? These people who copy games are not snot-nosed kids messing with technology they don't understand. No, they are guys who have more knowledge on the subject than most normal people put together! Okay so, yeah, it may be hard to pirate software for the PS2 at the start but you can bet that six months down the line Sony will be in the same boat. DVD copying machines are now on the net and no doubt an all-new stealth chip will be on the books soon for the new machine. Why does Sony allow companies to release peripherals that allow people to play imports/copies? Surely what they want to stop they also aid by allowing these 'cartridges' to be sold on the high street. Sony has a whole new machine, but to say it is impossible to pirate games for it is complacent to say the least. Sony has thrown down the gauntlet to the dodgy market brigade, let's hope they are right!

Glenn Spencer, Email

Your right, no matter how crafty the protection codes get someone will find a way of cracking them with new and increasingly exotic technology. Sony doesn't allow the distribution of these peripherals; they just can't do anything about it. Owning equipment that allows you to break the law isn't illegal until that law is actually broken. You may as well moan about B&Q allowing the criminal element of our country to get hold of hammers, saws, crowbars and bathroom tiles etc.

HELL'S GATES

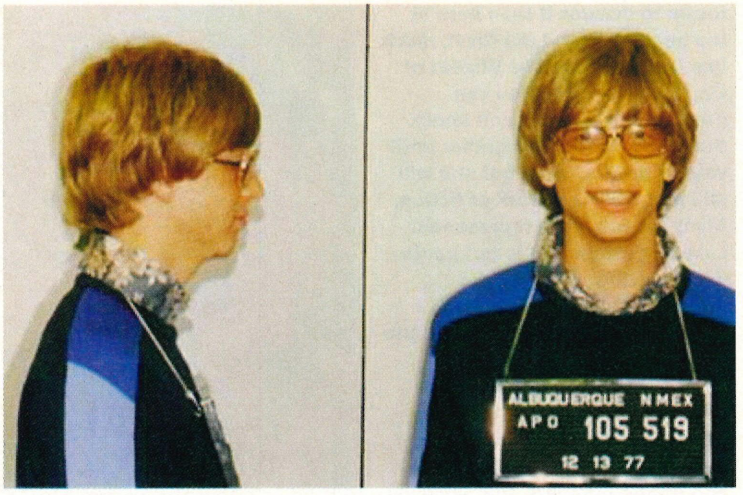
What the hell is Konami doing turning to the Xbox? *Metal Gear Solid* is going to be made for Xbox along with *Crash Bandicoot* and *Silent Hill*. As I am a true follower of Sony and your brilliant magazine I feel very worried for what's going to happen in the future. I still have my hopes up that *Metal Gear Solid 2: Sons of Liberty* is going to be a ground breaking game along with *Shadows of Memories* and *ZOE* and the PS2 is going to be able to kick Microsoft's arse and Nintendo's (no need to mention Sega, it's already dead) because: a) Xbox is going to be aimed at a more adult market b) GameCube is going to be aimed at a younger market but the PS2 (I just cant get enough of that name) is going to be aimed at everyone because the DVD drive will entertain adults more than kids but the games and maybe Internet capabilities will entertain the younger people. As I'm definitely going to get a PS2 (see, the name's there again) I just hope the best for Sony and you, so keep up the good work.

Ann Marshall, email

We've been lucky enough to have actually seen demonstrations of the GameCube and the Xbox in action and they're both looking like excellent machines in their own right. If Konami wants to develop games for these new and powerful platforms then great, they've always supported multiple formats, why stop now? It seems that the old "my console's better than yours" debate has got well underway yet again. Oh goody.

PRICE WARS

After reading Arena in issue 67, I feel compelled to reply to OB, who seems incredibly disillusioned. I too am a dedicated PlayStation fan, as are millions of people around the globe. Okay, it would appear that we Brits are getting screwed concerning the price of the PlayStation2. £299 does seem to be a lot of money to pay for a new console, but take into consideration that the original PlayStation was released at approximately the same price five years ago with the same amount of peripherals (one joypad). Also, OB should take into account that the cheapest Sony dedicated DVD player is around £260 and doesn't play games; the cheapest Sony multi-region player being £100 more. Also



[Above] Bill Gates, December '77: Little did we know this mild-looking speccy would end up the most universally-hated man in the world. Still, it takes all sorts!

the picture quality of the lower priced DVD players is only as good as the TV they are played on. Neither of these machines will play games. I admit that the release date slippage is annoying but surely that is giving Sony enough time to release more consoles, not favouring the American video games market. The Americans are having to pre order their consoles as well, you know, as are the majority, if not all, of the rest of Europe. As for the lack of Internet access out of the box, what's wrong with a common PC? I notice OB wrote via email. Until the Internet becomes affordable and reliable enough this, in my view, is the only way. In conclusion, if OB wants a PlayStation2 for around £120, then wait four years. I personally cannot wait that long, so I pre ordered (confirmation received earlier today!). PlayStation2 is a bargain, in comparison to the original five years ago.

Steven J Bailey, email

Fair point.

COUGHRIPOFFCOUGH

Everyone seems to be having a go at Sony for them trying to make more money out of us with the PSone and all, and I totally agree with them. Not about the PSone though, I think it's a great idea. It's exactly the same as the old PlayStation except cheaper to make for Sony so they can carry on producing them. Anyway, my query is with (believe it or not!) the PS2. Some of the peripherals and accessories that Sony has come up with are pure genius like, Dual Shock 2 and the multi-tap. However, what the hell is the point of a horizontal stand? Okay, I can see the point of a vertical stand, but why do you need a stand when it can't even fall over? Simple: so that Sony can make money. And also, a special control pad for *Tekken Tag*? What is the point? Simple: to get more money. It's not exactly hard to play with the existing controller. Although you could argue that the more money Sony gets, the better the games will be. So my final word to Sony is to keep the good stuff coming, but enough already with the crap. Sheesh!

Dominic Harrison, Lancashire

You said it yourself really. The PlayStation2 works upright and on its side and you can play *Tekken Tag* with or without a special controller. Sony isn't forcing a razor blade economy on us where we're in a situation that we need to buy overly expensive extras. If you want a piece of blue plastic, then Sony will help you out. If you don't, they're not going to track you down and force you to by one at gunpoint.

THE END MY FRIEND

Hi Ed, I'm writing to ask a very simple question. When will game designers stop making games for the PSX? I am very worried because I have owned a PSX since it first came out and I'm worried it will soon die out. Games like *Tekken*, which have always been with the PSX, have already left us and I'm worried that games like *Final Fantasy* will soon be gone too.

Daniel Bower. Nottingham

Sony has just launched the PSone, so don't worry about games drying up just yet. With the original PlayStation still selling we're going to see a healthy games market for some time yet.

arena winner
£50 from GAMEPLAY

UNNATURAL LOVE

I like PLAY, but I have one complaint, in issue 66 you reviewed *Parasite Eve 2* and had a little competition with Aya and Jill. How the hell did Jill draw with that ugly nerd? Sorry, but that is not acceptable. Have you seen in-game shots? She looks like a man! Please can you get back to me about this tragedy.

Stuart Brown, Birmingham

You haven't seen the sequence in *Parasite Eve 2* with Aya Brea in the shower, eh? You should, because it makes you feel like when you used to climb ropes in gym class. But hey, if killing zombies while wearing a spiffing little clubbing outfit is your bag, then more power to your oar.





We reserve the right to edit your letters and regret that in most cases we cannot reply to them personally.

WIN AN MP3

When you order with Lotsinstore you will automatically be entered into a FREE draw to win the latest MP3 player

LOTS IN STORE .com

A DIVISION OF WIZARD INTERACTIVE

SALES HOTLINE:

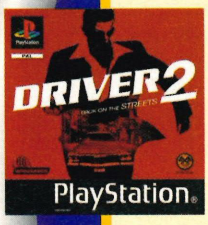
01765 676600

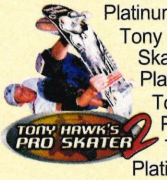
OR FAX US YOUR ORDER ON: 01765 676700





Alien Ressurection	£24.99
Batman of The Future	£24.99
Beatmania	£36.99
Castrol Honda Superbike	£24.99
Chase The Express	£24.99
Colin Mcrae Rally 2.0	£27.99
Croc – Platinum	£16.99
Croc 2	£26.99
Dave Mirra BMX	£25.99
Dino Crisis 2	T.B.C.
Disney's Tarzan	£13.99
Driver 2	£29.99
Dukes of Hazzard	£16.99
Everybody's Golf 2	£17.99
Fear Effect	£26.99
FIFA 2000	£26.99
Fisherman's Bait	£27.99
Flintstones: Bedrock Bowling	£16.99
Galaga	£9.50
Gekido	£25.99
Gran Turismo 2	£26.99
Hogs of War	£26.99
In Cold Blood	£25.99
Koudelka	£26.99
Martian Gothic: Unification	£9.99
Medal of Honour Platinum	£16.99
Metal Gear Solid	£15.99
Metal Gear Solid – Special Missions	£15.99
Mille Miglia	£16.99
Monster Rancher	T.B.C.
Mortal Kombat Special Forces	£17.99
NHL 2001	£27.99
Oddworld: Abes Exodus	£16.99
Point Blank 2	£19.99
Ray Crisis	£24.99
Rayman 2	£25.99
Resident Evil 3: Nemesis	£26.99
Ronaldo V-Football	£24.99
Ronin Blade	£14.99
Silent Hill	£24.99
South Park Rally	£19.99
Speedball 2100	£26.99
Spiderman	£25.99
Star Trek Invasion	£29.99
Syphon Filter 2	£24.99
Team Buddies	£24.99
Tenchu II	£28.99
Tiny Toons: Toonenstein	£25.99
TOCA World Touring Cars	£26.99
Tomorrow Never Dies	
Platinum	£17.99
Tony Hawk's Skateboarding Platinum	£17.99
Tony Hawks's Pro Skater 2	£29.99
Toy Story 2 Platinum	£17.99
Vagrant Story	£24.99
Vandal Hearts 2	£25.99
Who Wants To Be A Millionaire?	£23.99
Worms: Armageddon	£15.99
X-Men Mutant Academy	£19.99





ACCESSORIES

PSone Console + Dual Shock controller	£74.99
Avenger Light Gun + Re-load Pedal	£24.99
Blaze Playstation Carry Case	£17.99
Blaze Viper Dual Shock Controller (Black)	£11.99
Erazer Light Gun (with recoil!)	£17.99
Falcon Light Gun (with Laser sight)	£25.99
Ferrari Compact Steering Wheel	£26.99
Ferrari Shock 2 Steering Wheel	£34.99
Joytech Analogue Controller (Assorted colours)	£13.99
Joytech Real Arcade Light Gun	£29.99
Official Namco G-Con Light Gun	£27.99
Official Sony 1Mb Memory Card	£8.99
Official Sony Dual Shock Controller	£17.99
Playstation Carry Case	£16.99





Pro Shock Arcade Stick	£23.99
Saitek PX2500 Dual Shock Pad	£19.99
Saitek PX3000 Tilt Pad	£39.99
Scorpion Light Gun	£13.99
Venom 2mb Memory Card	£5.99
Venom 4Mb Memory Card	£8.99

SPECIAL OFFER CENTRAL

LIMITED STOCK

Legend of Kartia	£7.99
Rainbow Six	£9.99
R/C Stunt Copter	£9.99
Hot Wheels Turbo Racing	£7.99
Triple Play Baseball 2000	£8.99
Bloody Roar 2	£9.99
Hellnight	£9.99
Soulblade (15)	£9.99
Shadowman (15)	£12.99
F1 World Grand Prix	£8.99
Gungage	£8.99
Sports Car GT	£7.99

SPECIAL OFFERS CENTRE



BUY THESE TWO FOR ONLY

£69.99

RRP £79.99



THERE ARE NO HIDDEN CHARGES

We aim to deliver all games within 1-3 working days on stock items. We do not charge your credit card until your order has been dispatched.

Full satisfaction guaranteed! If you are not entirely satisfied with your purchase, return it to us within two working days and receive a full refund.

LOTS IN STORE .com

Cut out this order form and post to:
WIZARD INTERACTIVE LTD. FREEPOST NEA5485, HARROGATE, HG1 3BR

Name: _____

Address: _____

_____ Postcode: _____

Signature: _____

Tel: _____ Fax: _____

ITEM DESCRIPTION	PRICE
	£
	£
	£
	£
	£
Optional express cheque clearance*. If you are paying by cheque but do not want to wait for it to clear please add £1.00 here for express clearance.	£
Postage is FREE for all games shipped within the UK. Optional NEXT DAY DELIVERY available. £4.00 for 1st item plus £1.00 for each subsequent item. Overseas postage - £2.50 per software item. P&P	£
TOTAL	£

CASH ☐ CHEQUE ☐ POSTAL ORDER ☐ CARD ☐ Cheques payable to 'Wizard Interactive'

Prices correct at time of going to press.

CARD NO. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

EXPIRY DATE ☐☐/☐☐ ISSUE NO. ☐☐ SWITCH ONLY

PS02

*Please note - express cheque clearance cannot be used for bank drafts or building society cheques.

REMEMBER

ALL OUR PRICES INCLUDE: VAT AND FREE DELIVERY

MONEY BACK GUARANTEE

LOTS IN STORE .com



CHECK IT OUT

THE VERY LATEST IN SECURE ONLINE SHOPPING SCREEN SHOTS & DESCRIPTIONS OF EVERY GAME

PC games

Dreamcast

PLEASE RING FOR A COPY OF OUR FREE COLOUR CATALOGUE

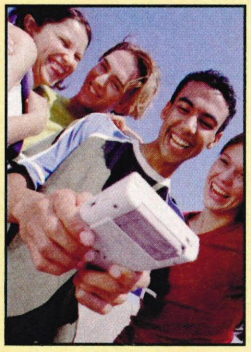
VISA DELTA MasterCard SWITCH

THE BEST PRICES IN THE UK

all prices are subject to stock and availability and prices may alter without prior notice being given

SwapServe.com
Your local swap shop

SWAP OR SELL GAMES FOR FREE!!

