

WIN 5 PLAYSTATION2s

Enter our PS2 competition to have a very merry Christmas!



issue 70 www.totalgames.net BF 260 £2.99

PLAY

プレイステーション

The UK's Best Unofficial PLAYSTATION Magazine!

DEAD OR ALIVE 2

Big **bouncing** battling babes get **PS2** off to a very sexy start! The **best** fighter yet? Read the **full review!**



PLUS

Dropship
Project Eden
ESPN Track & Field
Aqua Aqua
Ms Pac-Man
SSX
Fantavision
The World Is Not Enough
TimeSplitters
Silent Scope
NHL 2001
and more!

IT'S HERE

PlayStation2 has landed! Reviews, previews and news inside!

INSIDE: OVER 800 GAMES RATED

PlayStation2 & PS2 are registered trademarks of SCE

PLAY magazine issue 70 2000 PLAYSTATION2 LAUNCH DEAD OR ALIVE 2 SSX SILENT SCOPE TIMESPLITTERS ORPHEN AQUA AQUA NHL 2001 DINO CRISIS 2 DROPSHIP *AND MORE...*

Review! Ultimate footie game goes next generation!

ISS on PLAYSTATION2

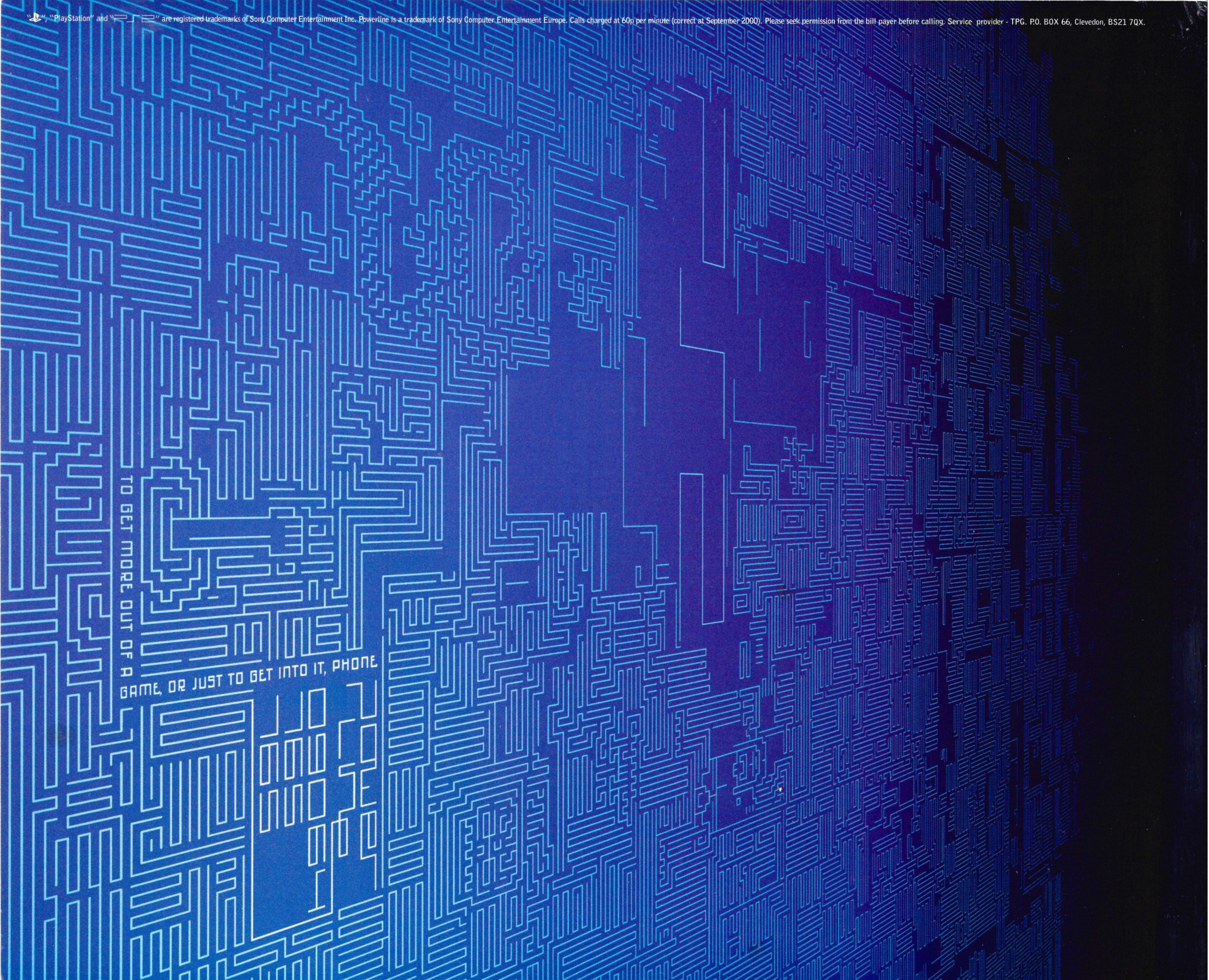
The boys are back in town! Review!

TEKKEN TAG!

Paragon Publishing Ltd

9 771358 947019 70

"PlayStation" and "PS2" are registered trademarks of Sony Computer Entertainment Inc. Powerline is a trademark of Sony Computer Entertainment Europe. Calls charged at 60p per minute (correct at September 2000). Please seek permission from the bill payer before calling. Service provider - TPG. P.O. BOX 66, Clevedon, BS21 7QX.





A HERO WILL RISE

2 4 . 1 1 . 2 0 0 0

CONTENTS INSIDE

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



22 Dead Or Alive 2

Sex and violence, sir? Shapely ladies get mad and kick ass in the PS2's premium beat-'em-up.





18 What to buy?

Which **PS2 launch games** to purchase today!

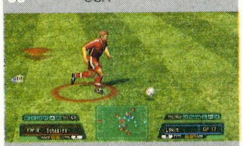
immediate access

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

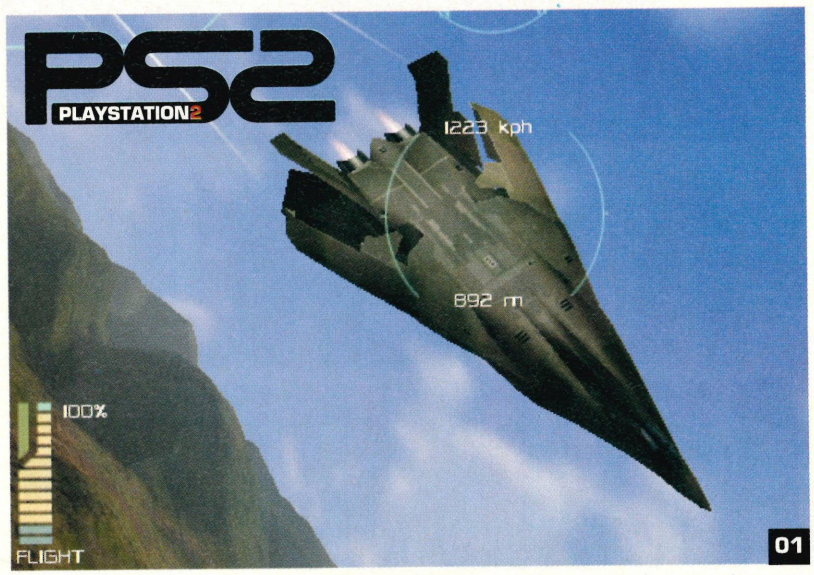

22 Dead Or Alive 2

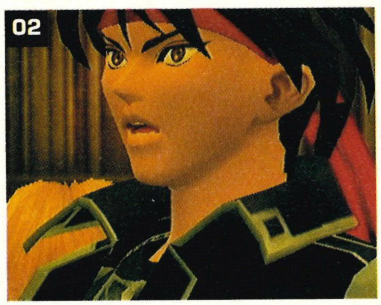

28 Dropship


38 SSX


48 ISS


52 The World Is Not Enough

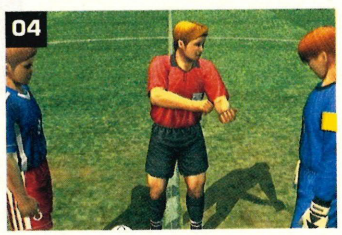












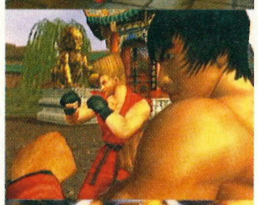
Post hardware launch, beefed up PS2 coverage includes the tactical **Dropship (01)**, magical **Orphen (02)** air-grabbing **SSX (03)**, goal-scoring **ISS (04)**, zombie-drilling **TimeSplitters (05)** and head-shooting **Silent Scope (06)**.

the hottest reviews

In a hurry to find what we thought of the latest ga... then follow this!



22 Dead Or Alive 2



36 Tekken Tag Tournament



38 SSX



40 ESPN Track & Field



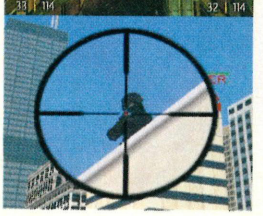
44 Dino Crisis 2



48 ISS



54 TimeSplitters



62 Silent Scope



38 SSX

Life after *CoolBoarders*; the fastest, brightest and most colourful game for PlayStation2 hits the slopes. Some say it's the best PS2 game yet; we say read the review and find out.



48 ISS on PS2

What happens when the best football series ever collides with the planet's top games machine? Something tells us you want to know.



52 The World Is Not Enough

It's our last chance. Can we get a great Bond game on PSone? This action-packed, first-person shooter gets the review treatment.

006 Wired **News**

014 **Features**

It's a very big month for the PlayStation community, what with the Euro release of PlayStation2 and all. Read about the history of the machine – and the games you should buy for it – in our PS2 features.

014 The Second Coming
018 What launch games to buy?

028 **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...

028 Dropship
032 Orphen
034 Project Eden

036 **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...

036 Tekken Tag Tournament
038 SSX
040 ESPN Track & Field
042 Aqua Aqua
044 Dino Crisis 2
046 Ms Pac-Man
048 ISS
050 Fantavision
052 The World Is Not Enough
054 TimeSplitters
058 NHL 2001
060 Pool Master
062 Silent Scope
064 Sheep
066 Midnight Club
068 Madden 2001
070 Knockout Kings 2001

072 **Official** Roundup

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

072 Castrol Honda VTR
072 Chaos Break
073 ICC 2000
073 Hello Kitty

074 **Import** Roundup

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

074 Masked Rider
074 Cosmo Warrior Zero
075 Power Shoveling
075 Vanguard Bandits

080 **Station** Master

102 **Wired** Ups

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

102 Silent Hill 2
103 ISS 2000
103 F1 Racing Championship
104 The Grinch
105 Tyco RC
105 ESPN X Games Snowboarding
106 Burstrick Wakeboarding
106 Dancing Stage Euro Mix

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



So it's out, it's here, it's brilliant – and I'm not just talking about this latest issue of Play! Rather, a dense block of silicon, steel and black plastic that we've come to know affectionately as PlayStation2. There's no turning back: gaming is changing for the better.

We've been covering PS2 and its games since the Japanese public (and the Play office) received the first wave of consoles early this year, so there's no better place to get your news, reviews and previews for this incredible console. Let us guide you through this magical new world, beginning with the story of the machine on page 14, then with a guide to every game available over the launch period on page 18, before delving into the rest of the magazine where our extra large portion of unrivalled, unofficial and honest reviews is waiting for you.

It's a very exciting time and, no doubt, there's going to be some things you want to talk about. Did your pre-order come through on time? Are you waiting until next year to upgrade? Does the first batch of PS2 games meet your expectations? Don't hold back, get in touch!

Graeme Nicholson
EDITOR

Release the Pressure



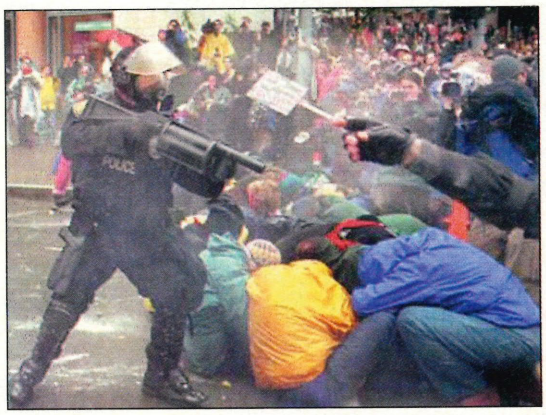
Where merchants fail, the Internet shall provide

The eclipse came and went without a single demon sliding through from the netherworld. There were no mass suicides, not a single alien slave ship turned up to take us back to the motherplanet and few children were cast blind. The Millennium clocked over and the only signs of madness came in the shape of Cliff Richards' number one hit version of The Lords Prayer. On 26 October after months of rumour, conjecture, gossip and blatant slander by the world's press the next-generation PlayStation hit the hungry stores of America. Contrary to previous predictions, no bloodbaths ensued. Being a truly enormous country with a population as varied as it is wide, there was bound to be a few teething problems. And just as logic dictates, there were. In the town of Minot, North Dakota (Population 35,286) police were called to a Wal-Mart to deal swift justice to potential PS2 owners who were pushing their villainous way through the line. Considering that the town suffers from an average of six robberies per year, tensions were understandably high and this little incident did little to alleviate the overall feeling that a crime wave had, indeed, occurred. In Woodstock, Georgia (population 4,361) the south's finest ticketed a group of excitable juveniles as their pre-purchase behaviour

In Britain, we've had our fair share of pre-order trials and tribul ations.of pre-order trials and

was deemed against the public interest. No guns were pulled despite this mild break down in law and order and justice prevailed.