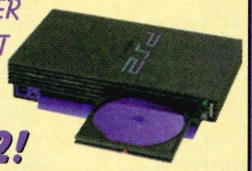


THE EASY WAY TO SWAP OR SELL ANY OF YOUR STUFF ANYWHERE IN THE UK!!!

SWAP OR SELL GAMES LOCALLY WITH SOMEONE IN YOUR OWN TOWN OR SWAP NATIONALLY USING OUR CENTRAL SWAP SERVICE!!!

WWW.SWAPSERVE.COM

JOIN NOW... IT'S FREE & WE CAN EVEN ALERT YOU OF LOCAL SWAPS BY EMAIL. NEW MEMBERS CAN WIN A CD PLAYER OR £50 GAME VOUCHER IN OUR MONTHLY DRAW... AND ALSO GET A CHANCE TO...



...WIN A PLAYSTATION2!

Tel: 0870 787 5078 Email: sales@kogames.com

KO GAMES
Knock-out Prices - Knock-out Choice - Knock-out Service
KO Games, PO Box 106, Hounslow TW4 7UL

PlayStation, Dreamcast, Gameboy, PC Games & Accessories
Full range of Pokémon merchandise at bargain prices

New Launch!
Convert any PS2 to play multi-region DVDs.
PS2 DVD Remote Control £19.99
includes a controller and an infra-red transmitter specially designed for PS2s at DVD playback function. Can be used on the PSone with VCD card.

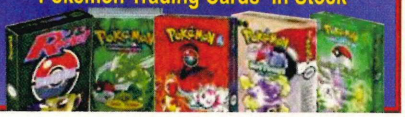
bleem! To Play PSX Games On PC	£25.99
bleemcast! To Play PSX Games On Dreamcast	£Call
Dreamcast Transparent Cases	£24.99
Cheat Cartridge To Play Import Games and Cheats for PSX	£8.50
NTSC to Pal Convertor for PSX	£11.99
4MB (60 Block) Memory Card	£7.99
Sony PlayStation Dual Shock Controller	£16.99
Wild Things KB2 PlayStation Dual Shock Controller	£11.99
Adapter to use PSX joypads in Dreamcast	£20.00
Adapter USB to use PSX pads on PC	£20.00
PSX Dual Shock Wheel Pad	£18.00
PSX Twin Arcade Stick	£25.00
DC Memcard 8MB	£16.00
DC Memcard 16MB	£29.00
PSone In Stock SPECIAL OFFER	£74.99
Gamars VCD Movie Card inc. Cheat Cartridge for PSX	£35.00
BeatMania includes full version of BeatMania Game and Turntable peripheral for PlayStation	£40.00

PlayStation 2 Games in stock
Ridge Racer Type 5 - Tekken Tag - GT 2000
Driving Emotions - Dead Or Alive 2
Plus Many More £Call

All Latest PC Games	IN STOCK
Pokémon Trading Card Game (US) (with exclusive card)	£29.99
Pokemon Silver & Gold (US) in stock	£36.99
Gameboy Color	£55.99
Touchboy - To back up Gameboy Games	£69.00
Gameboy Yellow Pikachu Edition Holder	£12.00



PlayStation 2 and Games In Stock- We Will Beat Any Genuine Price
Note: We Get The Latest Games Earlier Than Anyone Else - Guaranteed!
Pokémon Trading Cards In Stock



www.kogames.com
Trade Enquiries Welcome
Cheques/POs made payable to KOTECH Ltd

Prices so hot they're smokin'!

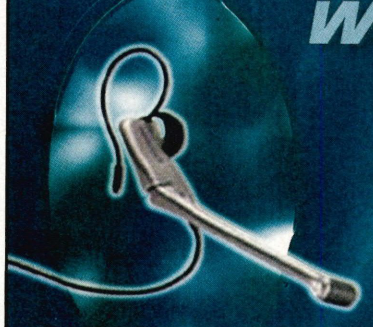


click here for the hottest deals on DVDs & console games

www.smokinmermaid.com

order online or call & place your order.
tel. 01634 400 800 - sales@smokinmermaid.com

www.bits4phones.co.uk



Quality Accessories For All Your Mobile Needs



Visit Our Special Offers Page, Updated Weekly.

WIN A PLAYSTATION2

www.playstation2console.com
for all your PSX, PSX 2, accessories, latest gadgets, DVDs

WIN a brand new PlayStation2 with a game of your choice...

.....simply ring our 24 hr hotline on

09069 555 999

and answer a simple question and you could be one of our lucky winners who will be receiving their PlayStation2 for Christmas.

Remember the console is in short demand and the chances of you owning one before mid January next year are very slim.

09069 555 999

The more you call, the more chance of winning this fantastic prize

All calls will be entered into our computerised draw and winners will be drawn on 20th December. Your prize will be delivered (before Xmas) to your local **ODEON CINEMA** for presentation.

All callers must be 16 years or over. Must have parents consent. Calls charged at 75p per minute

WIN A PLAYSTATION2

GAMETRADER
Computer games

PlayStation

USED PLAYSTATION SPECIALISTS

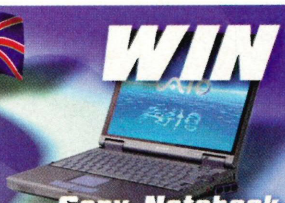
- Games From £5.00 plus £1.00 p+p
- Unable to find the game you want
- Huge stock always available
- 100% Guaranteed
- Check out our website
- Mail Order

www.gametrader.co.uk

Gametrader Ltd, 119 South Road, Haywards Heath, West Sussex RH16 4LR.
Gametrader Ltd, Unit 18, The Market Place Shopping Centre, Burgess Hill, West Sussex RH15 9NP.

A Digital World

WIN

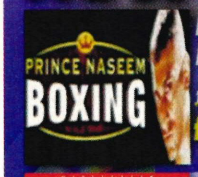


Sony Notebook Package Worth £4000

Lo Call: 0845 345 2324

NEW

...Coming Soon 24/11/00!

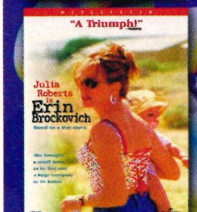


Prince Naseem Boxing (PSX)
~~£29.99~~
£24.99

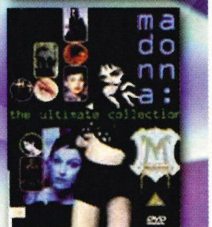
Ridge Racer (PS2)



£34.99



Reviewed By... PLAY



Erin Brockovich
~~£19.99~~
£16.99
Save £3 EA

DVD VIDEO Dreamcast PlayStation PC CD ROM
PlayStation 2

Free Delivery

Madonna Ultimate Collection (DVD)
~~£34.99~~
£27.99

WWW.ADIGITALWORLD.CO.UK

CHEATS UNLIMITED
THE WORLD'S NUMBER ONE CHOICE FOR GAMING HELP

CHEATS & TIPS FOR OVER 3000 GAMES

A Bug's Life	D. M. Freestyle BMX	Felony 11-79	Men In Black	Shadowman	Tekken 1, 2 & 3
Abe's Exoddus	Destruct. Derby 1 & 2	FIFA Series	Metal Gear Solid	Silent Bomber	Tenchu 1 & 2
Abe's Oddysee	Diablo	Final Fantasy 7 & 8	Mission Impossible	Silent Hill	Theme Hospital
Ace Combat 2 & 3	Die Hard Trilogy 1&2	Galerians	Mort. Kombat Series	SimCity 2000	Theme Park & World
Action Bass	Dino Crisis	Gran Turismo 1 & 2	Need 4 Speed Series	Soul Reaver: L. of K.	This Is Football
Alien Trilogy	Discworld Noir	GTA 1, 2 & London	No Fear D'hill MBK	South Park & Rally	Thrasher: Skate & D.
Alundra 1 & 2	Doom	Hogs of War	Pac Man World	Soviet Strike	Time Crisis
Army Men Series	Dracula Resurrection	In Cold Blood	Parasite Eve 1 & 2	Space Invaders	TOCA 1, 2 & WTC
Brian Lara Cricket	Dragonball Z	Int Track & Field 1&2	Player Man. Series	Spec Ops	Tokyo H'way Battle
Broken Sword 1 & 2	Driver	Iron Man XO M'owar	Populous: Beginning	Spiderman	Tomb Raider 1,2,3&4
Chase the Express	Duke Nukem Series	ISS Pro '98 & Evol	Porsche Challenge	Spyro 1 & 2	Tombi 1 & 2
Civilisation 2	Dukes of Hazzard	Jackie Chan	Premier Man.'98&'99	Star Trek Invasion	Tom. Never Dies
Colin McRae 1 & 2	Dune	Jade Cocoon	Quake 2	Star Wars: Jedi P. B.	Tony Hawk's 1 & 2
Colony Wars Series	Eagle One Harr. Att.	Jurassic Park Series	Rainbow Six	Star Wars: P. Menace	Toy Story 2
Comm & Conq Series	ECW Anarchy Rulz	K'out Kings Series	Rayman 1 & 2	Street Fighter Series	Transport Tycoon
Constructor	ECW Hardcore Revol.	LMA Manager	Ready 2 Rumble	Suikoden	UEFA Champ League
C. Bandicoot 1, 2 & 3	FA Manager	Magical Tour Racing	Resident Evil 1, 2 & 3	Syndicate Wars	Urban Chaos
Crash Team Racing	FA Prem. Man. 2000	MDK	Res. Evil: Survivor	Syphon Filter 1 & 2	Vagrant Story
Croc 1 & 2	Fade to Black	Medal of Honor	Roadsters	T'ai Fu	Vampire Hunter D
Darklight Conflict	Fear Effect	Medievil 1 & 2	Ronaldo V Football	Tarzan	WWF Smackdown

All logos are trademarks of their respective companies

Dreamcast PlayStation NINTENDO 64 PC GAME BOY COLOR PlayStation2 SEGA SATURN

THE ABOVE LIST IS JUST A SAMPLE OF WHAT'S ON OFFER
PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER
09066 098 169
CALLS TO THE ABOVE NUMBER COST 60P PER MINUTE

PERSONS AGED UNDER 16 MAY CALL THIS NUMBER
09066 098 020
Calls to the above number cost 60p per minute

MOBILE PHONE ACCESS:
0700 5900 615

INTERNATIONAL ACCESS: +44 (0)700 5900 020

TO SAVE TIME DURING YOUR CALL YOU MAY PRESS
* TO RESTART SERVICE OR # TO MOVE BACK A STEP



WALKTHROUGHS FOR ALL MY TOP GAMES

Please ensure you have permission of the bill payer. Calls to the under 16 number have a maximum cost of £3.00 and will be terminated by forced release after 5 minutes. No restrictions apply to the over 16 number. Ensure you are calling from a touch tone phone. Please put comments or queries in writing to Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA or call our Customer Service: 08700 885 656

INTERACTIVE TELCOM

WWW.CHEATSUNLIMITED.COM

FORBIDDEN KNOWLEDGE

Accession UK is proud to advertise the book of Forbidden Knowledge. The book boasts an up-to-date text of over 50,000 words and many detailed diagrams. Containing all manner of information you've been denied in the past, the book's fascinating topics include...

- insider fruit machine tricks
- [redacted]
- get-rich-quick schemes
- police interrogation techniques
- the art of [redacted]
- [redacted]
- strange substances
- electronic surveillance
- creating a new identity
- hypnotism
- bypassing [redacted]
- encryption and concealment methods
- telephone and computer [redacted] ...plus many more not to be censored here!

nobody should be without - THE BOOK OF FORBIDDEN KNOWLEDGE - covers more than the rest!

For an express despatch of your copy, please send £10 (cash / cheque / postal order) to:

All orders are taken in strictest confidence and despatched under plain cover. Book tokens are accepted as full or part payment. Foreign orders welcome. The book is supplied for informational and entertainment purposes only.

ACCESSION UK, FREEPOST 7, PO BOX 33, LONDON, SW3 1BR. accession

THIS ADVERTISEMENT HAS BEEN CENSORED BY THE ASA. THANKFULLY THE BOOK IS UNTOUCHABLE!

don't browse, don't surf, don't read, don't listen... discover the centre of forbidden knowledge on the internet, including free extracts and reader comments:

www.zel.com/bofk

Order Games Online At www.visionscape.co.uk

Free Delivery (in UK)

Tel: 01458 835 373

Dreamcast · Nintendo 64 · Delta · MasterCard · Switch · Visa · PlayStation · PC CD ROM

DIRECT INTEL LTD

Internet / Mail Order

Web-site: http://www.directintel.co.uk Email: sales@directintel.co.uk

GAMES & CONSOLE SPECIALIST

We specialise in PlayStation and Dreamcast hardware
Games at UNBEATABLE prices in the UK

UK PlayStation Hardware

PlayStation Consoles
PSone 1/3 Size Console
UK PlayStation2 Console (Pre Order)

UK PlayStation Games

Tony Hawk's: Pro Skater 2
Speedball 2100
Milli Miglia
Formula One 2000
Driver 2
Tomb Raider 5
Alien Resurrection
Star Wars Demolition
ECW Anarchy Rulz

US PlayStation Hardware

US PSone Console
US PlayStation2 Console (Pre-Order)

US PlayStation Games

Countdown Vampires
Valkyre Profile
Crono Cross
Wild Arms 2
Final Fantasy XI
Mike Tyson Boxing
Wild Wild West
WWF Smackdown 2

US PlayStation2 Games

Age Of Empires 2 (Pre-Order)
Silent Scope (Pre-Order)
X Squad (Pre-Order)
Midnight Club Streetracing (Pre-Order)

Jap PlayStation Hardware

Japanese PS2 Console
Japanese PS2 Multitap
Japanese PS2 Dual Shock 2 Pad
Japanese PS2 Stepdown Transformer
New Japanese 1/3 Size PSone Console

Jap PlayStation Games

Junior League Winning 11 2000
Street Fighter 03
Dino Crisis
Rival Schools
Tekkan 3
Bushido 2
Metal Gear Solid

Jap PlayStation2 Games

Moto GP
Super Puzzle Bubble
Cross Fire
Keyboard Mania
Keyboard Mania II
Dance Summit 2001
Silent Scope
The Lost Planet S2

Here are just a selection of hardware and games available at the lowest prices ever!

We also stock Japanese Dreamcast Imports, Dreamcast Accessories, Nintendo Games, Sega Games, Infogames, Colour Gameboys.

Order with confidence on our website. We Accept Cheques. We have thousands of titles available. Free delivery in the UK

Visa · MasterCard · Delta · Switch

Sales Hotlines- (020) 8445 3325 / (020) 8445 6037 / (020) 8445 4416
Finchley House 707, High Road, Finchley, London, United Kingdom N12 0BT

PLAY THE GAME

LARGE RANGE OF GAMES FROM £10 PRE-OWNED MERCHANDISE

PC CD ROM · Nintendo 64 · Dreamcast · PlayStation

POKEMON CARDS INDIVIDUAL OR FULL SETS

VIDEO
FILMS
CD
PC
NINTENDO
PLAYSTATION
DREAMCAST

TEL/FAX: 01443 686404

59 Hannah Street, Porth, South Wales

To advertise in PLAY

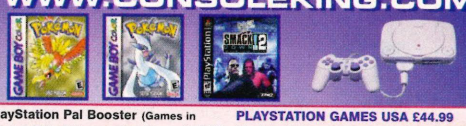
Call

Sarah Bolingbroke on 01202 200254
Marcus Reeves on 01202 209366

CONSOLE KING

ESTABLISHED 1995

ON-LINE INTERNET STORE NOW OPEN
WWW.CONSOLEKING.COM



USA PLAYSTATION 2 £BEST GAMES £CALL

PLAYSTATION HARDWARE
Universal PSone.....£110.00

PLAYSTATION REPLACEMENT PARTS
PlayStation Laser.....£34.99
PlayStation Cases in blue, red, clear etc £19.99
PlayStation Power Boards.....£19.99

PLAYSTATION CABLES
PlayStation Scart Leads £3.99

PlayStation Pal Booster (Games in Black & White? You need this!) £15.00

PLAYSTATION CONTROLLERS
Dance Dance Mats.....£19.99
PlayStation Joypads £5.00
Dual Shock Pads £7.00
Dual Shock Steering Wheel.....£25.00

PLAYSTATION GUNS
Scorpion Light Gun £10.00
Assassin Light Gun £19.99

MEMORY CARDS
Sony 1M Memory Card Colour ..£2.50
Colour 2M Memory Card £5.00
Colour 8M Card £6.00

PLAYSTATION GAMES USA £44.99
Medal of Honor
WCW 2001
WWF Smackdown 2
Breath of Fire
Knock out Kings 2001
Final Fantasy IX
Lunar Eternal Blue

GAMEBOY
NEW Gameboy Blank Cartridge device with 32M + PC link £59.99

POKEMON GOLD AND SILVER £34.99
Pokemon Trading Cards, Gym Leader Boosters and Themes .....£Call

Please send registered cash, cheques, postal orders to - Console King, PO Box 6, Narberth, Wales, SA67 7YG!
Credit Card Hotline :- 01437 766321 / 0410 425019 sales@consoleking.com
www.consoleking.com

CHEAP CHAT!



Live 1-2-1 at only 35p/min! NEW!

09050 350 687

"CALLERS MUST BE OVER 18!"

PO Box 1896 London WC1N 3XX. Calls cost 35p per min. Live calls recorded. Callers must be over 18!

CHAT USA



TALK LIVE 1-2-1 WITH CALIFORNIAN GIRLS!

09069 526 974

"CALLERS MUST BE OVER 18!"

Gul Box 5306 WC1N 3XX. 09069 Calls Cost 75p/min. Live calls recorded. Callers must be over 18!

Prices so hot they're smokin'!



click here for the hottest deals on DVDs & console games

www.smokinmermaid.com

order online or call & place your order.
tel. 01634 400 800 - sales@smokinmermaid.com

30 SECONDS TO HEAVEN
ADULTS ONLY
LIVE INSTANT PLEASURE
09066 423 595
PO BOX BCM6002, LONDON W1N 3XX. CALLS COST £1 PER MIN. AT ALL TIMES. ALL CALLS RECORD
Dating Direct SWAP HOME PHONE NUMBERS
09068 10 16 24
INTERACTIVE MESSAGE EXCHANGE
P.O. BOX BCM6002, London WC1N 3XX. CALLS COST 60P PER MINUTE AT ALL TIMES.

30 SECONDS TO HEAVEN
ADULTS ONLY
LIVE INSTANT PLEASURE
09066 423 595
PO BOX BCM6002, LONDON W1N 3XX. CALLS COST £1 PER MIN. AT ALL TIMES. ALL CALLS RECORD
Dating Direct SWAP HOME PHONE NUMBERS
09068 10 16 24
INTERACTIVE MESSAGE EXCHANGE
P.O. BOX BCM6002, London WC1N 3XX. CALLS COST 60P PER MINUTE AT ALL TIMES.

Competition to win PS2 closes 15th Dec.
0909 103 0115
Digital Emotion
WIN
Competition to win PSone closes 31st Dec.
0909 103 0116
WIN
Calls should cost no more than £3. Postal entries cost £2.
Postal entries should include cheque or postal order for £2, payable to DigitalEmotion. Include Name, Address, Tel No and prize line number. Entrants under 16 years should only send postal entries. Winners shall be picked at random.
For a list of winners and rules send a SAE to: DigitalEmotion, Ian Holt (Prize Manager), PO Box 46, Rochdale, Lancs, OL12 0FA

CREDIT CARD BILLED
£2.99/min
24/7 Girls are waiting for your call
08704 556610
1-2-1 LIVE GIRLS LIVE CHAT LIVE NOW
08704 556694
call now Talk live or just listen
08704 559117
GIRLS Ready and willing to chat 08704 559118

CHEATS UNLIMITED
THE WORLD'S NUMBER ONE CHOICE FOR GAMING HELP
CHEATS & TIPS FOR OVER 3000 GAMES

A Bug's Life	D. M. Freestyle BMX	Felony 11-79	Men In Black	Shadowman	Tekken 1, 2 & 3
Abe's Exoddus	Destruct. Derby 1 & 2	FIFA Series	Metal Gear Solid	Silent Bomber	Tenchu 1 & 2
Abe's Oddysee	Diablo	Final Fantasy 7 & 8	Mission Impossible	Silent Hill	Theme Hospital
Ace Combat 2 & 3	Die Hard Trilogy 1&2	Galerians	Mort. Kombat Series	SimCity 2000	Theme Park & World
Action Bass	Dino Crisis	Gran Turismo 1 & 2	Need 4 Speed Series	Soul Reaver: L. of K.	This Is Football
Alien Trilogy	Discworld Noir	GTA 1, 2 & London	No Fear D'hill MBK	South Park & Rally	Thrasher: Skate & D.
Alundra 1 & 2	Doom	Hogs of War	Pac Man World	Soviet Strike	Time Crisis
Army Men Series	Dracula Resurrection	In Cold Blood	Parasite Eve 1 & 2	Space Invaders	TOCA 1, 2 & WTC
Brian Lara Cricket	Dragonball Z	Int Track & Field 1&2	Player Man. Series	Spec Ops	Tokyo H'way Battle
Broken Sword 1 & 2	Driver	Iron Man XO M'owar	Populous: Beginning	Spiderman	Tomb Raider 1,2,3&4
Chase the Express	Duke Nukem Series	ISS Pro '98 & Evol	Porsche Challenge	Spyro 1 & 2	Tombi 1 & 2
Civilisation 2	Dukes of Hazzard	Jackie Chan	Premier Man '98&'99	Star Trek Invasion	Tom. Never Dies
Colin McRae 1 & 2	Dune	Jade Cocoon	Quake 2	Star Wars: Jedi P. B.	Tony Hawk's 1 & 2
Colony Wars Series	Eagle One Harr. Att.	Jurassic Park Series	Rainbow Six	Star Wars: P. Menace	Toy Story 2
Comm & Conq Series	ECW Anarchy Rulz	K'out Kings Series	Rayman 1 & 2	Street Fighter Series	Transport Tycoon
Constructor	ECW Hardcore Revol.	LMA Manager	Ready 2 Rumble	Suikoden	UEFA Champ League
C. Bandicoot 1, 2 & 3	FA Manager	Magical Tour Racing	Resident Evil 1, 2 & 3	Syndicate Wars	Urban Chaos
Crash Team Racing	FA Prem. Man. 2000	MDK	Res. Evil: Survivor	Syphon Filter 1 & 2	Vagrant Story
Croc 1 & 2	Fade to Black	Medal of Honor	Roadsters	T'ai Fu	Vampire Hunter D
Darklight Conflict	Fear Effect	Medievil 1 & 2	Ronaldo V Football	Tarzan	WWF Smackdown

All logos are trademarks of their respective companies
Dreamcast PlayStation NINTENDO64 PC GAME BOY COLOR PlayStation2 SEGA SATURN
THE ABOVE LIST IS JUST A SAMPLE OF WHAT'S ON OFFER
PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER
09066 098 169
CALLS TO THE ABOVE NUMBER COST 60P PER MINUTE
PERSONS AGED UNDER 16 MAY CALL THIS NUMBER 09066 098 020 Calls to the above number cost 60p per minute
MOBILE PHONE ACCESS: 0700 5900 615
INTERNATIONAL ACCESS: +44 (0)700 5900 020
TO SAVE TIME DURING YOUR CALL YOU MAY PRESS * TO RESTART SERVICE OR # TO MOVE BACK A STEP
WALKTHROUGHS FOR ALL MY TOP GAMES
Please ensure you have permission of the bill payer. Calls to the under 16 number have a maximum cost of £3.00 and will be terminated by forced release after 5 minutes. No restrictions apply to the over 16 number. Ensure you are calling from a touch tone phone. Please put comments or queries in writing to Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA or call our Customer Service: 08700 885 656
WWW.CHEATSUNLIMITED.COM

RINGTONES & GRAPHICS
NEW!
FOR YOUR MOBILE PHONE!!
GET THE VERY LATEST GRAPHICS & RINGTONES
Call the number below from any phone, select the item you want, enter your mobile number and we'll send it straight to your NOKIA
SIMPLY CALL: 1000S MORE TO CHOOSE FROM!
09065 899 977
OR TO VIEW ICONS CHECK OUT ICONAPHONE.COM
only 60p per min!
NB: Ringtones & graphics only work with certain NOKIA models. Check compatability when you call. Calls cost 60p/min Av. call duration 3 mins. Iconaphone Box1896 London WC1N 3XX

Playlist

UPDATED EVERY MONTH

NEW REVIEWS

Mille Miglia
Speedball 2100
ATV Quad Power Racing
Moto Racer World Tour
Monster Rancher
Muppet Monster Adventure
RC De Go
Martian Gothic
Mr Driller
Iron Soldier 3
ECW Rulz
Formula One 2000
Madden 2001
Excite Stage 2000
Macross Plus
The Table Tennis
Toma Runner vs L'arc En Ciel

dvd spy 118
Nice new films reviewed
fave... 120
Bonkers import games
head to head 121
PlayStation2 shootout
internet zone 122
Web sites bookmarked
trivia corner 122
Gamey questions
new peripherals 123
Plug 'em in
game hero 124
Medal Of Honor 2 sorted
most wanted 125
Great games you can't have
PS2 software directory 126
Our top five PS2 games...
millennium games 127
The best games... ever!
new fads 128
Awful craze alert
muso disc 128
Music videos on PS2
hard copy 129
Remember books?
on the cards 129
Personal memcards opened

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.
3D 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 Bass	1	●								67	59%	Passable, but severely limited.
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 Resurrection	1	●							●	67	93%	Quake who?
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.
ATV Quad Power Racing	1-2	●							●	68	29%	Needs another few months' work.
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

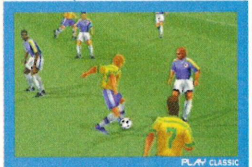


01 **POINT BLANK 2** – The ultimate Guncon target test!
02 Colony Wars: Vengeance
03 R-Type Delta
04 G Police 2
05 Vigilante 8
06 Ghoul Panic
07 Future Cop: LAPD
08 Ace Combat 3
09 Omega Boost



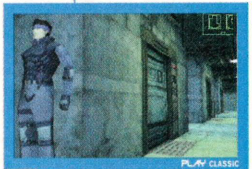
10 **TIME CRISIS** – Get some practice in before the sequel!

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

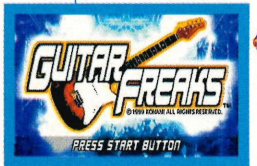


10 **CHASE THE EXPRESS** – Not very original, but very playable...

BUYER'S GUIDE **PLAYLIST**

The greatest guide to PlayStation games in the world

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



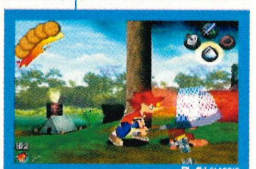
10 **MICRO MANIACS** — As Prescott says – it's better on foot!

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!*
Cardinal Syn	1-2	●							●	34	85%	*Great gory action flawed by the control system.*

DVD SPY Latest DVD Movies Reviewed

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?

New DVD movies reviewed from home and abroad...