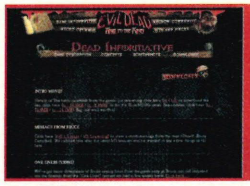
In the smaller towns and cities of the worlds greatest superpower general panic was kept at a minimum. An elite number of consumers who realised too late that they should have pre-ordered and/or camped outside their local Game-o-rama were quick to utilise 'Internet' technology to solve their sorry situation. At time of going to press, Ebay, the online auction house, was offering 1057 PlayStation2 specific items for the digital hammer. Unopened PS2's with two controllers were posted at $500 after being hyped by fourteen consecutive bids. Edhjr01, an online seller from Maryland, was offering one PS2 with four games (Madden2001, NHL 2001, Dynasty Warriors and Kessen) a vertical stand, two controllers and five DVDs of the buyer's choice. All this and the original store receipt for a poultry $3000 or 1978.63 British pounds. Not surprisingly, there were few takers. It looked like the greatly exaggerated hysteria had been deflected. The real action wasn't happening between hagglers outside local stores. It was happening online between people all over the country that had bought



[Above] Did you witness scenes like this outside your local videogame emporium? We want to hear from you.



[Above] By fair means or foul: She's got her PlayStation2, but do the black gloves tell a darker story?



Feed the **Evil Dead**

THQ has put up a two and a half minute trailer for its Evil Dead: Hail to the King game on the website. As well as the short movie you can also download in game catchphrases spoken by the mighty Bruce Campbell himself.
www.evildeadgame.com/downloads.asp



PS2's Lost **Bounty**

Last minute stuff this: several titles from the original 33 launch games announced last issue will be slipping from the PS2's first day on sale, 24 November. *Type-S, Kessen, Madden 2001, Super Bust-A-Move, Swing Away Golf, Theme Park World* and *X Squad* have moved to December.

machines with the sole intention of selling them on at a considerable profit.

In Britain, we've had our fair share of pre-order trials and tribulations. Some high street stores were offering their own order forms in order to guarantee an official pre-order slip. Many claimed that most of their allotted PlayStation2s had been reserved at the beginning of the year before the official forms were even released. Conversely, Toys 'R' Us publicly stated that they still had thousands available. Whatever the true picture, it was obvious that despite the insistence of some buyers to reserve their machines months in advance, the whole road show would work out smoother than expected. Those who really wanted the new console had them. Those who were slightly interested didn't and a select band of entrepreneurs managed to play the difference and make a tidy killing out of the whole affair. If there were any real winners in this whole affair it was the free economy.



[Above] Wal-Mart: Everything's back to normal now.

Please sir, we want some more

Sony slims down UK PS2 allocation

The finely oiled machine that is the PlayStation2 launch has hit another rust-caked hurdle. Sony have come forward, put their hands up and admitted that they would not be able to meet the required 200,000 PlayStation2s required for launch this 24 November. UK retailers will now have the unenviable task of having to fight over 165,000 remaining units while all remaining order forms still in circulation will be recalled. It's not hard to see that if 35,000 blank sheets don't get returned then Sony will be left in a world of squirm. With no official figure of how many units have already been "pre-sold" it is hard to tell how much damage has been done. Play office statisticians have calculated the chances of at least one happy PlayStation2 shopper being told they will have to wait until the second wave as being high. Still, Sony is confident that they will be able to deliver three million units by March 31. Reports that they will be using the help of five loaves of bread and five fishes for this biblical task could not be confirmed at time of going to press.



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.

ONE HANDED GAMING

News has leaked through to us that the American version of Dead or Alive 2 (known as Dead or Alive: Hardcore) will feature a rather risqué special mode that can be unlocked after playing the game for over 128 (the same amount of bits as a PS2, natch) hours. Going under the name of DOA 2: Uncovered the special feature will allow players to select topless female characters, each with their ample assets on show for all to see. Whether or not this unique addition will make it into the final UK PAL code of the game remains to be seen. Suffice to say the Play team has stocked up on man-sized Kleenex tissues in fevered anticipation.

THE COMMONS PEOPLE

Following a huge furore concerning whether or not EA's SSX Snowboarding was actually "The best thing sliced bread" or "Plain hokum" the house of commons assigned a special committee to ascertain whether the game did indeed represent a "new deal". After a no-stones-unturned investigation the crack squad of political fixers confirmed that the game was indeed a big fat Christmas turkey. Pass the cranberry sauce Vicar.

CLOSE SHAVE

Based on reports (from a leading High-Street videogame chain) that the Dreamcast is selling like cold, 18 month old cakes; Sega's ailing console will now be bundled with a teach yourself to read guide. This bold promotion will backed-up with a blanket regional advertising campaign including a hard-hitting quarter page campaign in Thursday's edition of the Bournemouth Echo. In a further story Sega announced that fifteen thousand members of its European workforce were killed in a freak shaving accident. The tragedy apparently had nothing to do with the firm's imminent redundancy plans.

AND FINALLY...

A recent Home Office report has revealed that "playing videogames is good for you if you are left handed". The salient points of the report as seen on page 28 and 37 of the sixty thousand-page document confirmed that "playing videogames is good for you if you are left handed". We await right-handed test results.

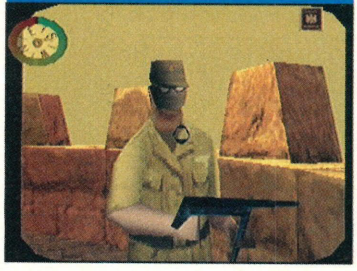
PlayStation Incoming



GAMES HITTING THE SHELVES NOW...

Medal of Honor UG

This sequel manages to improve on its illustrious predecessor in every key department. Perfectly mixing together elements of straight out blasting action and stealth, Medal of Honor Underground represents an essential purchase. Suffice to say this stands as the most tense, atmospheric, first-person shooter on the PlayStation: bar none.



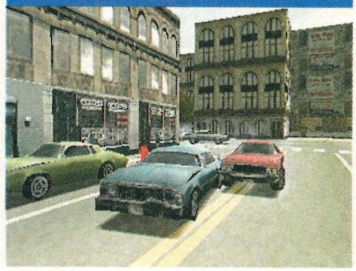
Aqua Aqua

Having just splashed out £300 on a state-of-the-art console, your first choice of game may not be a relatively simplistic puzzle game. However those of you who neglect Aqua Aqua will do so at your peril. This devilish puzzler is un-put-downable and at the bargain price of £24.99 it deserves to find a home in your PS2 collection.



Driver 2

Tanner's back and against all odds this sequel to the smash hit of last summer has improved upon the first game. Some unsightly pop-up spoils the action, but this flaw becomes a mere triviality when you consider that you can now exit your motor and hi-jack civilian vehicles. The gameplay is also less linear and should keep wannabe joy riders happy.



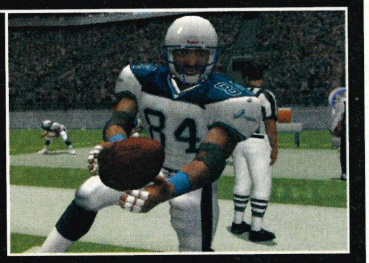
CAT BUCANNON'S ENTERTAINMENT USA

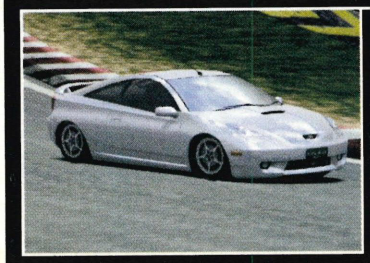


Regular monthly reports about happening events in the land of the free from PLAY's American correspondent, **Cat Bucannon**

TOP OF THE POPS

After the dust had settled and the cash registers had been closed it emerged that the two highest grossing PS2 launch titles state side were EA Sport's *Madden NFL 2000* and Namco's *Tekken Tag Tournament*. Other strong showings included *Ridge Racer V*, *SSX Snowboarding* and *TimeSplitters*. Nice to see that the charts weren't entirely dominated by sequels to tried and tested franchise titles.



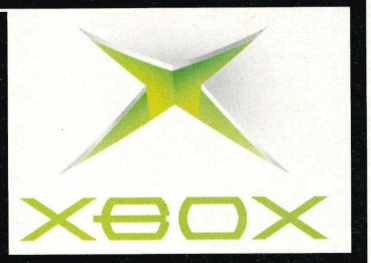


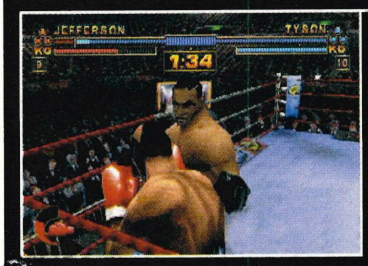
NEXT GENERATION

Following on from the day one PS2 launch is a tantalising wave of forthcoming PS2 software. Highlights include Polyphony Digital's genre defining *Gran Turismo 3*, which is currently pencilled in for an early 2001 release. Other hard-hitting titles include *Star Wars: Starfighter*, currently due on shelves in December and Squares highly anticipated beat-'em-up *The Bouncer*, the latter title is due to storm the States in January.

XBOX IS NO GO

The Electronics Arts owned developer Westwood Studios has voiced concerns regarding developing software for Microsoft's forthcoming Xbox console. Amongst the firm's many doubts about the as yet unreleased system were how the machine could be connected to the Internet and how the device would be pitched to the US public. Westwood have been behind the massively successful *Command and Conquer* games and its comments cast a shadow over Xbox's status within the US development community.





TYSON MUSCLES IN

Some of you crazy British import fans may well have heard talk of a new PlayStation Boxing game featuring the ear-chomping pugilist Mike Tyson. Well before you splash the cash on this one bear in mind that this is basically the game that you limeys know as Prince Naseem boxing over there in Blighty. Still with Tyson announcing his imminent retirement this could be the last chance you get to see him fight.

THAT SINKING FEELING

Prolific US software publisher Hasbro interactive has incurred losses of over $165million during its first two years of trading. The company which has been responsible for titles such as *Monopoly*, the forthcoming *Action Man: Operation Extreme* and *Wheel of Fortune 2* is on the market for sale. EA has expressed an interest in cherry picking certain titles from the firm, in a move which consolidate the firms grip on the US videogames market.





ON THE MONEY

Following the release of its Dreamcast console back in September of last year, Sega proudly announced that it had accumulated first day takings (including hardware, software and peripheral sales) of over $97 million. However, in the light of the PS2's US launch Sega's achievement looks somewhat less impressive. Yes, indeed, on 26 October PS2 went on sale in US stores and in 24 hours alone had amassed sales totalling over $250 million. More powerful than God... perhaps.

WHO ME?

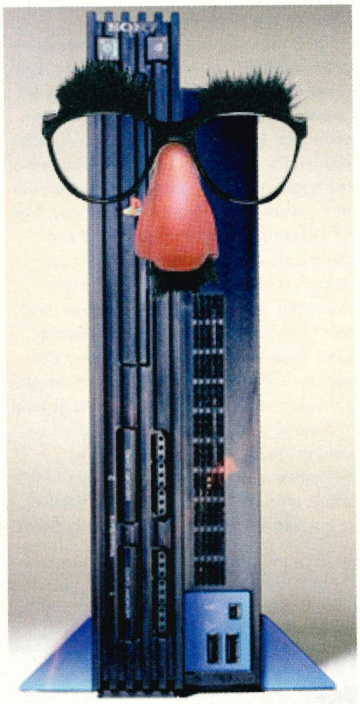
Digital Denial

PS2 'not a console'

Sony wants its new PlayStation2 to be a computer and not a videogame console. Why? Because as the console finally gets its release in Europe it will, if it's a games machine, be eligible for 2.2% duty per console, payable to Her Majesty's men in the black hats. After PS2 launch problems in America, Sony doesn't want to be losing any more money and has threatened a law suit against the UK Customs and Excise department, if the ruling is not changed. The tariffs are however set not by C&E but by the World Trade Organisation.

All in all it looks as if Sony is having a glum time with its next gen console. Whoops, we mean 'personal computer!'





Move Over PS2

Taiwan firm develops PlayStation compatible DVD players

A Taiwanese company called Acer Labs is developing a processor chip capable of powering game emulation code, enabling DVD players to run PC and PlayStation games. It's currently unclear whether the emulator is aimed at the PlayStation or the new PlayStation2 but Acer's processor chip runs at a reported 300Mhz, that's the same speed as the chip inside PS2.