Region 2
UK Retail
PAL

Erin Brockovich

Though John Travolta's dreary drama *A Civil Action* may have put you off films about legal battles over polluted water, don't let it stop you from seeing *Erin Brockovich*. Enjoyable more for its superb (true) story than any stunning directorial merit, EB on DVD also scores well for the deleted scenes, director's commentary and great picture.

rating ★★★★☆



Region 1
US import
NTSC

Edward Scissorhands

When Johnny Depp didn't seem like such a pretentious twit, he played Edward, an unfinished morbid experiment in physiology with scissors for hands. Tim Burton's creepy fantasy fairytale returns in a brand spanking new Tenth Anniversary Edition, buffed and shined to look as good as new, with some nice special edition extras, like commentary.

rating ★★★★☆



Region 2
UK Retail
PAL

Madonna: Ultimate Coll

Two hours of Madge. Should you be impressed by the gap-toothed moose of pop, there's no greater stocking filler this year than *Madonna: The Ultimate Collection* on DVD. Packaging as it does both the *Immaculate Collection* disc and *The Video Collection 93:99*, many of the sinewy harlot's hits are here. Except, sadly, *Justify My Love* and *Music*.

rating ★★☆☆☆



Region 1
US import
NTSC

High Fidelity

Well, for us at least, the simple phrase on the box, "From the guys who brought you *Grosse Point Blank*" was enough to sell us the movie. John Cusack plays a record store owner who can't seem to sort out his life the way he can his enormous vinyl collection. Anamorphic, deleted scenes, cast and crew interviews, the lot.

rating ★★★★☆



Region 2
UK Retail
PAL

Stuart Little

Recently gaining attention for its work on Paul Verhoeven's corridoor horror *Hollow Man*, Sony Pictures Imageworks shows its softer side with the splendid CG elements of *Stuart Little*. Okay, being about an orphaned mouse (voiced by Michael J Fox) which is adopted by a human family, this one's meant for the kids, but it's not actually that bad...

rating ★★★☆☆



Region 1
US import
NTSC

Jacob's Ladder

It's hard to believe this unsettling nightmare was crafted by the same hands that brought you yuppie friendly sob flick *Ghost*, but it's true. Screen scribe Bruce Joel Rubin tackled the less heavenly side of death with the gritty and brilliant *Jacob's Ladder*, presented here in anamorphic (if slightly scratchy) glory, along with deleted scenes and stuff. Super.

rating ★★★★★

Want free delivery? Want to save money? Get your Region 2 DVDs at www.adigitalworld.co.uk

GAMETITLE										issue	SCORE	WESAY...
Carnage Heart	1	●								23	57%	Dull robot strategy adventure on the moon.
Casper	1	●								12	65%	Plain and unimaginative film game.
Castrol Honda Superbike Racing	1-2	●			●				●	51	42%	Thrill-free motorbiking, steer away from it!
Championship Bass	1-2	●			●				●	63	60%	Fishy, stagnant and boring.
Chaos Break*	1	●							●	60	66%	A deeply inferior Resident Evil clone.
Chase The Express*	1	●							●	61	82%	A great game, although sadly lacking originality...
Cheesy	1	●								15	50%	It certainly is!
Chessmaster 3-D	1-2	●								08	68%	Chess. On PlayStation. Hmm...
Chessmaster II	1-2	●								52	52%	A decent portrayal of the complex strategy game.
Chill	1-2	●							●	33	56%	Uninspired and jerky snowboarding game.
Chocobo Racing*	1-2	●			●		●		●	49	40%	Cheap and nasty karting.
Choro Q*	1	●								11	70%	Quirky but rough cartoon racer.
Choro Q 2*	1-2	●			●		●			22	85%	More cars, big miniature fun.
Choro Q Wonderful*	1-2	●			●		●		●	54	66%	Not wonderful, just plain dull...
Chronicles of the Sword	1	●				●				18	43%	Tedious adventure – avoid!
Circuit Breakers	1-4	●	●						●	35	81%	Great fun, but very limited in areas.
City of Lost Children	1	●								18	78%	Slow moving 3D adventure.
Civilization II	1	●				●			●	47	79%	Big on challenge, bad on looks.
Clock Tower	1	●				●				27	83%	Stylish, and utterly chilling murder mystery!
Clock Tower II*	1-2	●							●	59	73%	A mildly entertaining survival horror point & clicker.
Colin McRae Rally	1-2	●			●		●		●	37	93%	Rally gaming at its best!
Colin McRae Rally 2	1-2	●			●		●		●	64	93%	The best rally game ever. Even better than the first!
Colony Wars	1	●							●	27	92%	Gorgeous, totally playable space blasting.
Colony Wars: Vengeance	1	●							●	42	93%	Improves greatly on the first. An epic!
Colony Wars: Red Sun	1	●							●	60	92%	The slickest shoot-'em-up in the galaxy!
Command & Conquer	1									16	79%	PSX version slow and sorely lacking.
C&C: Red Alert*	1-2	●		●		●				29	90%	The last word in real-time wargames.
C&C: Retaliation	1-2	●		●		●				41	91%	Er... the 'new' last word in real-time war games!
Contra: Legacy of War	1-2	●								16	62%	Scrappy arcade shoot-'em-up from Konami.
Constructor	1	●				●				44	81%	Very addictive tongue-in-cheek sim game.
Contra Adventure, The*	1	●							●	42	49%	A truly bad sequel to a 16-Bit classic.
Cool Boarders	1	●								16	82%	High speed stunts on a snowboard.
Cool Boarders 2*	1-2	●		●	●				●	26	81%	An accomplished snowboarding game...
Cool Boarders 3	1-2	●		●	●				●	42	84%	The best snowboarding game on the PlayStation!
Cool Boarders 4	1-2	●							●	59	86%	Another great addition to the series.
Countdown Vampires (The)	1	●							●	62	76%	Cheap and tacky Resident Evil clone.
Courier Crisis	1	●								30	54%	Bring back the old Paperboy!
Crash Bandicoot	1	●								13	84%	Technically brilliant platformer.
Crash Bandicoot 2	1	●							●	29	86%	Crash returns in style!
Crash Bandicoot 3: Warped	1	●							●	43	91%	The best Crash game on the PlayStation.
Crash Team Racing	1-4	●			●				●	56	88%	Great fun, but too slow in multiplayer...
Crazy Climber 2000*	1	●							●	61	13%	Boring, ugly, impossible to control and pointless.
Cricket 2000	1-2	●							●	60	80%	A bit rough around the edges, but quite playable...
Crime Killer	1	●							●	37	78%	A bit samey, but delivers action thick and fast.
Crisis Beat*	1-2	●							●	40	45%	A rather arthritic Fighting Force.
Critical Depth	1-2	●			●				●	32	72%	Above average underwater blaster.
Criticom	1-2	●								04	87%	Early average beat-'em-up. Now forgotten.
Croc: Legend of the Gobbos	1	●							●	26	78%	It's intellectual theft, but fun nonetheless!
Croc 2	1	●							●	49	84%	Up there with the big boys!
Crow: City of Angels	1	●								21	21%	Absolute shite!
Crusader: No Remorse	1	●								18	80%	Decent shoot-'em-up from the PC.
Crypt Killer	1-2							●		18	38%	Blocky, dreary, shoddy shooter.
Cyber Tiger	1-4	●	●						●	57	86%	A very fun and engrossing golf game...
Cyberia	1	●								04	67%	'On rails' FMV shoot-'em-up. Ugh!
Cybersled	1-2	●			●					01	55%	Dull futuristic tank combat game. Pants!
CyberSpeed	1	●								02	65%	Putrid futuristic Hi-Octane-style racer
D	1	●								06	69%	Mediocre 3D adventure – slow.
Dark Forces	1									17	75%	Appalling Star Wars conversion.
Darklight Conflict	1									22	79%	Fantastic looking, but sadly boring.
Dark Omen	1	●				●				33	85%	Polished action/strategy simulation.
Darkstalkers*	1-2									10	88%	Very playable beat-'em-up from a coin-op.
Darkstalkers 3*	1-2	●							●	43	89%	A superb, scary sequel that's very impressive.
Dead Ball Zone	1-2	●							●	35	84%	Very playable futuristic mutilation mayhem!
Dead Or Alive*	1-2	●							●	34	91%	Neat fighting game complete with wobbly t*ts!
Deathtrap Dungeon	1	●								33	88%	A compelling high-drama dungeon adventure.
Defcon 5	1	●								03	88%	Run-of-the-mill space adventure. Slow.
Descent	1-2	●		●						06	66%	Was good, now utter cack!
Descent 2	1-2	●		●						24	63%	Almost the same game. Not that fun to play.
Destraga	1-2	●							●	53	35%	A very drab and uninspired beat-'em-up.
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.

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 J-games

This month: superb nutty Japanese games

There are over 800 games for PlayStation in Britain. There are 3000 in Japan. With that massive number comes enormous variation. Combined with the extremities of Japanese design, the peculiarities of the culture and the fact that videogames were born there, superior invention is inevitable...



Suzuki Bakuhatsu

One of the best import-only titles available started out like a bizarre photo album, but quickly turned out to be an ingeniously designed bomb disposal game. Crippling addiction soon followed.

Kanpai! ★★★★★



ARIGATO Of The Month!

Power Shoveling

Beautifully indicative of the culture, what could please the Japanese more than a game which asks you to perform punishing but necessary construction tasks, only to receive small bonuses in reward?

Kanpai! ★★★★☆



Masked Rider 3

Skillfully manages to make groovy polygonal figures appear exactly like men in creature suits, such as those used in the TV show. Oddly under-powered motorcycle transport and enthusiastically sung theme song help considerably.

Kanpai! ★★★★☆



Let's Go By Train

Efficiently make your way from station to station, keeping the tight schedule given, to succeed in this long running J-classic. Enjoy the knowledge that you're doing an adequate though menial job.

Kanpai! ★★★★☆



GAMETITLE		issue	SCORE	WESAY...
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.
Digimon World*	1	67	60%	It's a world of hurt!
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.
EA F1 Championship 2000	2	67	59%	A slapdash Formula 1 title.
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...
ECW Rulz	1	68	40%	Matches frequently reach near farcical proportions.
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.
Exite Stage 2000*	1-2	68	45%	This offering from Epoch represents a real step backwards.
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.
Football Manager 2001	1	67	70%	Double entry book-keeping: the game...
Formation Soccer*	1-2	24	58%	Expensive and dated-looking footie guff!
F1 2000	1-2	62	91%	For a corking current F1 game, look no further.
Formula 1	1-2	11	84%	Exhilarating and glorious F1 sim!

GAMETITLE										issue	SCORE	WESAY...
Formula 1 '97	1-2	●			●		●		●	26	90%	*Well upgraded and stuffed with excitement!*
Formula 1 '98	1-2	●		●	●		●		●	41	68%	*Enormously disappointing – just rubbish!*
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 One 2000	1	●							●	68	75%	*This installment introduces little in real innovation.*
Formula Karts: SE	1-2	●			●		●			28	75%	*Too simplistic for mass appeal.*
Forsaken	1-2	●			●				●	35	84%	*Nice engine, but the gameplay ages badly.*
Frenzy	1	●							●	36	73%	*Fun, but short-lived arcade hokum.*
Frogger	1-4	●	●							27	69%	*Genuinely disappointing frog-'em-up.*
Front Mission 3*	1-2	●			●				●	62	84%	*Mechal gear solid! A destructive delight!*
Future Cop: LAPD	1-2	●			●				●	40	94%	*The best isometric blaster we've ever seen!*
Gallop Racer*	1-2	●			●				●	55	46%	*Mundane horse racing sim.*
Gauntlet Legends	1-4	●							●	65	49%	*Time to lay down the Gauntlet games.*
G-Darius	1-2	●							●	39	88%	*Hair-raising shoot-'em-ups don't come much better.*
G-Police	1	●							●	27	84%	*Atmospheric, pulse-raising 3D arcade thrills!*
G-Police 2	1	●							●	52	92%	*Improves on the original in every way...*
Galaxian 3*	1-4	●	●			●				10	69%	*Repetitive and confusing shooter.*
Gale Gunner*	1-2	●			●				●	63	56%	*Stinking space soap opera. Snoresville!*
Galerians	1	●			●				●	63	84%	*Akira meets Resident Evil and it's explosive!*
Gekido	1-2	●							●	62	65%	*Proof enough that scrolling beat-'em-ups are dead!*
Gex	1	●								06	76%	*Wretched 3DO platformer with dumb lizard.*
Gex 3-D: Enter the Gecko	1	●							●	33	89%	*Good in its day, but you'll soon get tired of it!*
Gex: Deep Cover Gecko	1	●							●	47	82%	*More of the same, and still boring!*
Ghost In The Shell	1	●								34	73%	*Nice package, but strictly for Mangaphiles!*
Ghoul Panic	1-2	●						●	●	62	78%	*Good, light-hearted ghoul-shootin' fun.*
Global Domination	1	●								46	63%	*Too complicated to be fun.*
Goal Storm*	1-2	●								01	69%	*Disappointingly slow, fails to score...*
Goo Goo Soundy*	1-2	●			●				●	55	35%	*Utterly disturbing Bust-A-Groove clone.*
Grandia	1	●							●	60	87%	*A top-notch RPG, but pig-ugly!*
Granstream Saga, The*	1	●								38	76%	*Absorbing, but a bit on the easy side.*
Gran Turismo	1-2	●			●		●		●	31	97%	*The best racing game ever made!*
Gran Turismo 2	1-2	●			●		●		●	59	92%	*Another generation of racing paradise!*
Grand Theft Auto	1	●								30	88%	*Criminally addictive road rage!*
Grand Theft Auto: London	1	●							●	49	69%	*A bit Turkish delight!*
Grand Theft Auto 2	1	●							●	56	79%	*A surprisingly playable sequel!*
Grind Session	2	●			●				●	65	85%	*A fine addition to the skateboarding genre.*
Grid Run	1-2	●	●		●					15	53%	*Banal maze game with few rewards.*
Guardian's Crusade	1	●							●	50	40%	*Tired and very boring adventure game.*
Guilty Gear*	1-2	●								38	43%	*Extravagant fighter, undone by its own effects.*
Guitar Freaks*	1-2	●			●				●	55	85%	*Get the guitar peripheral and this rocks!*
Gunbarl*	1-2	●						●		40	83%	*Addictive shooting sequel to Point Blank.*
Gun Bullet*	1-2	●						●		26	85%	*A real blast for one or two players...*
Gungage*	1	●							●	54	59%	*Pretty but repetitive old skool shoot-'em-up.*
Gunship	1	●								08	68%	*Has not stood the test of time well.*
Gun Shooting, The*	1-2	●							●	60	14%	*A terrible step backwards...*
Hard Boiled	1	●								25	29%	*A disastrously wasted licence...*
Hardcore 4X4	1-2	●		●			●			15	81%	*Hellish and repetitive off-road action.*
Hard Edge	1	●							●	48	83%	*Provides a few new twists to the genre.*
Heart Of Darkness	1	●								38	81%	*Very playable, but short-lived platform puzzler.*
Hebereke's Popitto	1-2	●								02	43%	*Why bother with this when Puzzle Fighter exists?*
Herc's Adventures*	1-2	●								25	70%	*Cute-looking run-of-the-mill adventure.*
Hercules*	1	●								24	63%	*Sweet and innocent, but simple and dull.*
Hermie Hopperhead*	1	●								02	53%	*Worthless cartoon platform banality.*
Hexen	1	●								21	35%	*One of the PSX's worst ever games!*
High Heat Baseball*	1-2	●			●				●	63	45%	*Beating yourself with barbed wire is more fun*
Hi-Octane	1-2	●			●					03	80%	*Reasonable Bullfrog racer.*
Hogs Of War	1-4	●			●				●	64	90%	*Fantastically good strategy. An absolute must.*
Horned Owl*	1-2	●						●		05	73%	*Poor excuse for a light-gun game.*
Hydro Thunder	1-2	●							●	60	22%	*Pitiful attempt at racing on waves...*
Hyper Tennis	1-4	●	●							11	78%	*Utterly pointless tennis sim. There are better.*
Impact Racing	1-2	●		●						05	54%	*Good back then, now utter tripe!*
In Cold Blood	1	●		●						64	89%	*Bond does 'point and click'. Smooth.*
Incredible Hulk, The	1	●								17	45%	*Nothing 'incredible' about it. Poor.*
Independence Day*	1-2	●		●	●					21	47%	*Wretched film-inspired nonsense!*
Infestation	1	●							●	66	33%	*Infinite space equals infinite boredom!*
International Moto X*	1-2	●		●						21	77%	*Moderate motorbike racer.*
Iron Soldier 3	1-2	●							●	68	70%	*Your foes come in various shapes and sizes.*
ISS Deluxe	1-4	●	●							17	83%	*16-bit footie conversion, no frills.*
ISS Pro	1-4	●	●							22	84%	*Sharp, tight and accomplished football.*
ISS Pro '98*	1-4	●	●							38	92%	*Nearly as good as the N64 version. Brilliant!*
ISS Pro Evolution	1-4	●	●						●	55	97%	*Quite simply the greatest footie game ever made!*
Int Track & Field	1-4	●	●							09	85%	*Superb multiplayer sports special!*
Int Track & Field 2	1-4	●	●						●	59	90%	*Better than the first, with a wider variety of events!*

HEAD-TO-HEAD

Big PS2 blasters settle their differences in a shootout...

TimeSplitters VS Unreal Tournament



TimeSplitters

In your face, brash and shallower than a spit bath are just nine words you could use to describe *TimeSplitters*' take on the first-person shooting genre. Nodding its head so vigorously towards the classic *Doom* that it almost snaps its neck, this is a pure action blaster that boasts a huge cache of weaponry, masses of bad guys to mince and one of the finest level designers we have ever seen. The graphics are brighter and generally more cartoony than *Unreal* (they're also a good deal more 'jaggy') but can be shifted at great speed, giving four-player death matches that blitzkrieg feeling followed by a brief "who was that?" Q and A session. With an overall construction in tune more with the 'Ahnolt' Swartzenegger fan than Sung Tzu, and actual enemy AI limited to the 'dying en mass' attack made so popular during World War one, *TimeSplitters* is an intense assault on your senses.

Genocide at hyper speed!



Unreal Tournament

Who needs a reason to shed blood anyway? *Unreal Tournament* gets rid of any notion that first-person shooters require narratives by simply focusing all its guns on multiplay. Frantic battles spill out over huge levels ranging from Norman castles to the outside of space ships where players can be blown out into the void. This is beautifully realised gaming; from the balance of the weapons to the blood-soaked gore of a close ranged gibbing. You can even slow the whole game down by fifty percent and engage in some John Woo-style bullet ballets. *Unreal Tournament* is one of the first PlayStation2 titles to embrace FireWire and USB technology. With two machines linked together you can have eight-way stand offs. Add a USB mouse and keyboard and you've got spot-on PC-style controls and Internet play is on the way...

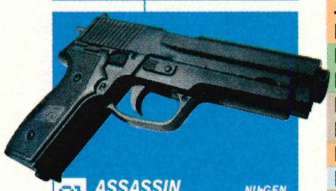
Smarter than the rest!

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. *Which green felt* ***frog*** *is the star of* ***Muppet Monster Adventure****?*
2. *What linked the* ***gentlemen*** *who represented the* PLAYBOYS *in last month's issue?*
3. *Which global* ***pop star*** *takes his* ***throne*** *in* ***Ready 2 Rumble 2****?*
4. *What is the name of Sony's latest* ***PlayStation*** *motorbikes game?*
5. *Name last month's* ***cover*** *game.*

The answers are at the bottom of page 124.

GAMETITLE									issue	SCORE	WESAY...
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!*
Koudelka	1	●						●	67	76%	*A promising romp, marred by dull combat.*
Krazy Ivan	1	●							04	61%	*Good when it came out, but it has dated badly.*
Kula World	1-2	●							35	83%	*Innovative puzzle fun with balls!*
Kurushi	1	●							27	88%	*Ultra high quality puzzler.*
Kurushi Final	1-2	●			●			●	54	90%	*Criminally addictive like* Tetris, *only more clever!*
Land Maker	1-2	●						●	64	65%	*Bizarre puzzler. Bizarrely enjoyable. Bizarre!*
Last Report, The	1	●							33	27%	*An utterly awful, unrewarding point and click!*

INTERNET ZONE Getting Wired

The best sites on the Web reviewed and rated...



Best *Videogame* Site

bookmark www.fighters.net

Fighters.net

Beat-'em-ups have come a long way since the days of *Exploding Fist*, the best of them now taking months, if not years of dedicated practice to master.

For the want of a good guide many players don't even get to see their favourite fist-fest's hidden depths – and this is where Fighters.net calmly steps into the ring, offering a goldmine of info' on the most demanding fighting games. If you've ever wondered what Mai's saying when she taunts her opponents in *KOF Evolution*, how to pull off a half decent combo in *Jo Jo's Bizarre Adventure*, or what glitches exist to give you the upper hand in *X-Men Mutant Academy* then Fighters.net is the place for you.

By far the best thing about the site are the numerous Quicktime movies which actually SHOW you how the best combos play out – if a picture is worth a thousand words then an animation must be priceless... a word which sums up this site perfectly. The Fighters.net community is highly active, if you're like-minded enough, and easy to navigate for the rest of us. Absolute class.

rating ★★★★★

Combo-culture-cracking!



Best *Non-Videogame* Site

bookmark www.jibjab.com

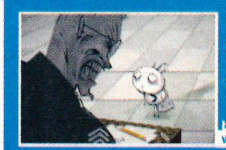
Jibjab

Office lifestyles have come a long way since upsetting work experience placements with photocopies of genitalia was the only way to waste time.

Now we have Internet-capable computers, email and the geniuses at Jibjab to help us through those tricky Tuesday afternoons. It's amazing how time flies when you're watching short cartoons about old men being attacked by squirrels. Jibjab is a constant source of quality entertainment. It can always be relied on if you really need to slash away whole afternoons listening to alternative US presidential campaigns when you really should be writing columns about the Internet. It's great! You can even use it to impress your friends by sending them animated cards of fat blokes on springs or by downloading screensavers that announce to everyone that you have spent the day doing sweet Fanny Adams. In a time when we're spending more and more of our lives in an unnatural office environment, it is nice to know that someone out there is prepared to put in so much time and effort to help you sack it all off.

rating ★★★½★

Procrastinato-tastico!



Best *Totally bizarre* Site

bookmark www.stainboy.com

Stainboy

Stainboy is Tim Burton's latest creation and he's available free to anyone equipped with a computer that's faster than a speeding locomotion and the ability to display greyscale images.

Each episode takes us through another day in the life of the much set-upon Stainboy, a superhero whose only power is his ability to stain. The series is drawn, animated and directed by Burton himself and is scored by long-time musical partner, Danny Elfman. Part one pits our highly unlikely hero against another deviant - sick, no-good-to-society freak of nature: a girl who just stares. And from there on this stylish animation really starts to get heavy on the weird. The Internet is the fastest growing arena for fledgling animators to showcase their talents. With practically no overheads to worry about, pretty much anyone can display their work in this new medium. It's also a great way to look into the low-key pet projects of one of America's most creative filmmakers. Hell, if this site doesn't inspire you to try your hand at taking on Disney, you've already been lost.

rating ★★★★½

Anima-beauty!

GAMETITLE										issue	SCORE	WESAY...
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.
Macross Plus*	1	●							●	68	60%	Overall, this is best left to the Macross anime purists.
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.
Madden 2001	1-4	●							●	68	80%	The playbooks are very comprehensive and should satisfy.
Martian Gothic	1	●							●	68	38%	Damn fine story. Beleaguered gameplay.
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.
Mille Miglia	1-2	●							●	68	75%	A refreshing take on the racing genre.
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	●							●	68	65%	Slow paced monster breeding game.
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.
Moto Racer World Tour	1-2	●							●	68	60%	A superior motocross title.
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.
Mr Driller	1	●								68	89%	Obsessives of the world unite!
MTV Snowboarding	1-2	●		●					●	56	85%	Trick combo heaven, but a tad glitchy.
Muppet Monster Adv.	1	●							●	68	86%	Professional alternative to that damn dragon!
CLASSIC Muppet Race Mania	1-2	●							●	62	90%	Racing so good, it's silly!

LATEST gamegadgets

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.

FreeStyler Board

made by THRUSTMASTER

Are you one of the many people whose lives are burdened by the diminished realism of playing skateboarding and/or snowboarding games with a standard hand-operated controller? Do you suffer from operational frustration? Well wait, this could be exactly what you're looking for! The FreeStyler plugs right into your PlayStation and replicates directional commands as you tilt it from side to side with your feet, just like a real skateboard/snowboard! Two jumbo sized programmable buttons can be stomped on to take care of those other foot-based commands, and there's a little hand-held pad to do everything else. Whoa! Radical!

rating ★★★☆☆

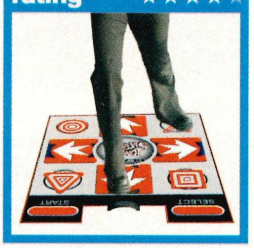


Rave Station

made by BLAZE

The silent karaoke is certainly catching on, with dancing games getting better and selling more copies all the time. The trouble is, most were converted from the arcade and were never meant to be played with anything as boring as a joypad. Most flimsy overpriced dance mats, imported from Hong Kong, feel too papery to take much abuse and, as such, hamper grooving. The lovely Rave Station is a good deal tougher and grips way better due to its rough surface, though it will still creep slowly across the carpet during a game. The best mat!

rating ★★★★☆

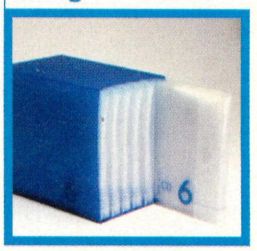


CD Multipack

made by COMPUPACK

Each slim multipack case has room for six CDs, PlayStation discs or DVDs, plus a little pocket for the manual or liner notes, yet they're only a touch wider than a single CD jewel case. Your discs are pampered by soft padding where the playing surface lies and total protection on the graphics side, meaning fingerprints, dust and scratches can be easily avoided when travelling with your beloved software. However, thin and flexible plastic construction makes the pack-of-six asking price of £17.99 seem, well, very high.

rating ★★★☆☆

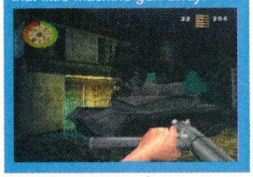


GAME HERO

Taking on a tank with a bottle of petrol in *Medal of Honor UG...*

step 1

The first thing you'll hear is the rumble of iron caterpiller tracks and you know you're in for a rough time. Remember, tanks have two weapons: machine guns and explosive rounds. Keep moving and for God's sake put that little machine gun away!



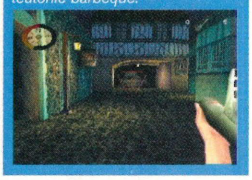
step 2

If you are lucky, you can get the tank to follow you towards a spot beneficial to you – namley, near a heavy machine gun nest. This puppy can be used to destroy tanks, but it'll leave you well open to attack for a long time. Get out of there, it's not worth it.



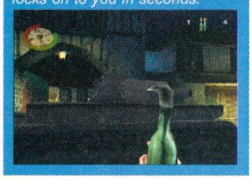
step 3

If you have a bazooka you may think that Christmas has just arrived, but be warned. Flanking enemy troops will happily mow you down while your weapon is reloading. Best reach for the fuel and get ready for an instant teutonic barbeque.



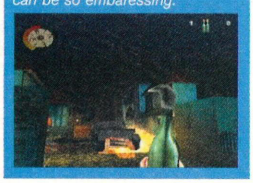
step 4

Keep facing toward the tank while sidestepping. You will circle around while being able to both bombard the beast with burning fuel and toast any bothersome Jerries. Pay attention to the position of the machine gun, it'll locks on to you in seconds.



step 5

Now you're just left with a burning hulk of a tank in your way. Here's the final tip. You can't climb over these lumps of iron so please take time to kill them in a wide open space. Being left pinned in a doorway can be so embaressing.