In a further worrying development for Sony, Acer intends to licence the technology to Chinese DVD developers. Any legal challenges by Sony are unlikely to receive a sympathetic hearing since China has never shown much regard for international copyright laws.

Low cost chipsets from the far east have already found their way into a number of multi-region budget players such as the Scan SC2000, the Manhattan 2000 and the Digitron 360 all of which have proven popular with UK buyers. Assuming Acer's chip successfully makes it to market – and putting aside the questions over peripheral support – a competitively priced DVD/game player could put a very serious dent in Sony's European sales.

Visit www.dvdreview.net for all the latest DVD news.

ALi
Acer Laboratories Inc.
揚智科技股份有限公司
"Innovation in Integration"



[Above] The Chinese produced Shinco 868 already incorporates a chipset that allows MegaDrive games to be played from ROMs burned onto CDs.

- 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.
"PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

THQ

jap's eye



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

FIGHTING KINGS MOVE HOME

Remember how Capcom have been acquiring SNK staff recently? Well a new games company, BrezzaSoft, has emerged sporting staff which, in a similar vein, once worked for SNK – leading to rumours that Capcom itself is behind this new venture. Speculation is also rife that ex-SNK'ers have been transported to their new home with the rights to the troubled company's flagship series, *King Of Fighters*, intact. Surely these are worrying times for SNK...





PRECIOUS PORTS

Still, the Neo Geo Pocket Color is fairing much better over here than in the West so SNK still has a life-line for the time being. Continuing support for the platform will see *Big Bang Wrestling* and Nigeronpa (an RPG) released, well, by the time you read this. Despite the apparent loss of *KOF*, SNK has still retained much of its intellectual property so PSX owners can look forward to a conversion of *Metal Slug X* for the new year too.

SEGA'S NEW AGE

It's a turbulent time for Sega at the moment with the company finally announcing what many have anticipated for years – that the arcade giant will radically shift its business plan, producing software for 'other' (rival?) platforms. This comes at a time when 3rd party Dreamcast servers are having to close due to poor user support with Sega itself offering free access to selected network titles (such as *Sega Tetris*) to retain players. Looks like the company will bow out of the console race gracefully.





AM'S PM

In line with Sega's restructuring the company is to shut down the AM division responsible for manufacturing its arcade hardware. This doesn't signify the end of Sega's arcade era however as future projects will be contracted out to other firms, indeed it's support for the decaying market is still strong with *F355 Challenge II*, *Sports Jam*, *Air Trix*, *WWF Royal Rumble* and *Virtual Striker 3* recently announced.

GRAN TURISMO TOUR

In a partnership which will see Toyota and Sony joining forces, *Gran Turismo 3* preview booths (dubbed "Experience Booths") are to be placed in Toyota centres throughout Japan. By the time this news reaches you the units should be in place, ensuring that anticipation for the title reached fever point... as long as you can actually wrestle a go. The booths placed at train stations should be the cause of much tardiness also...





MORE AMOR

It's been a while since one of these has graced Silencio-san's magazine, but the popularity of PS2 was bound to see a number of dating games emerging for the platform. The worryingly entitled *Love Songs* (I dread to think what peripherals might be involved) is due for a February release. But hang on, where's the "Experience Booth" for this game Sony?!



OUT NOW **PowerStation** **(ISSN 1362-5047)** is now available from all good newsagents priced just £3.99! Issue 55 features PlayStation solutions for **Dino Crisis 2, Spyro: Year Of The Dragon, Driver 2** and **The World Is Not Enough**. Plus PS2 guides for **Tekken Tag Tournament, Ridge Racer V** and **International Superstar Soccer**.

FRAG TOWN

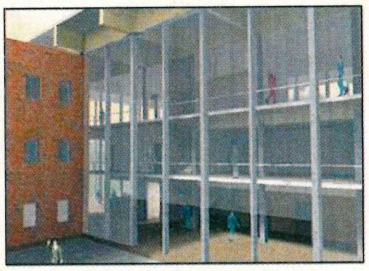
Bloodier by Design

Quake II inspires the buildings of the future

Researchers at Cambridge University department of architecture have utilised the *Quake II* engine to allow them to explore their creations while they are at a design stage. An early test versions has already been used to point out major flaws in a buildings design as virtual visitors found they could fall of landings and get crushed to death by descending lifts. Luckily, all mini-guns and cybernetic death squads have been removed.

Japan's institute for architecture has announced interest in this cheap solution to virtual reality and intend to work on a version that uses PlayStation technology. Here's looking to a future where we all live in metallic cathedrals, listen to death metal and have to utilise the rocket launcher jump to reach the bathroom. Or not.





[Above] The Quake building as designed by Cambridge's finest frag fans. Via the Internet, anyone anywhere can walk its corridors.

Launch & Crash

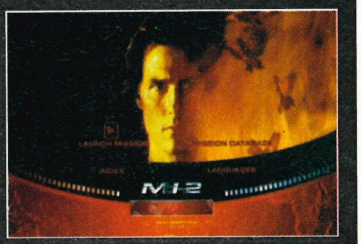
USA not entertained by PS2

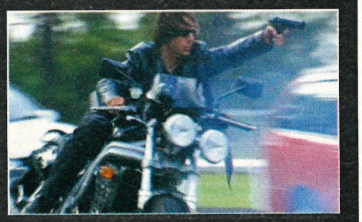
After a dramatic PS2 launch in America some shops are saying they will not have any more consoles until next year, possibly as late as March. These systems will again be made available on a pre-order scheme.

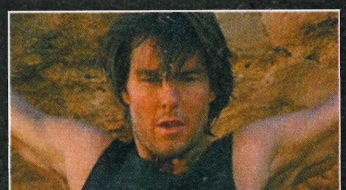
Shortages aren't the only problems; reports have mentioned that consoles have been stolen during shipping. Probably the most distressing problem has to be the large amount of faulty systems that customers are receiving. Complaints include difficulties playing DVD movies and DVD games, inability to recognise disks and jammed drive units. With no replacement systems available there are some pretty disgruntled customers out there.

All in all it seems that Sony's much heralded next-gen console has been a next-gen headache. Can they pull off a better Euro launch over the next couple of weeks?









[Left] DVD games, of which *Kessen* is one, are running into trouble on some machines. [Above] DVD movies are bugging out too.

WIN BIG

Win a PlayStation2

and impress the opposite sex!

So you never got round to getting that pre-order form. So you spent the year saving up your coppers then accidentally ended up spending them on some magic beans. So what. Why don't you just buck up? You've spent the year reading about the world's most powerful console. You probably know quite a lot about its innermost secrets – so why not make that knowledge pay. That's right, make it pay in the form of a definitely brand, and most probably spanking, new PlayStation2. There's no need to re-read that last sentence because your eyes did not deceive you. Five of our readers will win a PlayStation2.

Just by reading this, you're already in the running. All you have to do is put pen to paper to stamp and riddle us this oh so simple question.

In the exact period of one second, how many polygons can the PlayStation2 display?

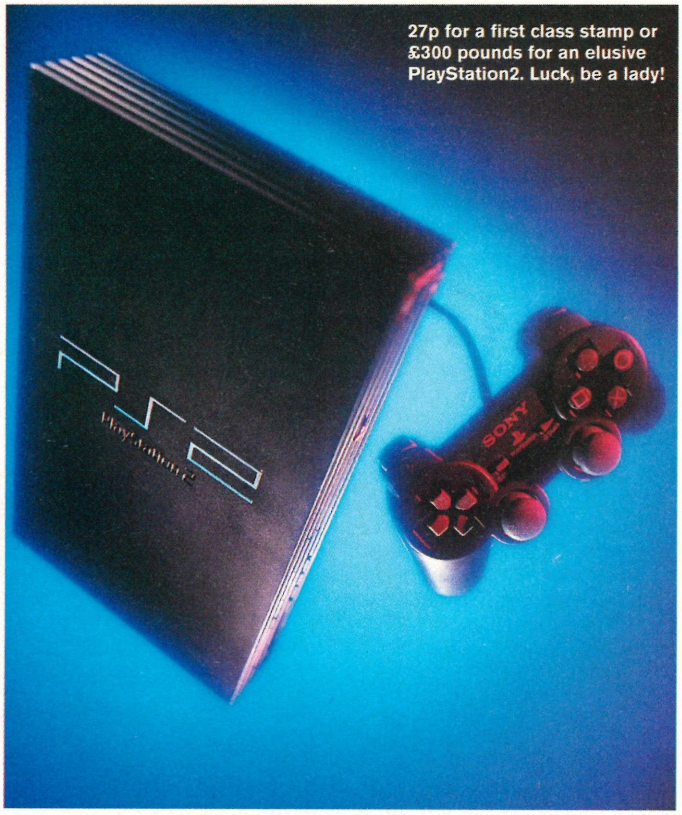
A 75
B 7500
C .....75 Million
D.....P=L{C-12}+(0.6/F)-3.142
E .....A lot











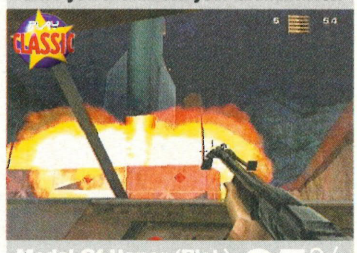
27p for a first class stamp or £300 pounds for an elusive PlayStation2. Luck, be a lady!

Send your answers on a postcard along with your name, address and favourite colour to:
Ivana PlayStation Too, PLAY, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, Dorset, BH1 2JS.

All entries must reach us by no later than 15 December. No employee of Paragon or any other company with products on offer within this competition is eligible to enter. There is no cash alternative. PLAY does not guarantee that ownership of a PlayStation2 will impress the opposite sex, but it will certainly turn heads. Only one entry per person. And don't even bother disguising your multiple entries by writing with you other hand because we can tell. We have... powers.

PLAY RECOMMENDS

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



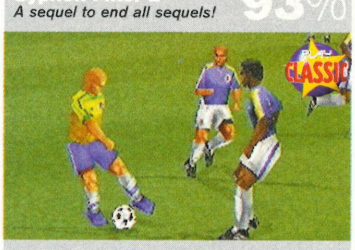
Medal Of Honor (Plat.) 95%
Good shootin', great price!



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: How have the boys prepared for the widespread insanity of PS2's launch?

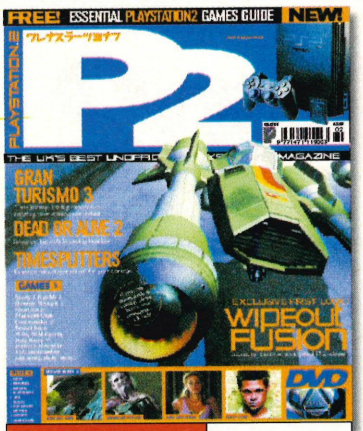
Graeme Nicholson
A long term mail order member of the Michigan Militia, Graeme knew the only way to be safe from the consumer frenzy was to retreat into the hills with two months worth of canned foods and a bolt action rifle.
silencio@paragon.co.uk

Will Johnston
When we finally found Mr Johnston, who was discovered asleep and wrapped in blankets in the freight elavator next to a flask of soup, he commented, "Eh? PlayStation2's coming out? Wha...? Scram!"
will@paragon.co.uk

Mark Crawley
Getting hold of Mark was almost as tricky, until we realised that one toilet cubicle had been occupied all day. A sobbing Mark was retrieved. "Bloody PS2," he cried, "ruined my life." We blame *X Squad*.
markc@paragon.co.uk

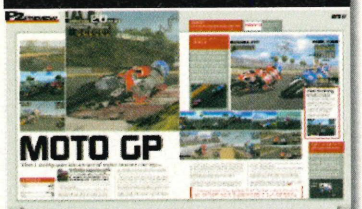
Simon Cann
Cann's remarkably laid-back attitude about this monumental gaming event was explained best by his question, "Can you get *Shinobi* for it? Can you? Well I'm not flaming interested then. Excuse me..."
scann@paragon.co.uk

Steven Gotobed
Watersports fanatic Steve G plans to paddle across to the time bubble of the Isle Of Wight until the PS2 madness dies down, then scoop one up cheap when *H30 Surfing* comes out.
steveg@paragon.co.uk



OUT NOW

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!





OUT NOW

Our biggest issue yet! A massive 180 pages of the latest UK and US reviews, features and hardware specials. Buzz and Woody star in the exclusive Region 2 review of the Disney sequel *Toy Story 2*, as well as its innovative original cinematic outing. *Buffy The Vampire Slayer*'s Alyson Hannigan is given the once over in an exclusive interview, along with a review and feature of the Buffy Season 1 boxset. Tom Hanks reappears in the War epic *Saving Private Ryan* and prison drama *The Green Mile*. Three more Bond discs are reviewed, along with *Erin Brockovich*, *Get Carter*, *Cold Feet* and much more. Plus US reviews of *Final Destination*, *Scream* Trilogy boxset, *Pitch Black* and *Shanghai Noon*. All this and more from the best-selling DVD magazine in the UK!

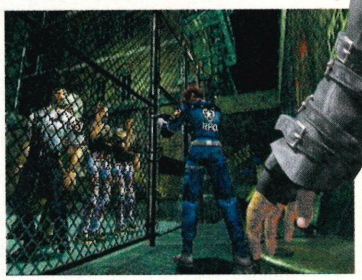
FILM HELL

Dead Director, Dead

Resident Evil movie update!

Horror maestro George A Romero will no longer be directing the movie version of *Resident Evil*. With such zombie classics as *Night of the Living Dead*, *Dawn of the Dead* and *Day of the Dead* as well as the Japanese TV commercial for the game under his belt, Romero was obviously seen as a long shot for the job. Enter stage left young British writer/director, Paul Anderson.

Mr Anderson already has some experience translating games to screen with his 1995 classic *Mortal Kombat*, although the rest of his resume seems somewhat lacking in the living dead department. Since leaving the heady world of British TV, home-grown Paul has graced us with the style over substance that was $hopping, Effects over plot that was *Event Horizon* and the Kurt Russel career-destroying direct-to-video pap that was the rightly ignored, *Soldier*. Early drafts of his script for '*Evil* show that he has decided to totally ignore any story set-up in the games and has decided to create a whole new *Resident Evil* mythos. A team of crack commandos find themselves trapped in a laboratory where an accident has killed everyone. A homicidal computer by the fear-extinguishing name of Red Queen has decided to unleash an army of the living dead and it's up to our heroes to find out what went wrong while stomping on some necrotic butt. You can moan about the synopsis all you want, but it won't stop the imminent production schedule. Filming is set to start in the second week of January 2001 for 12 weeks at locations in England and Europe.





Like a record baby

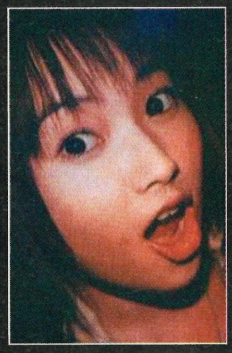
Sony's All Seeing Eye puts DVD movies through a 360° spin...

Not content with the current open sewer of music videos where big butt booty girls shake what their Momma gave 'em while back-flipping doggs wax about laying their love down bad style through the floor? Then you'll be happy to hear that Sony Music has been doing its homework and has come up with a way to allow you, the potential PS2 owner, to take control of what you watch.

As everyone knows, playing a DVD on a PS2 is simple and even multiple camera angles are possible with little or no effort. But what happens if you want to see more of the stage, or even rotate a camera left or right? Basically, you can't. Or rather, you couldn't until now. Top J-Pop sensation Morning Musume were the first guinea pigs for the latest experiment that allows for greater viewing control via your PS2. The girls were asked to dance their little pretty selves around a specially developed rig that used eight out-looking cameras. When these individual feeds were sewn together into one PS2 compatible MPEG–2 Stream a simulated camera rotation control was possible. Video clips could also be assembled to form a super windscreen image extending off the screen. Since this latest bit of video magic relies heavily on the PS2, the likelihood for it to become widespread in the West is minimal. However, those of you who are fond of the sight of Japanese girls strutting around in inappropriate outfits will be able to get hold of the Morning Musume game from your local importer. Those of you who are fond of seeing BoyZone lonewolf Ronan Keating flying around the screen will be shocked to hear that he isn't really flying – he's on wires.









CHARTS

In association with GAME

Pos	Game	Developer	Publisher	Score
1.	Who...A Millionaire	Eidos	Eidos	NR%
2.	FIFA 2001	EA Sports	EA	72%
3.	Tony Hawk 2	NeverSoft	Activision	92%
4.	Gran Turismo 2	Polyphony Digital	Sony	92%
5.	Tomorrow Never Dies	Black Ops	EA	52%
6.	Rayman	Ubi Soft	Ubi Soft	87%
7.	Spider-Man	NeverSoft	Activision	82%
8.	Driver	Reflections	Infogrames	94%
9.	Tarzan	Sony	Sony	50%
10.	Disney's Dinsaur	Ubi Soft	Ubi Soft	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.	Wipeout Fusion	Sony	Sony
4.	Gran Turismo 3	Polyphony Digital	Sony
5.	Dino Crisis 2	Capcom	Capcom

BYE ABE

Munch gets X'ed

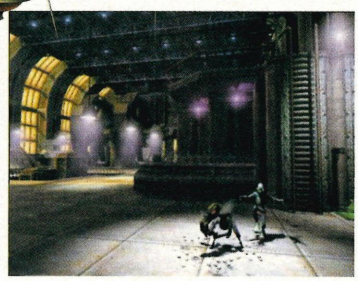
Do you still believe in Odd?

Oddworld Inhabitants' much anticipated *Munch's Oddysee* has been pulled from the PlayStation2 and will now only be appearing on Microsoft's Xbox.

Programmers the world over have stated that Sony's failure to fully inform them of the PS2's innermost secrets have made writing for the new machine awkward because code has to be written for routines that, on other platforms, would have been taken care of by on-board libraries. Oddworld is the first to switch platforms completely, sighting Xbox's overall superiority rather than Sony's lack of help as reason for the change of venue. *Munch's Oddysee* would have been the third in the popular adventure series and was set to revolutionise console gaming by providing a whole world to explore and play with rather than strict level confines. With Munch jumping ship completely and *Metal Gear Solid* no longer being a PlayStation exclusive title it looks like the console war is far from over with Abe and Munch being just the latest casualties. Xbox is not due for release until autumn 2001.







Rollover Beethoven

There was a day when having a personal cassette player the size and weight of a house brick clipped on your belt singled you out as a denizen of the technical tomorrow. In light of the digital revolution, this is no longer the case; portable music listening is small and sexy, MiniDisc is the funky format to use, and TDK are the best in the business. They're MiniDiscs sound perfect even after thousands of recordings and, because they're colour-coded, it's really easy to archive your stuff – this is what the new MD Colour range was designed for. Audiophile listeners will prefer the reference grade MD-RXG discs, while fashion-conscious pocket rockers will be grabbing the arty XS-iV range off the shelves. The latter two even come in optional 80-minute versions to make sure all your tunes fit. Tell you what, why not find out for yourselves? ***To win the three discs, plus a fantastic portable player/recorder to use them on, write in and tell us what Will had in his bag last month. Write to: TDK Compo, PLAY Magazine, Paragon House, St Peters Road, Bournemouth BH1 2JS.***



Writer Mark Crawley

SONY'S SEQUEL

The most **powerful games console** (sorry Ray!) currently in production is about to be **unleashed on the UK**, but how did we get to this monumental point in history? Read on...

GRAPHICS SYNTHESIZER

16.6mm x 16.8mm (279mm²)
42.7M transistors
0.25µm

IT PROBABLY STARTED WITH A BANG. A big one. Before that? Well, there's always wild talk of a vacuum having tangible mass and, therefore, latent explosive energy – but whatever the cause, a colossal boom, flinging the far reaches of the universe ever further apart, is as good a place to start as any. From this point our knowledge increases in detail: gasses cooled, collected and condensed to form heavenly bodies and, in at least one rather special corner of a particular galaxy, conditions were sufficient to support the chain of chemical reactions which would come to be known as 'life'. Cue a few million years of evolution, far too much unnecessary violence and a number of woeful hairstyles, and we find ourselves in 1991 – the place is Chicago and the company in question's name, surprisingly, begins with the letter 'N'...

Peripheral Vision

Nintendo entered 1991 on the back-foot. Sega's vaunted MegaCD add-on for the MegaDrive, whilst relatively crude by today's standards, would place the company at the cusp of future technologies. The SNES, Nintendo decided, must have a CD drive too and, as per a previous agreement with the electronics giant, Sony was lead to believe that it would be manufacturing (and therefore benefiting from) the device... until the CES show in Chicago, that is. Whilst developing its relationship with the company that already produced the SNES's sound-chip might seem the obvious way for Nintendo to have gone, those who know the videogames giant will appreciate its domineering attitude to the marketplace (that Sony was publicly snubbed in favour of the more submissive Philips was as unthinkable as it was honourable).

Sony was placated to some extent by assurances that, yes, Nintendo still wanted to go ahead with the jointly developed all-in-one SNES & CD unit – the original PlayStation – but when this deal went similarly sour, Sony had the motivation and technology to independently win back some face...

3-2-1...

It's doubtful that even Sony's impressive financial resources and desire for retribution would have been enough to wrest the console market alone though – fortunately the company had an ace card in both Nintendo and Sega's treatment of their most precious resource... third-party developers. With such an aptitude for producing games in-house, neither of the two established players felt a need to see such developers as anything other than (a) potential competition to be squashed or (b) cash-cows to be milked. Nintendo was the worst perpetrator, offering expensive deals which were high in risk but relatively low in profit for the softco's; Sega was a little bit more desperate for business, but still managed a fairly convincing Mini-Me to Nintendo's fully fledged Dr Evil.

Sony's attitude couldn't have been more different – third party developers were embraced as integral components to the PSX's success and, whether Sony anticipated it or not, the extended development periods necessary to create 32-bit+ titles would ensure that its highly alluring platform attained significantly more shelf presence than either the Saturn, N64 and even Dreamcast. The lion's share of the credit for producing such a developer-friendly machine must go to Ken Kutaragi, Sony's genius engineer, (who, incidentally, designed the SNES sound-chip), but equally important was the company's general ethos of support and, of course, ability to market a home console to the masses with astounding effect.

QUOTES IN QUESTION #1

"No more than five software companies can develop games that take full advantage of the PlayStation 2's capabilities."
Tomoyuki Takechi (Head of Squaresoft)

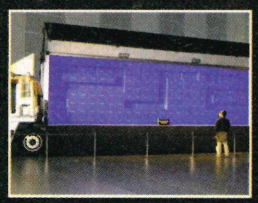
"For a first person/action adventure game, we're looking at a budget of around £2-3 million..."
Juan Montes (Development Director SCEE)

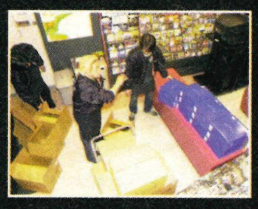
PLAY SAYS: No doubt about it, pushing the PS2 will take a lot of moolar, making the business as risky for developers as with the later cartridge systems. PLAY predicts that the Producer's role will increase in significance with only fully budgeted and planned projects ever getting the green light. Expect to see increased dependence on Middleware and, oh yeah, ask yourself exactly how many companies were ever able to take FULL advantage of the PSX...

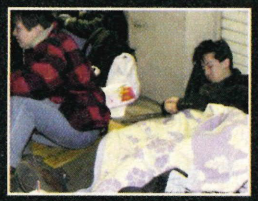
Unlike Sega and Nintendo, third party developers were embraced as integral components to the PSX's success...











Little is more reassuring to a videogame pundit than seeing the Japanese queue like fanatics, braving the weather and urinating drunkards, in order to snap up new hardware and games. The PS2 release hordes were therefore most encouraging.









The very first members of the public to see and buy the PS2 – little do they know that the machine has plans to totally dominate their front rooms – bwa ha haaa!

QUOTES IN QUESTION #2

"You certainly won't hear us referring to PlayStation 2 as a games console... we're calling it a 'computer entertainment system'."
Ray Maguire (Big Cheese, SCE)

PLAY SAYS: We can understand the groans we hear in response to this kind of statement – the perception being that any machine that played games but wasn't marketed as a games console has typically failed in the past. This isn't strictly true, the NES was an 'Entertainment System' to us and a 'Family Computer' to the Japanese... yet it sold rather well. Besides, the PS2 has so much potential beyond videogaming that pigeon-holing it too early in its career could well prove counter-productive. Until then, our association of the open-ended phrase 'entertainment system' with videogaming should ensure few are offended by Sony's long-term plans.

QUOTES IN QUESTION #4

"If we used telepathy to communicate, then hardware would be unnecessary."
Teiyu Goto
(Art Director, Sony)

PLAY SAYS: The artist in Goto comes shining through, but whilst it's enamouring to hear such an outstanding Sony employee place communication and expression at the center of his work, PLAY suspects that its first telepathic message would be something like, "Do you want a game of Tekken?". Don't ever stop, Teiyu!

This latter endeavour wasn't made any more difficult by significant developers such as Namco, Square, Capcom and Psygnosis clearly expressing a preference for the PSX very early in its life... the machine was released in December '94 (Japan) and September '95 (USA/UK), promptly blowing everyone away and establishing Sony as a refreshing new force in videogaming.

Time And Tide...

The favour Sony had garnered through simply not being horrible paid off – *Rage Racer*, *Tekken*, *Final Fantasy*, *Metal Gear*, *Resident Evil* and *Tomb Raider* – all names which swiftly became primarily, if not exclusively associated with our favourite grey box. Even if they had a Saturn or N64, most gamers would have a PSX as well, and for the newly formed UK mass-market 'PlayStation' became as synonymous with videogaming as Nintendo had in its American heyday. But this didn't stop people looking around, and despite increasing popularity throughout the following five years, it became clear that the original PlayStation couldn't last forever.