Trivia Corner answers: 1. Robin – you said Kermit right? **2.** They were all movie directors **3.** King Of Pop, Michael Jackson **4.** Moto Racer World Tour **5.** Unreal Tournament

GAMETITLE		issue	SCORE	WESAY...
Music	1	41	90%	*A fantastic music-making package.*
Music 2000	1-4	56	92%	*Infinitely better than the last, this is perfection!*
Myst	1	07	68%	*Lost in a fog of monotony!*
N2O	1-2	37	70%	*Frantic shooter, but gets very repetitive.*
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.*
Nishidin Pachinko Now 4*	1	67	50%	*Just like the real thing, Japanophiles!*
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.*
PGA Tour '97	1-4	13	81%	*Extremely able golfing sim. It's got the lot.*

GAMETITLE											issue	SCORE	WESAY...
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.
Punch the Monkey*	1	●									67	65%	Indecipherable Japanese rhythm game.
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.
Rayman 2	1	●								●	67	82%	Triumphant 3D return of our 'armless friend.
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.
RC De Go	1	●								●	68	80%	The king of radio-controlled racers.
Ready 2 Rumble	1-2	●								●	59	80%	If you enjoy a lighter form of GBH, check it out....
Rebel Assault 2*	1	●									18	60%	Star Wars shoot-'em-up. Boring and repetitive.
Reboot	1	●								●	33	68%	Easy on the eye, short-term fun.
Rescue Shot	1	●							●	●	64	83%	Bunny filled gunning mayhem. Go figure!
Resident Evil	1	●									08	95%	Gothic horror adventure – recommended!

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 ★★★★★

EXPECTED RELEASE DATE ■ 2001



Wipeout Fusion

We don't want to place any undue pressure on the former Psygnosis troops, but hopes are rather high for the first next gen Wipeout game. Will it do for PS2 what the original did for PlayStation? It seems likely.

rating ★★★★★

EXPECTED RELEASE DATE ■ March 2001



Unreal Tournament

The nice man from Infogrames showed up with a copy of UT on PlayStation2, leaving some of us grinning for up to three hours afterwards. Super fast multi-player gunfights with juicy chunks of human flesh everywhere. Yes.

rating ★★★★☆

EXPECTED RELEASE DATE ■ February 2001



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 ★★★☆☆

EXPECTED RELEASE DATE ■ November

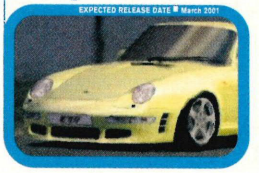


Gran Turismo 3

The recently re-christened motoring dream has been getting more and more refined since its rather bland first few steps into development. Now it looks hotter than a brand new 355 Ferrari covered in jalapeños on a summer's day.

rating ★★★★☆

EXPECTED RELEASE DATE ■ March 2001



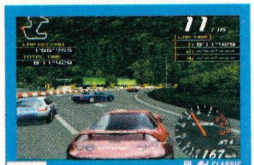


The database of the best PS2 games can be found here...



01 Dead Or Alive 2

Undoubtedly the best PlayStation2 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!



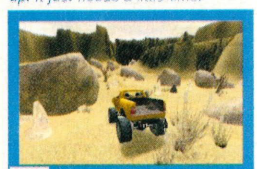
02 Ridge Racer V

The earliest PlayStation2 game brought back the thrill of the best Ridge Racer games, and combined that with the most wonderful control you'll find in an arcade racer. Not the best title to show off PS2's abilities as far as graphics are concerned, but great fun.



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 Smuggler's Run

A splendid physics engine gives Smuggler's Run an outstanding feel, involving much abuse of powerful vehicles upon punishing terrain that sprawls across luxurious 'go anywhere' locations. Real-time damage and obscene draw distance seal the deal.



05 Fantavision

It's easy to look at Fantavision as nothing more than a PS2 tech demo, featuring as it does promiscuous use of colour, lighting and patricle effects. Underneath is a fabulous little sweetie of a puzzle game, which lets you set off loads of fireworks on your TV! Cool!

Also available on import...

Armored Core 2 *Be an angry mech with loads of impressively powerful weapons. Destroy big stuff at will. Read Japanese text.*

Gungriffon Blaze *More giant mech action, though this shouldn't be overlooked – good effects, good controls, good shootin'.*

GAMETITLE										issue	SCORE	WESAY...
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.*
Sno Cross	2	●			●				●	67	66%	*A novel but flawed racer snowmobile 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.*
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.*

GAMETITLE										issue	SCORE	WESAY...
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.)
Speedball 2100	1-2	●							●	68	69%	A hugely disappointing update of a classic.
CLASSIC 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.
Sports Superbike	2	●			●				●	67	45%	Biking on a budget...
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.
CLASSIC 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!
CLASSIC 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!
CLASSIC 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!
Street Scooters	2	●			●				●	67	30%	Four wheels good, two wheels bad...
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!
CLASSIC 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.
CLASSIC Suzuki Bakuhatsu	1	●							●	67	92%	Bomb defusing suddenly got sexy!
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!
CLASSIC Syphon Filter	1	●	●			●				48	93%	A vast, sprawling adventure that rocks!
CLASSIC 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...
Team Buddies	4	●	●		●				●	67	38%	Obscene. Unfunny. Avoid.
Terracon	1	●							●	66	80%	Enjoyable yet repetitive blasting action.
Tekken	1-2	●								01	84%	Was the ultimate 3D beat-'em-up, still decent.
CLASSIC Tekken 2*	1-2	●								07	95%	Brilliant 3D beat-'em-up – an essential purchase!
CLASSIC 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.
CLASSIC 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!
Theme Park	1	●								01	86%	Build your own Alton Towers – very in-depth.

TOP30 of the Millennium

We invited readers of all Paragon magazines and Total Games to vote on their favourite games of the millennium. Here's your results for PlayStation...





01 METAL GEAR SOLID
The best PlayStation game ever!



02 GRAN TURISMO
The undisputed king of the road!



03 TEKKEN 3
The fiercest fight on PlayStation!



04 TOMB RAIDER
Lara Croft's original ace adventure!



05 RESIDENT EVIL 2
Still the best of the bunch!



06 FINAL FANTASY VII
It made RPGs popular with the masses!

TOP30 all format Winners

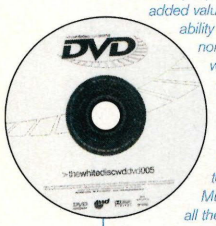
01	GoldenEye	N64
02	Metal Gear Solid	PlayStation
03	Gran Turismo	PlayStation
04	Tekken 3	PlayStation
05	Tomb Raider	PlayStation
06	Resident Evil 2	PlayStation
07	Sonic The Hedgehog	MegaDrive
08	Final Fantasy VII	PlayStation
09	Worms	PlayStation
10	Driver	PlayStation

11 Resident Evil
12 Final Fantasy VIII
13 Zelda 64
14 Street Fighter II
15 Super Mario Kart
16 Mario Kart 64
17 Quake II
18 Tomb Raider III
19 Tomb Raider II
20 FIFA 2000
21 Super Mario World
22 Grand Theft Auto
23 Silent Hill
24 WWF Attitude
25 Super Mario 64
26 Tony Hawk's
27 FIFA '99
28 Dino Crisis
29 Syphon Filter
30 Tomorrow Never Dies

Thanks for all the votes readers!

MUSO disc

You can watch the latest music videos from home and abroad on your PlayStation2.



When people talk about the added value in PlayStation2's ability to play DVDs, they're normally carried away with the idea that you can watch digital movies. There's no better format to buy your films on, but that's not all DVD has to offer. The Whitedisc Music Promo features all the latest music videos doing the rounds on MTV and The Box, with rock hard digital picture and sound, meaning you no longer have to call up Select with your finger hovering over the record button to get that favourite video for yourself. There's a new one every month, so it's never out of date, and you can subscribe to receive all the discs as they are released, or buy one-offs that take your fancy. Granted, it has a bit of a dance/Ibiza bias sometimes, but the glossy Britney's and Kylie's make up for that. Though older, disc 009 is a bit of a classic thanks to Britney's Oops!... video and ODB's Got Your Money. Here's the full list:

Louise – 2 Faced; Steps – Summer Of Love; Craig David – Seven Days; Armand Van Helden – Koochy; Morcheeba – Rome...; Alice Deejay – Will I Ever; Detroit Grand Pu Bahs – Sandwiches; Big Bass – What You Do; Frankie Goes To Hollywood – Power Of Love; Shaggy – Dance & Shout; Artful Dodger – Woman Trouble; Mandy Moore – I Wanna Be With You; Gerling – Dum Dums – Can't Get You Out Of My Thoughts; Ultranate – Desire; Steven Gately – New Beginning; ODB – Got Your Money; Brasstooth – Celebrate Life; Shanks & Bigfoot – Sing Along; Junkie XL – Zero To Nine; Orishas – A Lo Cubano; Busta Rhymes – Get Out; Angie Stone – No More Rain; Samantha Mumba – Gotta Tell You; Britney Spears – Oops! I Did It Again; Gitta – No More Turning Back

Available for £19.99 per disc, the DVD can be obtained from Whitedisc (0161 429 0012, whitedisc@mondiale.co.uk)

NEW Fads

What's going on? Every month a daft new fad infects the minds of our citizens...



It's time to tackle the WHASSUP CROWD. This concerns an army of braindead goons with weak accents for whom beer and phones represent the ultimate entertainment.

It all comes from a Budweiser commercial you see, where apparent comedy is achieved as a group of young male friends greet each other with the infectious term, "Whassup?" when conversing via the telephone. Those of us who buy plane tickets or simply enjoy access to the Internet have already endured the fad once, six months ago, when the ads aired in the US. We are not in need of a tedious reminder from hooch dribbling gonks. True.

GAMETITLE											issue	SCORE	WESAY...
Theme Park World	1	●				●				●	61	84%	*A complex, yet thoroughly rewarding sim!*
The Table Tennis*	1-2	●								●	68	15%	*Only table this sick release should be on is the operating one.*
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!*
Toma Runner vs L'Arc-en-Ciel*	1-2	●								●	68	50%	*Winning is incredibly easy and boredom soon sets in.*
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...*
Transformers Beast Wars*	2	●									67	10%	*Not how we'd all like to remember the Transformers.*
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.*
Virtual Pool	1-2	●				●					17	68%	*Great PC game, awkward and slow on PSX.*

GAMETITLE										issue	SCORE	WESAY...
VMX Racing	1-2				●					35	45%	Dodgy-looking and, frankly, unplayable racer.
V-Rally	1-4	●			●		●			23	87%	Fast and accurate rally sim with great split-screen.
V-Rally 2	1-4	●			●		●		●	51	93%	World class action, an absolute must!
Viva Football	1-4	●	●						●	45	79%	Some good ideas included, but the controls are odd.
Viper	1	●							●	38	46%	Dark and linear helicopter shoot-'em-up.
Vs	1-2	●								36	72%	Slick, but simplistic street fighting.
V-Tennis	1-2	●								21	75%	Bland tennis game. Get Sampras or Smash Court.
Wacky Races	2	●			●				●	67	44%	Tacky Races more like. Sheesh.
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.
Wild Rapids	2	●			●				●	67	30%	Sombre kayaking.
Williams' Arcade's Greatest	1-2	●								08	84%	Decent retro pack. Best: Robotron, Defender.
Wing Commander III	1	●								06	82%	Expensive space opera, involving plot.
Wing Commander IV	1	●								22	67%	Even more costly, but minus originality.
Wing Over	1-2	●		●			●			27	50%	Dated airborne shoot-'em-up.
Wipeout	1-2	●		●						01	89%	A state-of-the-art pop culture racer. Now weary.
Wipeout 2097	1-2	●		●			●			13	93%	Far better than Wipeout – a stunning game.
Wip3out	1-4	●		●	●		●		●	54	94%	Phenomenal futuristic anti-gravity fun...
Wip3out Special Edition	1-4	●		●	●		●		●	64	89%	Enjoyable but smells like 'cash in' to us.
World C'Ship Snooker	1-2	●							●	62	78%	A good crack, if you like that sort of thing...
World Cup '98	1-8	●	●						●	36	86%	Captures the hype of the event... but it's all over now!
World Cup Golf	1-8	●								05	71%	Wholly rendered golf sim. Better than average.
World League Soccer	1-4	●							●	35	88%	Very playable, but lacking in long term challenge.
Worms	1-4	●								01	92%	Crap looking, but oh-so playable in multiplayer.
Worms: Armageddon	1-4	●							●	57	92%	A brilliant sequel that'll blow you away!
Wreckin' Crew	1-2	●			●				●	36	83%	Addictive tongue-in-cheek racing game.
Wrestlemania	1-4	●	●							01	74%	Wrestling – not a real sport. Game sucks.
Wu-Tang: Taste The Pain	1-4	●	●						●	56	86%	Gang-bangin four-player brilliance!
WWF Attitude	1-4	●	●						●	52	84%	An entertaining and engrossing wrestle-fest.
WWF Smackdown	1-4	●	●						●	61	92%	The best wrestling game available!
WWF Warzone	1-4	●	●							39	85%	Again nothing new, but it's decent enough...
X2	1-2									15	77%	Amazing looking shoot-'em-up, but too hard!
X-Com: Enemy Unknown	1		●			●				06	82%	Compelling turn-based strategy adventure.
X-Com: Terror from the Deep	1		●			●				15	88%	Deeply involving underwater strategy game.
X-Files (The)	1		●						●	53	78%	A dated flick-screen concept, but compelling...
X Games Pro Boarders	1-2									45	35%	Poor quality snowboarding game.
Xena: Warrior Princess	1	●							●	57	78%	A strangely compelling old-skool beat-'em-up.
Xenocracy	1	●							●	37	70%	Not an epic, but fun and engrossing.
X-Men Vs Street Fighter*	1-2	●								34	82%	Flashy and vibrant, but the Saturn wins this time!
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.

HARD Copy

Crucial books with tenuous links to the interests and lifestyles of console gamers.

FLAME WARS

Amazon.co.uk ■ £11.95

Electronic disputes rage across the planet's networks every day. Wanna join in?



ISBN 0822315408

Ever wandered into a newsgroup and come out with a swollen lip? Ever opinionate in a chat room and spend two hours fending off comments about your mother?

Or perhaps you got into the worst case of all, a mailing list debate that turned nasty, where increasingly senseless and venomous textual attacks can last for days, weeks, even months.

Here's your chance to learn it all, the reason and psychology behind flame wars, with some very nice examples. Read it and arm yourself for the future.

ON THE Cards

TOPS saveslots

The games we have been playing, saved lovingly to our office memory cards.