Concerns about the mass-market's ability to understand the typical console's limited longevity evaporated as it became clear that a significant proportion of PlayStation gamers wanted to experience the kind of complex, graphically intensive action which was emerging on the PC and being promised by Sega with Dreamcast. Only they didn't much fancy shelling out £1000 for an instantly-out-of-date computer, nor placing their faith in (what many saw as) 'the enemy'; the console was the favoured gaming platform, Sony's was the preferred brand, and all the company had to do next was produce a machine which could host those snazzy new games which so many developers were itching to create...

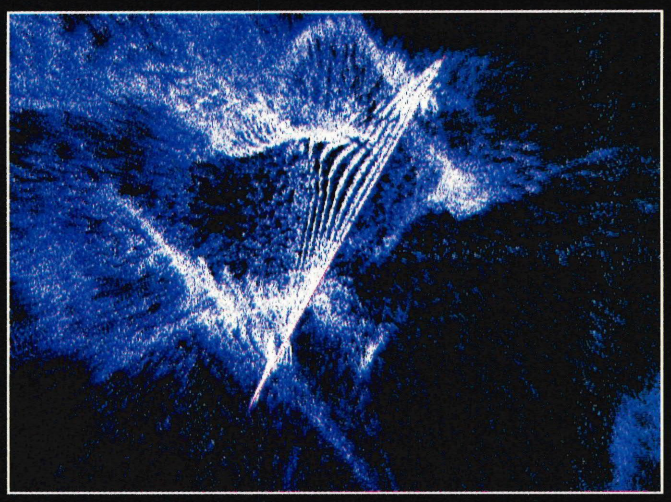
'PlayStation' became as synonymous with videogaming as Nintendo had in its American heyday...

The Next Next Generation

Sony first hinted at the PS2 as far back as 1995 (before the PSX's UK launch!) by announcing long-term plans which included the integration of gaming with the Internet at a fundamental level. For those with more than a passing familiarity with the company, this stance will scarcely raise an eyebrow – the PS2 and PSX's aesthetics are the responsibility of one Teiyu Goto after all, and it's therefore unsurprising that they carry and build upon the philosophy extolled by his lesser known (in the UK) work – Sony's VAIO computer range.

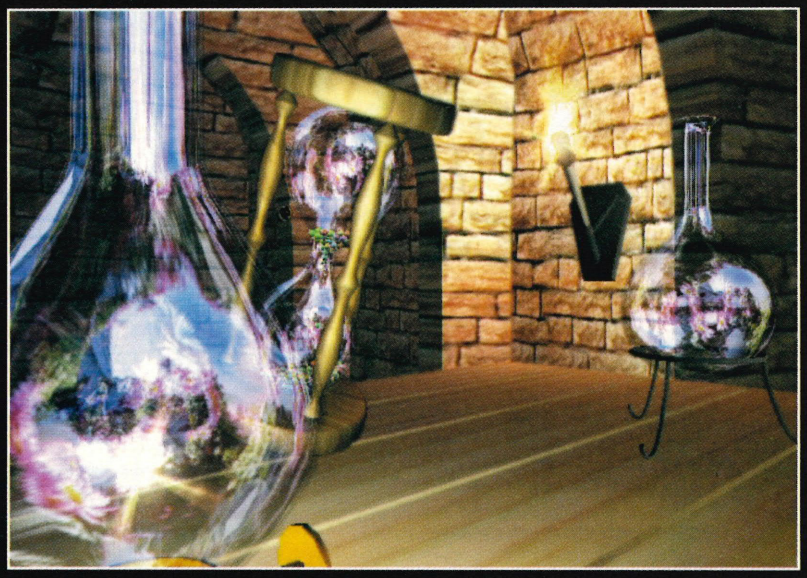
VAIO stands for Video Audio Integrated Operation, and the platform's key concern is the convergence of video, audio, computational and communications technologies. Further to this, as symbolised by the VAIO logo (which starts with a sine-wave and ends in digital bits), the range is fuelled by Sony's desire to successfully merge

Just as Sega with its Dreamcast, Sony commissioned a number of snazzy demos to show off the PS2's power prior to launch...











...whilst such exhibitions only ever give a rough indication of their host's true abilities – once a game engine with elements such as real-time physics and AI is added to the equation, some graphical excess has to be sacrificed – the potential of PS2 was immediately clear.

QUOTES IN QUESTION #3

"The human brain through the eye is very good at recognising repetitious patterns and that is what spoils many games..."
Phil Harrison (Vice President of Third Party Relations and R&D, SCEA)

PLAY SAYS: Of all the recent PS2 hyperbole, Phil Harrison's promotion of the 'synthesis model' of coding left us least convinced. In a nutshell, the PS2 is tailored to 'individualise' generic patterns on the fly – very nice, but of concern is an apparent failure to grasp the simple fact that the human brain, through the eye this is, tends to group roughly similar patterns together (perceiving repetitiousness where there actually is none), thus counteracting many of the supposed benefits of synthesis so far cited. It's the reason why people tend to (wrongly) assume that all foreigners look alike, and why programmers the world over are scratching their heads trying to think of ways to really fulfil the potential of synthesis. Good luck boys.

the analogue and digital realms into a coherent whole. Whilst this directive was merely echoed in the PSX (the analogue pad's as near as it got); PS2, with it's advanced technology, DVD drive and high-speed USB connectivity, is perfectly pitched to fulfil the company's grand vision in true style.

Of course, such talk of convergence inevitably brings the conversation shuddering round to the topic of 'Set Top Boxes' or 'Multimedia Units' and how, so far, they have singularly failed to catch on. It's a potential problem which Sony have worked to diffuse with great care and restraint – though Kutaragi-san wasn't backwards in coming forward when he claimed that, "A new world will be created on the basis of PlayStation2 in the coming years" (note the last few words) and Sony has been more than frank about plans to utilise PS2 as an electronic distribution system for movies and music.

In this light, it's clear that Sony's reluctance to promote PS2 as a simple games console is borne from a desire to avoid artificially restricting its remit – but that's not to say the company will therefore automatically try to pitch the machine as a set top box. Videogames and DVDs are what will sell a unit like PS2 at this point in time and, low and behold, it's exactly these strengths on which the console will debut. Indeed, as Ken puts it – "As far as I'm concerned this is a machine for games that is unlike anything anyone has ever seen. The rest will come from that." – which is exactly why PS2 has been dubbed a 'Trojan Horse' by many.

Teiyu laboured to give the machine a design with universal appeal, it's sleek hi-fi-like styling ensuring a secure place within home entertainment centres around the globe. And there it will sit, innocently playing games and DVDs until the masses warm to the idea of front-room global networking and broadband technology is widespread enough to make it viable – at which point Sony will be perfectly placed to dominate yet another new horizon.

Until then we're just gonna sit back and enjoy what we've got, and that means a backwards-compatible, DVD-playing über-console with the power to realise developer's wildest visions.

Oh yeah, and you can even stand it on its side...



QUOTES IN QUESTION #5

"We would like to combine movies, music and games in one. It's a new concept but very understandable."
Ken Kutaragi (President & CEO, SCEI)

Weeeell, it's not an entirely new concept, but the PS2's DVD drive certainly allows for the inclusion of bona-fide movie footage where previous machines have struggled with lesser formats. 'Course, this'll be a moot point if Sony intends to stream interactive movies straight into your PS2 via its forthcoming modem and could even provide the scope for a [shock!] worthwhile example of the genre. Here's hoping...

Writer Simon Cann

thirtysomething



THE PLAY TEAM SEPARATES THE WHEAT FROM THE CHAFF AMONGST THE INITIAL LINEUP OF PS2 LAUNCH RELEASES. WE'VE PLAYED THE GOOD, THE BAD AND THE DOWNRIGHT UGLY AND NOW IT'S TIME TO REVEAL WHAT'S HOT AND WHAT'S ROT...

With an unprecedented 33 games available during the launch period, the lucky few amongst you who managed to get your pincers on a spanky, brand new PS2 will no doubt be bamboozled by the expansive launch lineup. Consequently, and due to our undying, death-defying love for you, the PLAY team has banged heads and come up with this definitive list of what's hot and what's rot.

Yes indeed Bob, we've separated the cat's whiskers from the dog's dinners to ensure that you don't walk away with a PS2 turkey fit only for the festive season. Compiling the list was a long, drawn-out process and each of the team members cogitated, deliberated and something else that ends in -tated over the position of each game in this list.

The lights of certain games shone brighter than others...

The criteria we drew up when ranking each of the games included: how well they exploited the PS2 technology; how innovative they were; and most importantly how well they actually played. Don't be surprised to find a humble puzzle game above a so-called next-gen RPG epic. The lights of certain games shone brighter than others, hence their appearance higher up the rank. Now, go forth and purchase in confidence.

01 RIDGE RACER V



Taking the coveted number one slot is Namco's stunning Ridge Racer V. If you ignore the black borders in evidence, then you'll discover one of the most addictive racing games ever conceived. Both the cars and tracks are stunningly detailed with the frame rate running along like a greased whippet. An essential purchase.

PUBLISHER: SCEE
GENRE: Racing

02 TEKKEN TAG TOURNAMENT



The defining moment of the Tekken series. The gorgeous visuals and tried and tested action will delight Tekken purists and newcomers alike. The icing on the cake is the brand new Tag mode that serves to enrich the already deeply engrossing gameplay. The best, as they say, just got better.

PUBLISHER: SCEE
GENRE: Beat-'em-up

03 SSX SNOWBOARD



This next gen snowboarding game missed out on a higher place by a whisker. In technical terms this is one of the most impressive of the PS2 launch games, with some glorious lighting effects and the incredible speed of the action providing a massive adrenalin rush. A true benchmark title.

PUBLISHER: Electronic Arts
GENRE: Racing

04 TIMESPLITTERS



Coming from the makers of Goldeneye this was always going to be good, although even we were surprised at the quality of this blast-fest. TimeSplitters dispenses with stealth elements and instead delivers an all-out action-packed extravaganza. One-player mode is solid, but with four players this really comes alive.

PUBLISHER: Eidos
GENRE: First Person Shooter

05 MADDEN NFL 2001



Surprising perhaps to see an American football game so high up the list. However, the incredibly realistic player animation, coupled with one of the most comprehensive selection of plays and teams earns this hugely addictive title a place in the top five. Even gridiron virgins should take a peek.

PUBLISHER: Electronic Arts
GENRE: Sports

06 ESPN INTERNATIONAL TRACK & FIELD



This PS2 update of the seminal Track and Field offers up one of the most competitive multiplayer experiences yet witnessed. Blending together traditional button-bashing with new Beatmania-style stages, this takes the series into a brave new world. A next gen makeover completes the package.

PUBLISHER: Konami
GENRE: Sports

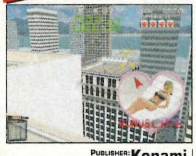
07 READY 2 RUMBLE BOXING ROUND 2



Midway's larger-than-life boxing game delivers honest-to-goodness pugilistic brutality in spades. Adding to the hilarity of smacking your mates senseless is the option to fight as major celebrities including Michael Jackson, Shaq and Bill Clinton. Suffice to say the sight of Clinton and Jackson trading punches never grows tiresome.

PUBLISHER: Midway
GENRE: Sports

08 SILENT SCOPE



Despite lacking the sniper scope peripheral of its arcade parent, this shooting game from Konami still manages to provide genuine edge-of-the-seat tension. Picking off terrorists with clinical precision is satisfying to the point of being unhealthy and veterans of the coin-op will appreciate this near-perfect conversion.

PUBLISHER: Konami
GENRE: Shooting

09 INTERNATIONAL SUPERSTAR SOCCER



The team was split between this and FIFA 2001 although after much gnashing of teeth it was decided that Konami's PS2 footy effort made better use of the Emotion Engine. Featuring some brilliantly detailed players and stadiums, this comes closer than anything does to replicating the 'beautiful game'.

PUBLISHER: Konami
GENRE: Sports

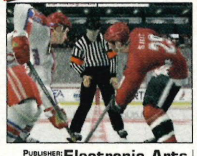
10 FANTAVISION



It may be just a puzzle game, but Fantavision stands as one of the most original and refreshing titles to appear on the PS2 so far. The concept is simplicity itself: set up chain reactions of fireworks to rack up massive scores. Much like Pringles, once you pop you can't stop.

PUBLISHER: SCEE
GENRE: Puzzle

11 NHL 2001



All the thrills, spills and fighting action of ice hockey rolled into one neat package. The attention to detail is astounding and the action is lightning fast. Sadly, slight slowdown and some suspect goalie AI stop this from ranking higher, but with that said this still plays a great game of ice hockey.

PUBLISHER: Electronic Arts
GENRE: Sports

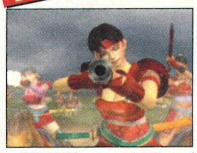
12 SMUGGLER'S RUN



Playing much like a redneck version of the acclaimed Driver games, this contraband-smuggling racing title features one of the most powerful graphics engines yet witnessed in a videogame. The high speed police chases and expansive countryside environments make this the game The Dukes of Hazzard should have been.

PUBLISHER: Take 2
GENRE: Driving

POSITION 13 — KESSEN



PUBLISHER: Electronic Arts
GENRE: Strategy

We never quite figured the Japanese version out. Fortunately, with an English translation we're happy to report that Kessen is one of the most polished strategy/war games on the market. Fabulous period battle sequences really bring the thought-provoking gameplay to life. It's not likely to appeal to arcade junkies however.

POSITION 14 — MIDNIGHT CLUB RACING



PUBLISHER: Take 2
GENRE: Racing

The preview code of this one looked a bit ropy. Fortunately, Angel Studios got its act together and the result is an enjoyable if simplistic racer, that acts as a nice stop-gap between the inevitable arrival of Driver on PS2. The underwhelming visuals let the side down though.

POSITION 15 — TOP GEAR DAREDEVIL



PUBLISHER: Kemco
GENRE: Racing

A joyrider's dream come true this one. Players must burn through packed city streets collecting tokens and power-ups such as turbo boosts and extra time. A fine multiplayer mode livens things up, with an explosive variant of tag in which players must pass a bomb onto their rivals. Worth a look.

POSITION 16 — AQUA AQUA



PUBLISHER: SCi
GENRE: Puzzle

Okay so this may not have been the kind of thing you bought a PlayStation2 to play and show off with, but, qualms aside, Aqua Aqua (Wetrix 2) provides some of the most inventive, frustrating and downright addictive puzzling action on any system. At £24.99 the excellent value of the package will also 'wet' your appetite.

POSITION 17 — SUPER BUST A MOVE



PUBLISHER: Acclaim
GENRE: Puzzle

We know the Bust A Move series has been done to death, but there's simply no denying that this PS2 incarnation of the game is the most polished in the brain-tingling series so far. You know the drill by now, shoot groups of similar coloured bubbles together to make them disappear. Simple, yet brilliant.

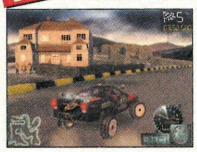
POSITION 18 — FIFA 2001



PUBLISHER: Electronic Arts
GENRE: Sports

A console without a FIFA game is like a Big Mac without gherkins (make of that what you will). This new next generation edition does pretty much what it says on the tin, so basically you get the solid FIFA game engine with a nice graphical makeover. It's a nice enough kick around for sure, but no ISS-beater.

POSITION 19 — WILD WILD RACING



PUBLISHER: Rage Games
GENRE: Racing

Scratch beneath the surface of this buggy racing title and you'll discover some highly innovative gameplay modes. Sadly, to access many of these you have to plough through the tedious championship that makes up the bulk of the game. By no means a bad game, but superior PS2 competition already exists.

POSITION 20 — DYNASTY WARRIORS



PUBLISHER: Midas
GENRE: Beat-'em-up

From the developers of Kessen, this fighting/strategy game features one of the highest body counts ever seen in a videogame. Set in feudal Japan you must plan a campaign against opposing forces and then get into the thick of it for some chaotic beat-'em-up action. Sadly the mindless combat soon grows tiresome though.

POSITION 21 — F1 RACING CHAMPIONSHIP



PUBLISHER: Video Systems
GENRE: Racing

One of the two F1 games appearing in the launch lineup and, as always, there's not much to choose between the two. However, this UbiSoft-developed racer just manages to clinch the higher spot due to its convincing handling and solid feel. It's no slouch in the visual department either matey.

POSITION 22 — F1 WORLD GRAND PRIX



PUBLISHER: konami
GENRE: Racing

The second of the two PS2 launch F1 titles. Konami's effort offers a solid and realistic take on the high speed sport. In graphical terms this is a fabulous showcase for the PS2 capabilities with each track featuring some stunning details. Fortunately, this graphical extravagance hasn't come as a trade off against speed. Nice.

POSITION 23 — RAYMAN REVOLUTION



PUBLISHER: Ubi Soft
GENRE: Platform

This PS2 Rayman title is essentially a reworking of the popular Dreamcast version. Happily, the developers have tinkered around with the layouts to deliver a fresher game. Graphics look excellent and the gameplay itself is tightly structured. However, this is probably suited more to the younger players.

POSITION 24 — ETERNAL RING



PUBLISHER: Crave
GENRE: RPG

This first-person RPG centres on the collection of a set of magical rings. Each of these rings possess different capabilities, which the central hero, Cain, can use in his fantastical quest. Visually this is reasonable, although the overall detail on display is a tad bland. Reasonable stuff, but far from essential.

POSITION 25 — EVERGRACE



PUBLISHER: Crave
GENRE: RPG

Standard fare RPG that allows players to assume control of one of two central characters. Yuterald is a skilled swordsman, whilst Shalami is a resurrected female fighter who was killed by assassins. This started life as a PS game but was switched to PS2; unfortunately this shows through in the product.

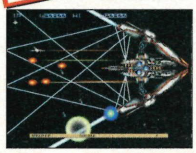
POSITION 26 — THEME PARK WORLD



PUBLISHER: Electronic Arts
GENRE: Management Sim

A fine update of the popular PlayStation title. You get to build your own theme park and then watch as the visiting punters decide what they think of it. Naturally, this looks much better than the PlayStation title, although the core gameplay remains largely unchanged. Hence the low ranking.

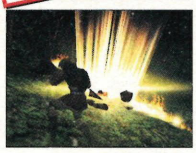
POSITION 27 — GRADIUS III AND IV



PUBLISHER: Konami
GENRE: Shoot-'em-up

This will not appeal to everyone, but anyone who hankers after some solid old-fashioned arcade action will not be disappointed. Basically, you get a perfect conversion of the sideways scrolling shooter Gradius III and a special PS2 update of Gradius IV. It would've been nice to get the rest of the series, however.

POSITION 28 — SUMMONER



PUBLISHER: THQ
GENRE: RPG

In development Summoner showed much promise, yet sadly the finished product is something of a letdown. The RPG-styled gameplay is fairly diverting, whilst the combat system is deep and intuitive. It's just a shame that the whole thing is let down by some poor visuals and an uninspiring plot.

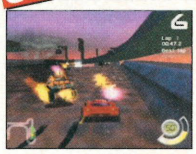
POSITION 29 — X SQUAD



PUBLISHER: Electronic Arts
GENRE: Action Adventure

Mixed opinions about this one in the office. Some loathed it, whilst others thought it was alright. The game plays somewhat like the Syphon Filter titles, although here you can control and swap between four different members of a crack commando unit. Some good ideas present, but a bit on the dull side.

POSITION 30 — PRO RC REVENGE



PUBLISHER: Acclaim
GENRE: Racing

With so much heavy competition in the racing genre, you need something pretty special in order to stand out from the chrome-polished crowd. It's a shame then that Pro RC Revenge is so staggeringly average. Racing around in radio controlled cars is enjoyable for a while, but the fun is short-lived.

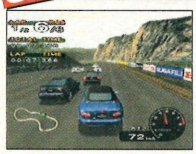
POSITION 31 — SWING AWAY GOLF



PUBLISHER: Electronic Arts
GENRE: Sports

The only golf game currently available on PS2, making it the best by default. This offers a distinctly average take on the sport and aficionados would be better off waiting for the forthcoming Tiger Woods 2001. If you really can't wait then why not try the excellent Everybody's Golf 2 on PlayStation?

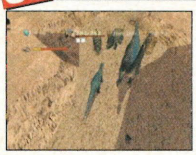
POSITION 32 — TYPE S



PUBLISHER: Electronic Arts
GENRE: Racing

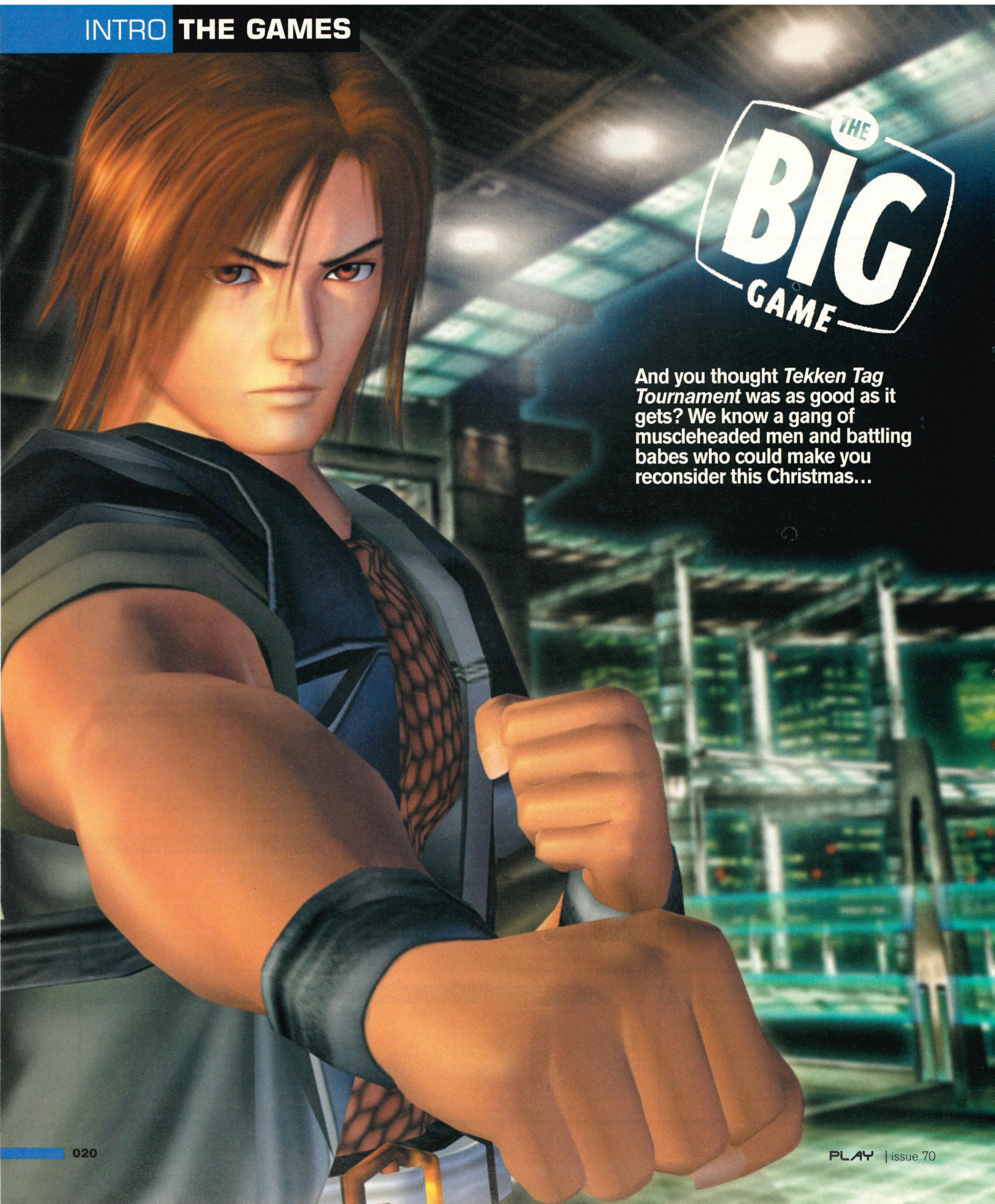
An impossibly bad racing game that features dull graphics and car handling that's so poor you'll wonder if your pad's actually plugged in. With titles like Ridge Racer V on the shelves and the soon-to-be-released Gran Turismo 3 on the horizon, this horrible little game simply cannot be recommended.

POSITION 33 — DISNEY'S DINOSAUR



PUBLISHER: Ubi Soft
GENRE: Adventure

The worst of the PS2 launch titles by a prehistoric country mile. This was insulting enough on the PlayStation, but on PS2 the game's appalling structure and bland 'action' are simply unforgiveable. Climbing trees and collecting fruit has never been so little fun. The videogame equivalent of Freddy Starr.



THE BIG GAME

And you thought *Tekken Tag Tournament* was as good as it gets? We know a gang of muscleheaded men and battling babes who could make you reconsider this Christmas...



the games

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

guide to the grades

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

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

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

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

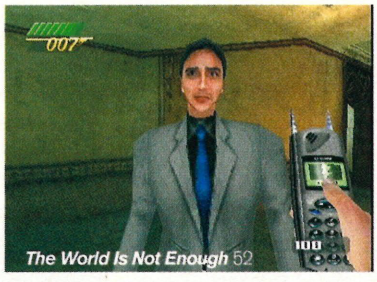
50-74
These are average games that may be entertaining but are fundamentally flawed or don't have any lasting appeal. Genre fans might like them.