01 SILENT SCOPE

The absolute office favourite for competing, this is an ace PS2 shooter.



02 DRIVER 2

It's been so long coming that we just keep playing Driver 2 to make sure it's real!



03 SPIDER-MAN

Will's dreadful performance with the boss characters kept Spidey busy all month.



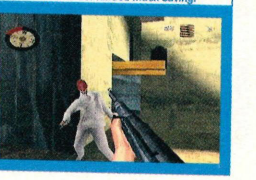
04 SMUGGLER'S RUN

Grey's working his way through the rather punishing levels of Smuggler's Run.



05 MEDAL OF HONOR 2

Bringing you, loyal reader, the best screenshots demanded much saving.



the greatest guide to PlayStation games in the world

UPDATED EVERY MONTH

Playlist

DVD ■ GENRE BESTS ■ GAME HERO
HEAD-TO-HEAD ■ MOVIES ■ HARDWARE
ADD-ONS ■ NEOGEO ■ FURGY ■ PLAYED OUT ■ JUNK!

A-Z of reviews

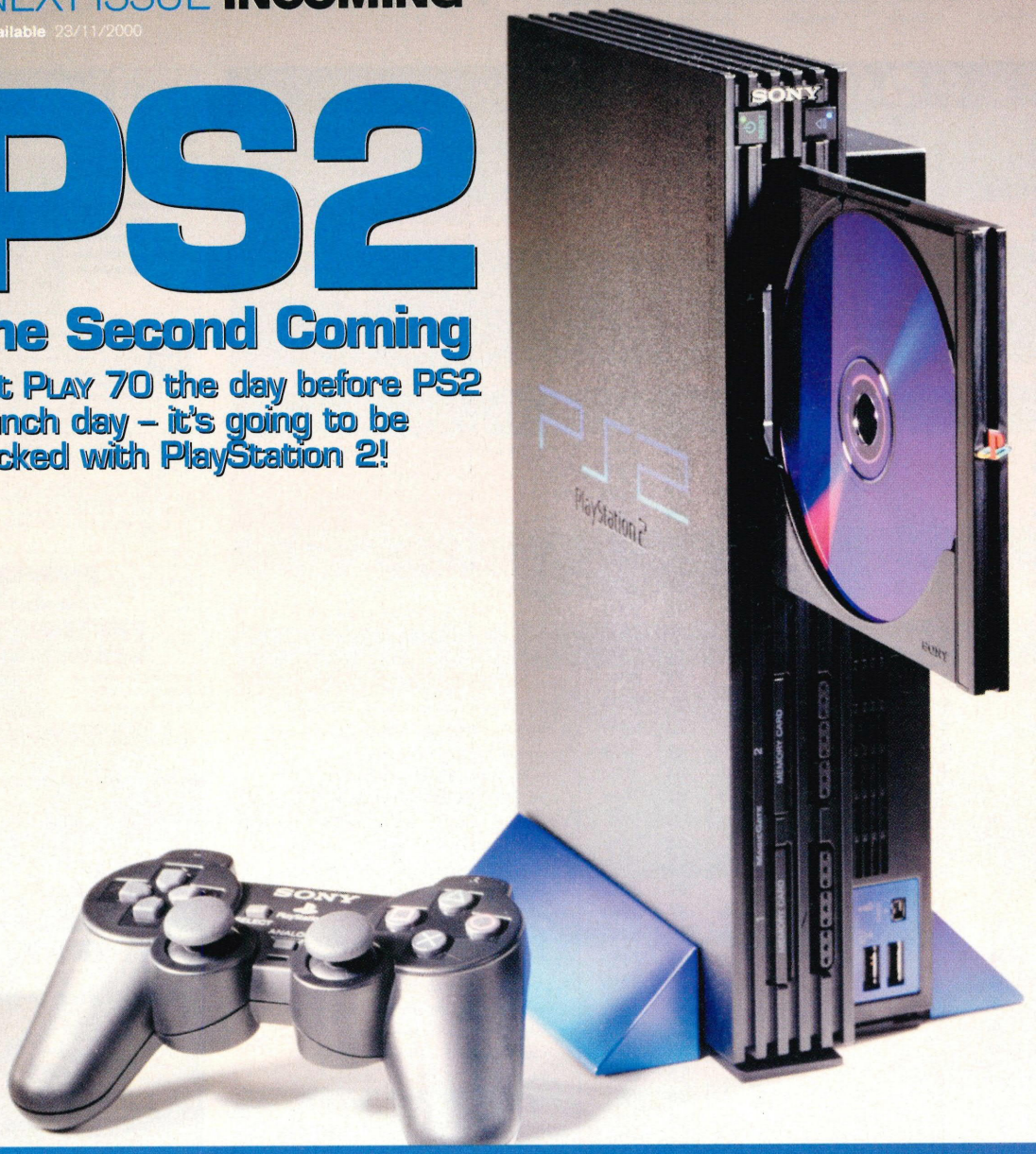
NEXT ISSUE **INCOMING**

Available 23/11/2000

PS2

The Second Coming

Get PLAY 70 the day before PS2 launch day – it's going to be packed with PlayStation 2!



PS2 Mania

The machine, the games, the future... all you need to know!

Dropship

Big report on the most ambitious console game in living memory!

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.

RESERVATION FORM

RESERVE ME A COPY OF PLAY MAGAZINE (ISSN: 1358-9474) PRICED £2.99 ON A REGULAR BASIS. PLAY IS PUBLISHED 14 TIMES A YEAR.

NEWSAGENT INFORMATION: PLAY MAGAZINE IS PUBLISHED BY PARAGON PUBLISHING LTD (TEL: (01202) 299900 FAX: (01202) 299955 http://paragon.co.uk AND IS AVAILABLE FROM YOUR LOCAL WHOLESALER. PLAY IS DISTRIBUTED BY SEYMOUR (TEL: 01202 200232) AND IS FULLY SOR.

The UK's Best Unofficial PLAYSTATION *Magazine!*

Make sure you don't miss a single copy of PLAY MAGAZINE by reserving your copy every month at your local newsagent!

NAME

ADDRESS

POSTCODE ✆

The next issue of PLAY Magazine is on sale 23 November 2000

PLAY

PARAGON PUBLISHING LTD
PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH, DORSET BH1 2JS ✆ 01202 299900
Fax **01202 299955** play@paragon.co.uk

editorial staff
EDITOR **GRAEME NICHOLSON** silencio@paragon.co.uk
MANAGING EDITOR **NICK ROBERTS**
GAMES EDITOR **WILL JOHNSTON** will@paragon.co.uk
STAFF WRITER **SIMON CANN** scann@paragon.co.uk
STAFF WRITER **MARK CRAWLEY** markc@paragon.co.uk
CONTRIBUTORS **PAUL MORGAN, MARTIN KLIPP**
SUB EDITORS **STUART MESSHAM, SORCHA FENLON, ANGELA YOUNG**
ART EDITOR **STEVEN GOTOBED**
ASSISTANT DESIGNER **ROB SULLIVAN**

online
ONLINE MANAGER **STUART WYNNE** ssw@paragon.co.uk
ONLINE EDITOR **GAVIN CLOGGIE** gavin@paragon.co.uk

advertising
ADVERTISING MANAGER **FELICITY MEAD** ✆ 01202 200224 felicity@paragon.co.uk
AD SALES EXECUTIVE **SARAH BOLINGBROKE** ✆ 01202 200223 sarahb@paragon.co.uk
A full colour press pack is available on request
AD PRODUCTION **DAVE OSBORNE, JO DIEPPE, JANE EVANS, LORRAINE TROUGHTON, ELAINE BROWN, REX CREED, ROB STONE**

production and distribution
BUREAU MANAGER **CHRIS REES**
SCANNING/PREPRESS **LIAM O'HARA**
CIRCULATION MANAGER **TIM HARRIS**

INTERNATIONAL ACCOUNT EXECUTIVE **CATHERINE BLACKMAN** ✆+44 (0)1202 200205 Fax +44 (0)1202 200235 cathb@paragon.co.uk

chiefs
PRODUCTION DIRECTOR **JANE HAWKINS**
ADVERTISING DIRECTOR **PETER CLEALL**
CIRCULATION & MARKETING DIRECTOR **KEVIN PETLEY**
EDITORIAL DIRECTOR **DAMIAN BUTT**
ART DIRECTOR **MARK KENDRICK**
FINANCE DIRECTOR **STEVEN BOYD**
MANAGING DIRECTOR **MARK SIMPSON**

subscription rates
Subscription Rates (14 issues) UK: £32.00
Europe: £48.00 • Rest of World: £72.00
Printed by **DUNCAN WEB OFFSET** Passmore Plant, Tovil, Maidstone, Kent ME15 6XA
Distributed by **SEYMOUR LTD** 1st Floor, 86 Newman Street, London W1P 3LD ✆ (0207) 396 8000

PLAY is fully independent and is in no way an official Sony-licensed publication. The views expressed within are not necessarily the opinions of Sony Computer Entertainment Europe, its software partners or third party software publishers. All copyrights and trademarks are recognised. No part of this magazine may be reproduced without the written permission of the publisher.

©2000 PARAGON PUBLISHING LTD

ABC 76,535 Member of the Audit Bureau of Circulation PPA

Cover image courtesy of **Infogrames**

PLAY MAGAZINE ISSN 1358-9474



The *Cheatmistress* Presents

CHEATS UNLIMITED

TIPS, CHEATS & WALKTHROUGHS

THE WORLD'S NUMBER ONE CHOICE FOR GAMING HELP

CHEATS, TIPS & WALKTHROUGHS FOR OVER 3000 GAMES

A - 01
A Bug's Life
Abe's Exoddus
Abe's Oddysee
Ace Combat 2 & 3
Action Bass
Actua Golf
Actua Ice Hockey
Actua Soccer 1, 2 & 3
Adidas Power Soccer
Adidas Power Soccer '98
Agent Armstrong
Agile Warrior
Air Combat
Akuji the Heartless
Alien Trilogy
All Star Tennis
Alone in the Dark 2
Alundra 1 & 2
Andretti Racing
Anna Kournikova Tennis
Ape Escape
Apocalypse
Area 51
Armoured Core
Army Men 3D
Army Men: Air Attack
Army Men: Sarge's Her.
Army Men: World War
Assault Retribution
Assault Rigs
Asterix
Asteroids
Atlantis
A-Train
Auto Destruct
A. Senna Kart Duel 2
Azure Dreams

B - 02
B Movie
Ball Blazer Champions
Bass Landing
Batman and Robin
Batman Forever
Battle Arena Tosh. 1, 2 & 3
Battle Stations
Battle Tanx Global Ass.
Beast Wars Transformers
Bio Freaks
Blast Radius
Blasto
Blaze and Blade
Blazing Dragons
Blood Omen
Bloody Roar 1 & 2
Bomberman Fant. Racer
Bomberman World
Brahma Force
Breath of Fire 3
Brian Lara Cricket
Broken Sword 1 & 2
Bubble Bobble
Bubsy 3D
Bugs Bunny: Lost in Time
Bushido Blade 1 & 2
Bust a Groove
Bust A Move 1, 2, 3 & 4

C - 03
Capcom Generations
Cardinal Syn
Casper
Castlevania
Castrol Honda S'bike
Champ. Motocross
Chase the Express
Chronicles of the Sword
Circuit Breakers
Civilisation 2
Clock Tower Ghost Head
Colin McRae Rally 1 & 2
Colonization
Colony Wars Series
Command and Conquer
C & C: Red Alert
C & C: Retaliation
Constructor
Contra Legacy of War
Coolboarders 1, 2, 3 & 4
Courier Crisis
Crash Bandicoot 1, 2 & 3
Crash Team Racing
Crime Crackers
Crime Killer
Crisis Beat
Critical Depth
Croc
Croc 2
Crow: City of Angels
Crusader: No Remorse
Crusaders of M. & Magic
Cyber Tiger

D - 04
D
Dance Dance Revolution
Dark Forces
Darklight Conflict
Darkstalkers 3
D. Mirra Freestyle BMX
Dead Ballzone
Dead or Alive
Deathtrap Dungeon
Demolition Racer
Descent 1 & Maximum
Destrega
Destruction Derby 1 & 2
Devil Dice
Diablo
Die Hard Trilogy 1 & 2
Dino Crisis
Discworld Noir
Disruptor
Doom
Dracula Resurrection
Dracula X
Dragonball Z
Driver
Duke Nukem
D. Nukem: Time to Kill
D. Nukem: Total Melt.
Dukes of Hazzard
Dune
Dynasty Warriors

E - 05
Eagle One Harrier Att.
Earthworm Jim 2
ECW Anarchy Rulz
ECW Hardcore Revol.
Ehrgeiz
Eliminator
ESPN Extreme Games
Euro 2000
Everybody's Golf
Evil Zone
Excalibur 2555 AD
Exector
Exhumed
Explosive Racing
Extreme 2

F - 06
FA Manager
FA Premier League Stars
FA Prem. Manager 2000
Fade to Black
Fear Effect
Felony 11-79
FIFA Series
Fifth Element
Fighter's Impact
Fighting Force 1 & 2
Final Doom
Final Fantasy 7 & 8
Firestorm
Firo and Klawd
Fisherman's Bait
Formula 1 Series
Formula Karts
Forsaken
Forty Winks
Frogger
Future Cop: LAPD

G - 07
G Darius
Galaxians 3D
Galerians
Gekido
Gex Series
Ghost in the Shell
Global Domination
Goal Storm
G-Police 1 & 2
Gran Turismo 1 & 2
Grand Theft Auto
Grand Theft Auto 2
G. Theft Auto London
Grid Runner
Grind Session
Guardian's Crusade
Guilty Gear
Gunship
Gunship 2000

H - 08
Hard Boiled
Hard Edge
Hardcore 4X4
Heart Of Darkness
Hello Kitty Cube de Cute
Herc's Adventure
Hercules
Hermie Hopperhead
Hexen
Hogs of War
Hot Shots Golf
Hugo
Hybrid
Hydro Thunder
Hyper Formation Soccer