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

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



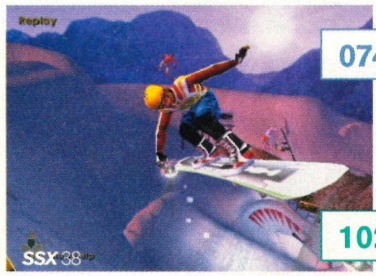
Dead or Alive 2 22



The World Is Not Enough 52


Orphen 32


Dino Crisis 2 44



SSX 38



Tekken Tag Tournament 36

028 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...
028 Dropship
032 Orphen
034 Project Eden

036 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...
036 Tekken Tag Tournament
038 SSX
040 ESPN Track & Field
042 Aqua Aqua
044 Dino Crisis 2
046 Ms Pac-Man
048 ISS
050 Fantavision
052 The World Is Not Enough
054 TimeSplitters
058 NHL 2001
060 Pool Master
062 Silent Scope
064 Sheep
066 Midnight Club
068 Madden 2001
070 Knockout Kings 2001

072 Official Round-up
The rest of this month's official releases with at-a-glance opinions from our panel of experts.
072 Castrol Honda VTR
072 Chaos Break
073 ICC 2000
073 Hello Kitty

074 Import Round-up
Obscure delights from the wonderful world of NTSC gaming, all compacted for your pleasure!
074 Masked Rider
074 Cosmo Warrior Zero
075 Power Shoveling
075 Vanguard Bandits

102 Wired Ups
Previews of all the hottest forthcoming games, plus miniature sneaky peeks at future titles!
102 Silent Hill 2
103 ISS 2000
103 F1 Racing Championship
104 The Grinch
105 Tyco RC
105 ESPN X Games Snowboarding
106 Burstrick Wakeboarding
106 Dancing Stage Euro Mix

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

Writer Alex Warren **Available** December 2001 **Weblink** www.tecmo.com

DEAD OR ALIVE 2

PLAY INFORMATION

UK PAL

PLAYSTATION2

PUBLISHER	ACCLAIM
DEVELOPER	TECMO
PRICE	£39.99

1-4 Player | Memory Card | Dual Shock 2

BEAUTIFUL LADIES, KILLER MOVES, AND GAMEPLAY TO DIE FOR. HAS *DOA2* REALLY GOT IT ALL?

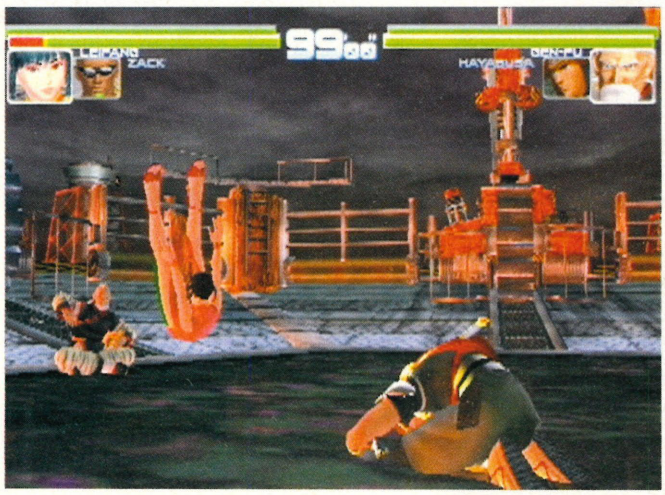


[Below] An old man against a young virile girl? There's no competition, is there?



[Right] Dead Or Alive 2's emphasis on reversals means that there are some really cool moves to perform – it's perfecting them that's the hard part.

[Below] When you're playing in the 'Tag Battle' mode you can call in your partner to help pull off some nifty moves and really beat up the enemy.



When a company resorts to flashing scantily clad females around like a pimp on a night out to sell a game, alarm bells should start going off in your head. After all, why resort to such 'gutter' style propaganda if you have a game that's good enough to sell itself? Easy – sex sells and that's that. So, should we be worried about Tecmo's not-so-little attempt to grab the headlines with its bikini-wearing lovelies? No chance.

Remarkably this is the fifth version of *DOA2* and it hasn't even reached its first birthday yet. First there was the arcade version, a port of which swiftly followed on the Japanese Dreamcast. Next up was the updated PAL version of the game on Dreamcast followed by the Japanese PS2 launch. Then it made a trip to the US under the guise of *DOA2: Hardcore* and now at last it's making its merry way across the pond to Europe… again. Talk about milking a product. However, the important thing is that at each step of the game's genesis it has been improved upon and added to, which means that with more costumes, moves, levels, playable characters, graphical touches and extra features than before this fifth and final version of the game is not only the most complete but by far and away the best yet.

MY LIFE STORY

As well as all the other modes of play on offer each character has their very own story through which you take them on a voyage of discovery. Not only will you discover the deepest, darkest secrets of the characters (well, maybe not) you'll also open up that character's wardrobe.





HOORAY FOR BOOBIES

Graphically there's no doubt about the game's dominance over previous versions. Whereas the Japanese code was just a little better than the Dreamcast version of the game, filled as it was with jagged edges and annoying little nuances, the PAL code is as silky smooth as the girls' recently waxed bikini lines. Amazing what a bit of cover-up can do nowadays. But







With more costumes, moves, levels, playable characters, graphical touches and extra features, this fifth and final version is not only the most complete, but by far and away the best yet...



Movement is as swift and smooth as you're ever going to see with hair, clothes and breasts moving in perfect synergy with each other...



BOOB JOB

If you head into the 'Options' menu and then down to 'Others' you can increase the size of the girls breasts by increasing their age, thereby giving them a virtual boob job. The higher the age the bigger the breasts and bounce... and you can't argue with that. So, you'll all be 99 then.





Tecmo hasn't been in any way conservative with the make-up this time around, slapping it on big style like a shameless tart. Not only do the characters look fantastic, their movement is as swift and smooth as you're ever going to see with hair, clothes and breasts moving in perfect synergy with each other. Even when pulling off some of the most boggling moves you've seen in a long while, it all flows like a dream and without any notable clipping. Key to this is the inclusion of a 50/60Hz option, meaning you can effectively play the game in proper-speed NTSC mode if your telly isn't the kind with wood panelling and tuning knobs.

It's not just the characters that have gone in for the make-over, so too have the various arenas which are more interactive than on the previous editions as well as generally more detailed. All ten basic levels look absolutely stunning with some incredible lighting effects rounding them off beautifully. But it's the little things that really catch the eye, like the way in which the snow puffs up and the way water ripples and splashes as the fight moves around. The new levels in the 'Tag Battle' are just as spectacular, even including the *UFC*-inspired Octagon arena. Most impressive of all, though, is the Pancratium which has electrical pulses flashing up from time to time – an effect that can quite easily distract you for a split second in which you could find yourself on the floor, such is the pace of the action.





ALIVE & HEAVING

Make no mistake though, this is no mutton dressed as lamb, as under the showy exterior and swinging breasts is a game that is every bit as good as it looks, despite the fact that it might not be a game that appeals to beat-'em-up purists as it attempts to rip up the rule book and rewrite it in a special secret code. On the face of it *DOA2* might seem like your run-of-the-mill fighting game, but those prepared to give it more time than a quick one-night stand will discover that there's more to the gameplay than meets the eye.

Unlike in other beat-'em-ups where the gameplay relies almost entirely on three-button attack combos and the odd bit of defence, *DOA2* introduces an innovative system of reversals to add a bit of spice to the stale formula. The advantage of this is that defence can very quickly turn into offense, so however under the cosh you might be there's always light at the end of the

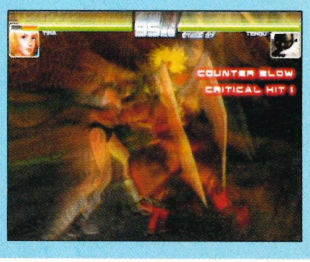




EVERYTHING IS MY DELUSION

The last character who you will face in the 'Story' mode is the strange creature, Tengu. The cool thing about fighting him is that the more he hits you the more blurry your vision will become and vice versa. So basically, beat him up before you go blind as otherwise you've got no chance.











MY LIFE STORY

If you liked dressing your Action Man as a kid then DOA2 has just the thing for you. Each of the characters in the game has a plethora of costumes for you to dress them up in. Hey, you can even dress Kasumi and Ayane in their school uniforms... if you're into that sort of thing of course. But then we prefer Tina's catsuit. Mmmmm.





tunnel; with one masterful piece of timing being able to get you out of a particularly tight spot. The hunter becomes the hunted, the hunted the hunter. This all lends itself to some incredibly fast and frantic gameplay as the balance of power can be reversed quickly, thus guaranteeing to pump adrenalin at high-octane speeds.

DEAD & BURIED

However, this system is something of a double-edged sword as, although undoubtedly giving a much needed injection of vitality into the genre, it's also pretty hard to get to grips with as so much depends on timing – this sort of thing can end up infuriating players. The result of this is that for those prepared to persevere with it and learn all the various reversals, it will soon become a utopia of unrivalled gaming, while for those less patient it will act as nothing more than 'just another beat-'em-up' albeit with beautiful ladies.

In other words, it's one of those games that you have to spend time with to get the most out of. Even if you don't have that kind of hardcore staying power, it's still a fantastically satisfying game to play, one player or two, although best of all is the four-player Tag Battle mode. Sure it might be a party game more than anything, but when you have four friends crowded around leering at the girls and screaming at the screen, the competition is rife and incredibly titillating.

DID YOU KNOW?

- Tina used to be a professional wrestler before becoming a model, but the lure of the DOA2 tournament was just too much to turn down.
- Believe it or not there are some blokes in the game, not that you'd know it from the advertising.
- We advise that you keep a box of Kleenex and a pot of moisturising cream close to hand while playing this game.

Suffice to say that whoever you are and whatever your gaming preferences, *DOA2* will not only catch your attention by way of its 'assets' but will continue to hold it with gameplay and graphics that will leave you a shadow of your former self.

At the end of the day what we have with *DOA2* is a game that not only rivals *Tekken Tag Tournament* but gives it a damn good run for its money before finally slipping in a sly kick where it really hurts and sending it to the floor.

Where *TTT* is positively drab and jaded, *DOA2* has the advantage of being fresh off the bench and, for that more than anything else, should be the beat-'em-up of choice this Christmas. Sure, it might not be an entirely original title but there's no denying that it is genuinely great fun to play either in the solitary of your darkened bedroom, or with a bunch of friends. The fact that it has more attractive ladies than a copy of *Playboy* is just an added bonus. Either way *DOA2* will leave you sweating, with blistered palms and a very sore wrist... enjoy.



[Above] Now now Jann-Lee, that's no way to treat a lady.





PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

91 PERCENT

GREAT GALS, GREAT GAME!

ALTERNATIVELY:

Tekken Tag Tournament	85%
Street Fighter EX3	33%

PRO RACER™

GAMESTER
THE UNFAIR ADVANTAGE



I LOVE YOU
MINI ME!



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

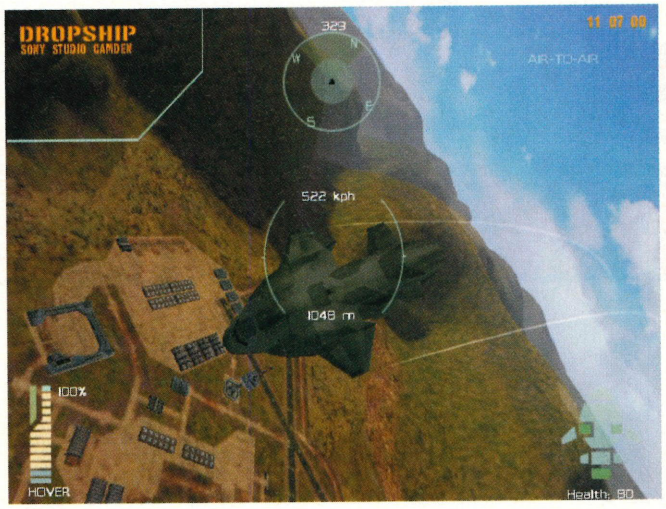
Formula racers also available

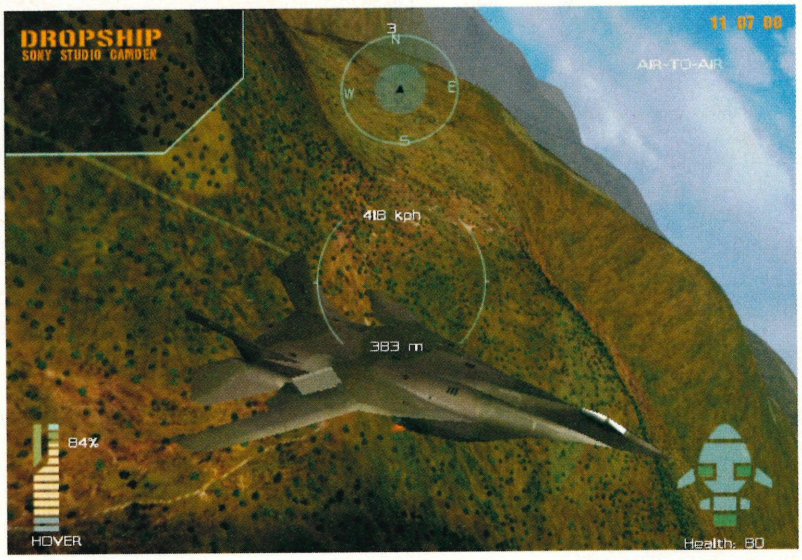
Unique hand held steering wheel suitable for all driving games,
featuring:
Dual Force™ vibration • Negcon • Analogue buttons

RADICA

www.RadicaUK.com

Writer Will Johnston **Weblink** www.scee.com





DROPSHIP

"Just like bull's-eyeing womprats in Beggar's Canyon back home." Except it's not always that simple...