I - 09
Impact Racing
In Cold Blood
In The Hunt
Incredible Hulk
Independence Day
Indy 500
Int. Track and Field 1 & 2
Iron & Blood
Iron Man XO Manowar
ISS Deluxe
ISS Pro '98
ISS Pro Evolution

J - 10
J McGrath S'cross '98
J McGrath S'cross 2000
Jackie Chan Stuntmaster
Jade Cocoon
Jedi Power Battles
Jersey Devil
Jet Moto 1, 2 & 3
Jimmy White's 2 Cueball
Jo Jo's Bizarre Adventure
Johnny Bazookatone
Jonah Lomu Rugby
Judge Dredd
Jumping Flash 1 & 2
Jurassic Park: Lost World
Jurassic Park: Warpath

K - 11
K-1 Arena Fighters
Kagero
Kensei Sacred Fist
Kileak: DNA Imperative
Killer Loop
Kingsfield
KKND Krossfire
Klonoa
Knockout Kings '99
Knockout Kings 2000
Krazy Ivan
Kula World
Kurushi

L - 12
Le Mans 24 hrs
Legend of Dragoon
Legends of Legaia
Lego Racers
Lemmings 3D
Libero Grande
Lifeforce Tenka
Livewire
LMA Manager
Loaded
Lone Soldier
Lost Vikings 2
Lucky Luke
Lunar Silver Star Story

M - 13
Machine Hunter
Madden 2000
Madden NFL '97, '98 & '99
Magic Gath Battle Mage
Magical Racing Tour
Martian Gothic
Marvel Super Heroes
Marvel SH vs St. Fighter
Max Power Racing
MDK
Mech Warrior 2
Medal of Honor
Medievil 1 & 2
Megaman Legends
Megaman X4
Men In Black
Metal Gear Solid
MGS: Integral
MGS: Special Missions
Mickey's Wild Adventure
Micro Machines V3
Micro Maniacs
Mission Impossible
MLB 2001
Monkey Hero
Monopoly
Monster Trucks
Mortal Kombat Series
Moto Racer 1 & 2
Motorhead
Motor Toon Grand Prix 2
Mr Domino
MTV Snowboarding
Muppet Racemania
Myst

N - 14
N20
Nagano '98: Wint Olymp
Namco Museum Vol 1-4
Nanotek Warrior
Nascar Series
NBA Series
Need For Speed
Need For Speed 2
NFS 3: Hot Pursuit
NFS 4: Road Challenge
NFS: Porsche Unleashed
Nemesis: Resident Evil 3
Newman Haas Racing
NFL Gameday
NFL Quart'back Club '97
NFL Xtreme 2
NHL Series
Nightmare Creatures
Ninja
No Fear Downhill MBK
Novastorm
Nuclear Strike

O - 15
ODT
Off World Inter. Extreme
Ogre Battle
Olympic
Omega Boost
One
Overblood 1 & 2
Overboard

P - 16
Pac Man World
Pandemonium 1 & 2
Parasite Eve 1 & 2
Pitfall 3D
Player Manager Series
Pocket Fighter
Point Blank 1 & 2
Pong
Pool Hustler
Pool Shark
Populous: The Beginning
Porsche Challenge
Power Instinct 2
Power Move Pro Wrest.
Poy Poy 1 & 2
Premier Manager '98 & '99
Primal Rage
Pro Pinball
Project Overkill
Project Phantasma
Psybadek
Psychic Force
Puchi Carat

Q - 17
Quake 2
Quarterback '97

R - 18
Rage Racer
Rainbow Six
Rampage 1 & 2
Rapid Racer
Rapid Reload
Rascal
Ray Storm
Ray Tracers
Rayman 1 & 2
RC Stunt Copter
Ready 2 Rumble
Rebel Assault 1 & 2
Reboot
Re-loaded
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil: Survivor
Return Fire
Re-Volt
Ridge Racer
Ridge Racer Revolution
Ridge Racer Type 4
Rise of the Robots 2
Riven
Road Rash 1 & 3D
Roadsters
Rock & Roll Racing 2
Rockman X3
Rogue Trip
Roll Cage 1 & 2
Ronaldo V Football
R-Type Delta
R-Types
Rugrats: Search 4 Reptar

S - 19
Sampras Extreme Tennis
Samurai Showdown 3
Shadow Gunner
Shadowman
Shanghai Triple Threat
Shellshock
Silent Bomber
Silent Hill
Silhouette Mirage
Sim City 2000
Sled Storm
Small Soldiers
Smurfs
Snow Racer '98
Soul Blade
Soul Reaver: L. Of Kain
South Park
South Park Rally
Soviet Strike
Space Invaders
Spec Ops: Stealth Patrol
Speed Freaks
Spice World
Spiderman
Spyro the Dragon
Spyro 2: Ripto's Rage
Star Fighter 3000
Star Gladiators
Star Ocean 2
Star Trek Invasion
Star Wars: Dark Forces
Star Wars: Jedi Pow Bat.
Star Wars: Mast. Teras K
Star Wars: Phant. Men.
Steel Reign
Street Fighter Series
Street Racer
Street Sk8er 1 & 2
Suikoden
Supercross 2000
Syndicate Wars
Syphon Filter 1 & 2

T - 20
T'ai Fu
Tarzan
Tekken 1, 2 & 3
Tempest X3
Tenchu
Tenchu 2
Test Drive Series
Theme Hospital
Theme Park
Theme Park World
This Is Football
Thrasher: Skate & Dest.
Three Xtreme
Thrill Kill
Tiger Woods
Time Crisis
TOCA 1, 2 & WTC
Tokyo Highway Battle
Tomb Raider
Tomb Raider 2
Tomb Raider 3
Tomb Raider 4
Tombi 1 & 2
Tommi Makinen Rally
Tomorrow Never Dies
Tony Hawk's: 1 & 2
Total Drivin'
Toy Story 2
Transport Tycoon
Treasures Of The Deep
Tunnel B1
Twisted Metal 1, 2, 3 & 4

U - 21
UEFA Champ. League
UEFA Striker
UFO Enemy Unknown
Ultimate Doom
Ultraman & U'mandyna
Ultraman Fighting Evo.
Um Jammer Lammy
Unholy War
Uprising X
Urban Chaos

V - 22
V 2000
Vagrant Story
Vampire Hunter D
Vandal Hearts 1 & 2
Victory Boxing 1 & 2
Viewpoint
Vigilante 8
Vigilante 8 2nd Offence
Virtual Golf
Virus
VMX Racing
VR Baseball '97
VR Powerboat Racing
V-Rally 1 & 2
Vs
V-Tennis

W - 23
War Craft 2
War Games
War Gods
War Hammer Series
Warhawk
Warzone 2100
W Gretzky's 3D Hockey
WCW Mayhem
WCW Nitro
WCW vs The World
WCW/nWo Thunder
Wild 9
Wild Arms
Wing Over 1 & 2
Wipeout Series
World Cup '98
World League Soccer '98
World Touring Cars
Worms
Worms Armageddon
Wreckin' Crew
Wu Tang: Taste the Pain
WWF Attitude
WWF In Your House
WWF Warzone
WWF Wrestlemania

X - 24
X - Files
X Games Pro Border
X Racing
X2
X-Com
Xena Warrior Princess
Xenogears
Xevious 3DG
X-Men Child. Of Atom
X-Men Mutant Academy
X-Men vs Street Fighter

Z - 26
Z
Zeiraam Zone
Zeitgeist
Zero Divide 1 & 2
Z-Gundam
Zig Zag Ball

THE ABOVE LIST IS JUST A SELECTION OF WHAT'S ON OFFER

WALKTHROUGHS FOR ALL MY TOP GAMES

PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER

09066 098 167

CALLS TO THE ABOVE NUMBER COST 60P PER MINUTE

LATEST RELEASES ADDED DAILY

PERSONS AGED UNDER 16 MAY CALL THIS NUMBER
09066 098 004
Calls to the above number cost 60p per minute

MOBILE PHONE ACCESS: 0700 5900 615

INTERNATIONAL ACCESS: +44 (0)700 5900 020

TO SAVE TIME DURING YOUR CALL YOU MAY PRESS
* TO RESTART THE SERVICE OR # TO MOVE BACK A STEP

Dreamcast. PlayStation GAME BOY COLOR SEGA SATURN PlayStation2 NINTENDO64 PC

All logos are trademarks of their respective companies



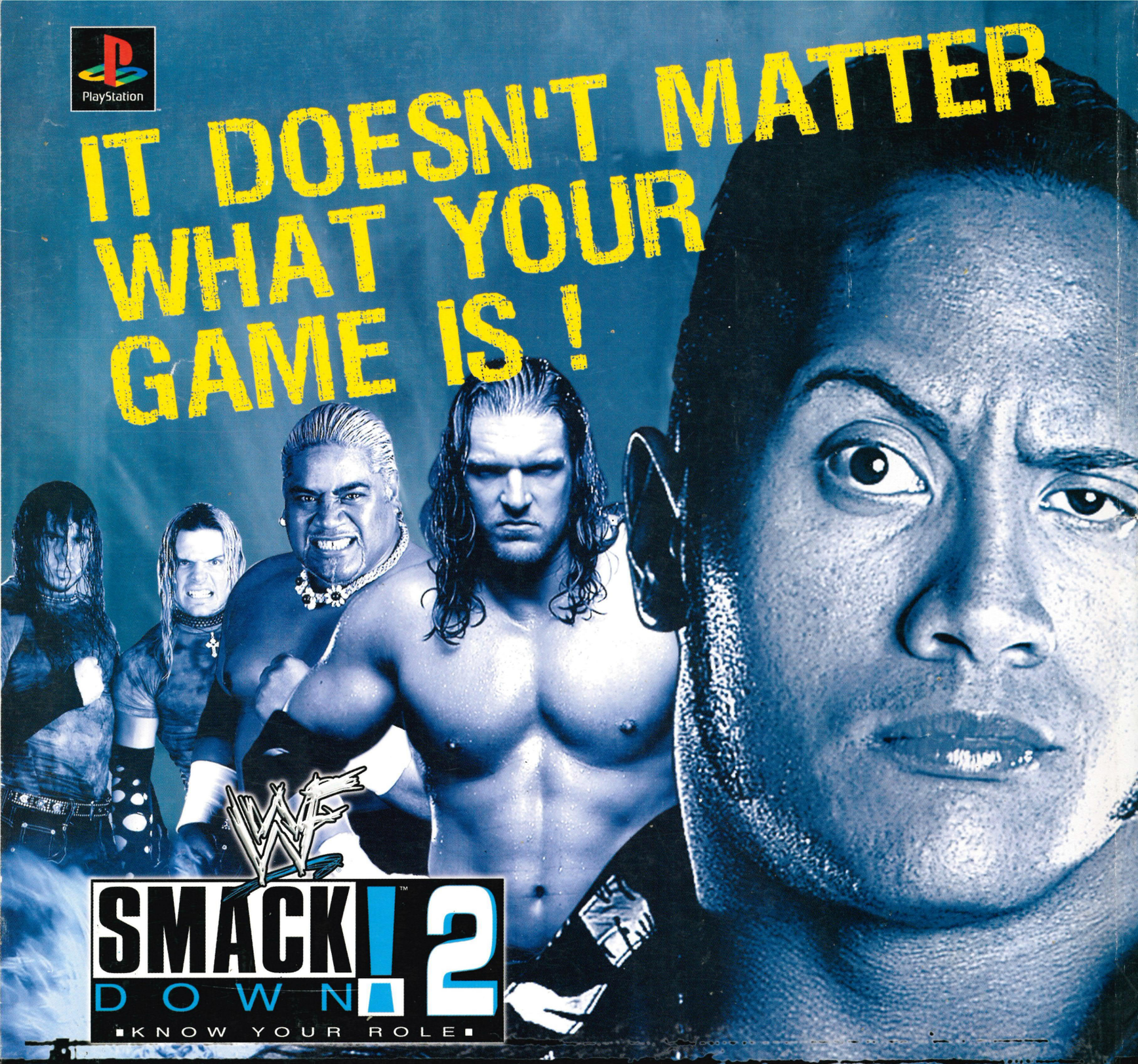
This service should only be used with the agreement of the person responsible for paying the bill. Calls to the number for persons aged under 16 years have a maximum cost of £3.00, the call will be terminated by forced release after 5 minutes. Calls to the number for persons aged 16 years and over have no maximum cost and call time restrictions. Ensure you are calling from a touch tone phone. Please put comments or queries in writing to Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA or call our

Customer Service: 08700 885 656

INTERACTIVE TELCOM

NEWS, REVIEWS & RELEASE DATES + FREE MAGAZINE & FREE DOWNLOADS AT

www.cheatsunlimited.com



- 50 WWF SUPERSTARS: EACH WITH THEIR OWN SIGNATURE MOVES
- ALL-NEW VENUES: THE PARKING LOT, THE VIP ROOM, THE DRESSING ROOM, AND EVEN THE WWF NEW YORK IN TIMES SQUARE
- ALL-NEW GAMEPLAY MODES: INCLUDING LADDER, TORNADO TAG TEAM, HARDCORE, CASKET AND HELL IN A CELL MATCHES.
- EXPANDED CREATE A WWF SUPERSTAR
- ALL-NEW STORYLINES
- WWF SUPERSTAR VOICE-OVERS
- CREATE A PAY-PER-VIEW EVENT

WWF REBELLION LIVE ONLY ON SKY box office
SAT 2 DEC AT 7PM SEE CHANNEL 770.
FOR MORE INFO CALL 08705 800 888

www.smackdown2.co.uk

WWF SmackDown! 2: Know Your Role - Game and Software © 2000 THQ/JAKKS Pacific, LLC. Developed by Yuke's Co., Ltd. WWF SmackDown: Know Your Role, SmackDown, World Wrestling Federation, the WWF logo, and the names of its wrestlers are trademarks of World Wrestling Federation Entertainment, Inc. used under exclusive license by THQ/JAKKS Pacific, LLC. JAKKS Pacific and the JAKKS Pacific logo are trademarks of JAKKS Pacific, Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved.
"PlayStation" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

THQ