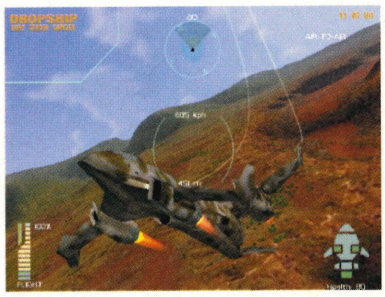
softography

Team Buddies UK

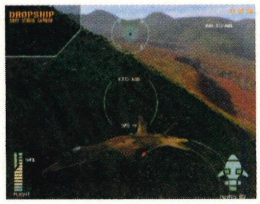
Blast Radius
Kingsley's Adventures

[Right] The planet looks like it was formed through years of geological conflict. Check out the dry river bed.

[Below] There's no denying that the landscape looks beautiful. Note the shadows cast along the mountain ridge. Mmmn. There's Wales for you.







THUNDERBIRD 2

The green and incredibly portly dropship as designed by Gerry Anderson. This vertical take off fatboy of International Rescue can carry one pod full of equipment. What will it be this week kids? The Mole; a tank with the ability to drill into the earth and mince stranded miners. Or maybe the eternally cool Thunderbird 4; A yellow brick as used by swimming teachers to encourage kids to dive. Effectiveness in a full-scale battle situation: 0.4 (For comedy)



A beautiful planet, diverse in flora and fauna. Puffs of white cloud define the sky, while below, the morning sun's rays scatter over rippling water. It looks simply charming down there. Shame then, to blow it all up with a variety of explosive and highly imaginative weaponry. Oh well, that's *Dropship* for you. A game where the pulchritude of nature gets kicked way back into second place by the thrill of leading an airborne attack on an enemy's armoured column.

SEPT 2001

PUBLISHER Sony Computer Entertainment

DEVELOPER Sony Camden Studio

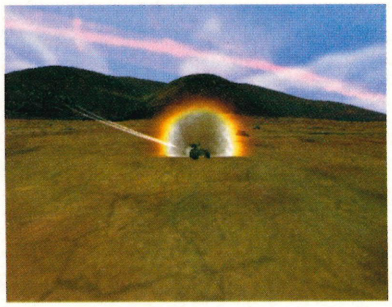
1 Players

55% Complete

Anticipation
★★★☆☆

The premise is simple. You're the pilot of the eponymous Dropship acting as an armoured carrier during a hi-tech war. While all the glory of space combat goes out to farm boys who can regularly take out fully functional battle stations with lucky Proton Torpedo shots, it's your job to deal with the uglier side the war; namely planetary assaults. Your first sortie has you slicing through the stratosphere, swooping down to the surface through layers of gas and clouds in order to set up a fire base. Deliver the construction team and keep your eyes peeled. Initially, your role is purely defensive as you fend off attacks from an enemy who doesn't take kindly to you landing on their doorstep. But as the war escalates, so does your role. Good job that you are far from a space age version of a P&O ferry that's adept at doing impersonations of sitting a duck. You're flying a heavily armoured gunship that's highly agile, has the ability to hover and is more than a match for the enemy in all of its guises. *Dropship* will let you barnstorm over an area of mammoth dimensions with visibility right up to the vanishing point. You can hug a rocky trench Beggars Canyon-style, take out a bridge before enemy tanks have a chance to cross, then climb two miles up for an eagle-eyed reconnoitre. And all the while your radio will issue field updates, allow communication between you and your comrades and even let you hear what the enemy's up to.

Once you've repelled the initial assault and your base is secure, your role will change from defensive to offensive. Scream in fast and low, punch through enemy defenses with your primary and secondary weapons,

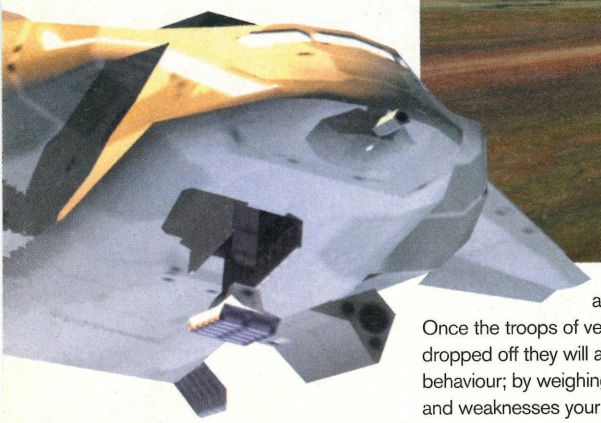




A game where the pulchritude of nature gets kicked way back into second place by the thrill of leading an airborne attack on an enemy's armoured column...



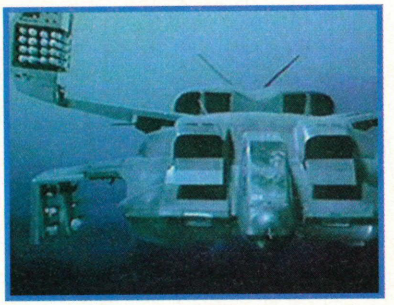
[Above] Aircraft design is futuristic while keeping within modern constraints. Luverly.





UD4L DROPSHIP

As used to deploy a small squad of marines on the shake 'n' bake colony of planet LV426. Features state-of-the-art weaponry and can carry one M577 APC. The favoured mode of transport for the colonial marine can be deployed from low-orbit at high velocity giving 'green' officers that full Alton Towers feeling. Graceful descents are available at extra cost. Effectiveness in a full-scale battle situation: 8.6. (Deduct 8.6 points if up against one single alien warrior.)



and deliver your load. Once the troops of vehicles have been dropped off they will assume smart tactical behaviour; by weighing up enemy strengths and weaknesses your forces will calculate their own strategies.

Although *Dropship* requires you to be fast with your trigger finger, it's not all about death from above and big explosions. Careful thought has to go into exactly where your dropzones should be. If you position units too far apart it becomes difficult for you to provide adequate air cover. Group them too closely or right next to an enemy listening post and they are just asking to be carpet-bombed. In a move that makes *Dropship* sound similar to the old Psygnosis Amiga game *Armour-Geddon*, Camden Studios is also intending to allow you to pilot the other types of vehicles. As yet, no specific designs have been settled on, but a six-wheeled truck is definitely on the cards. This beast will be fast enough to perform jumps where it can execute a crowd-stopping barrel roll. Monster truck madness in the middle of a warzone? Yes please.

Dropship looks absolutely gorgeous, but there comes the danger. Some developers use creamy visuals as a game's main selling point. Since we best know Camden Studios for such cultural non-events as *Kingsley's Adventures* and the terminally obnoxious *Team Buddies*, we'd naturally assume that they're one of the 'some'. With all attention spent getting lily pads looking just right, the actual game could become totally lost. It looks like Camden has no intention of pulling any such conjuring trick. As it stands, it has a fully working game engine that can throw around a 1600 square kilometer landscape without even the smallest intention of skipping a frame. There is no fog to help take the pressure off the processor and you won't be able to see the woods for the 250,000 on-screen trees.

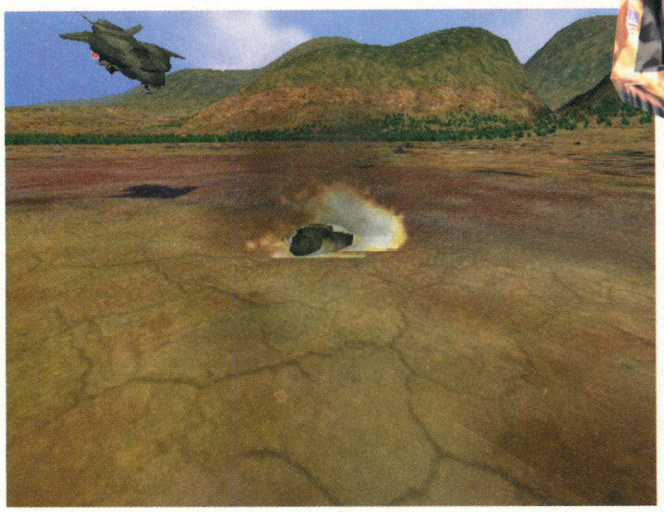
All this bang for your buck and almost an entire year left of development With this much time to blend a fundamentally solid idea and a hardware-defining graphical routine you just know that we could be in for something special. We feel the need, the need for speed. ■

[Below] It may look like a knackered old Tonka toy, but it's set to handle like a juiced-up beach buggy.





The six-wheeled truck will be fast enough to perform jumps and crowd-stopping rolls. Monster truck madness in the middle of a warzone? Yes please.





Stunt GP

© 2000 - TEAM 17 Software Limited. Team17 and Stunt GP are registered or trademarks of Team17 Software Limited. All Rights Reserved. Published under license by THQ. All rights reserved.

Writer Graeme Nicholson **Weblink** www.activision.com





softography

Core Design UK

The Granstream Saga

ORPHEN

One of precious few RPGs for PlayStation2, this little guy wants nothing more than to be adopted this Christmas...

Those of a the magical persuasion will have become increasingly anxious over the PlayStation2 build-up period – and not just because they need to lay their hands on £300, like, yesterday. We've been on and on about the latest whiz bang racing games that you can expect (*Wipeout Fusion*) and super sexy fighting games (*Dead Or Alive 2*) but ye spellcasters and potion drinkers may erroneously believe that Sony's stellar new technology is going to bypass your role playing interests on its way to arcade perfection. Not so. Case in point, feisty young fairy tale adventure *Orphen*.

Things have moved on from the traditional turn-based style of role playing game (hopefully for good) which is why *Orphen* sells itself as an 'action RPG'. Battles take place within confined arenas to facilitate the many splendid set pieces that form the game's memorable high points, but the fighting act imbues the player with much more freedom than we're used to. Buttons are mapped to perform offensive and defensive moves, in real time, meaning reflexive aggression no longer has to be unsuitably channeled into the clerical act of picking retaliatory actions from neatly stacked sub menus.

Not all tradition has been dispensed with however. In fact, the generations-old concept of parties (several united characters navigating through the quest as one) has been revived for *Orphen*. Besides the titular hero, three additional adventurers find themselves under your eventual control, with craftily designed obstacles appearing in the story to prompt their use every now and then. However may we enter this castle with the drawbridge shut? It's not as if one of us is young and athletic enough to ascend the vines on its wall and grant us entry from the inside...

15 DEC 2000

PUBLISHER Activision

DEVELOPER Shade

1 Player

95% Complete

Anticipation

★★★☆☆

The party idea can alter the shape of your journey too, as very early on there are opportunities to add just one of several keen travelers to the pack, whose particular situation will trigger plot twists unique to themselves. The ambitious trek through ice mountains, dark forests and underground caverns will therefore benefit from a little variation then, depending on how you choose your crew.

Could the PlayStation2 be the machine to bring us an intelligent, emotive and involved *Zelda*-belter? Three guesses where you'll find the full review...



The 'party' idea can alter the shape of your journey as very early on in your quest there are opportunities to add one of several travellers to the pack!

[Below] An expectant and vulnerable brother and sister follow you everywhere. Gimme some breathing space here!

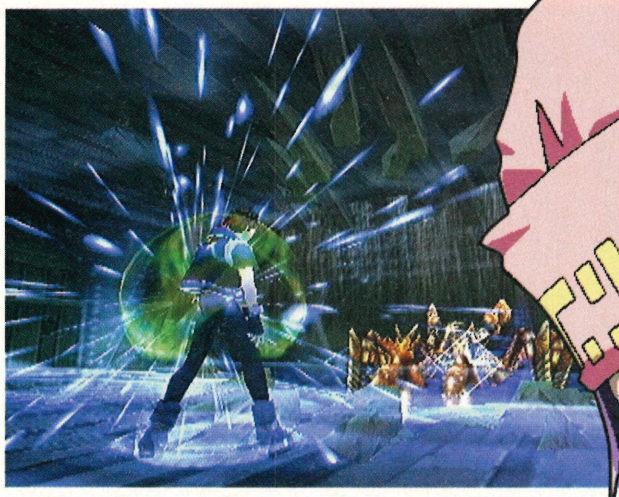




WATCH ME NOW

Those clever little chaps and chapesses at Shade have called into action one of PlayStation2's new abilities with tremendous dramatic effect. Distance blur in the 3D engine gives great depth to the scenes; the first of nine bosses is a huge sea monster, which dives from the ocean and arcs into focus as he approaches, and out again as he passes by. The result is a much more convincing sense of scale – no dragon pun intended.





EAST WEST

Looks like we got shafted again; check out the packaging for Japanese and UK versions of *Orphen*...



Japan



UK

ORPHEN FAMILY

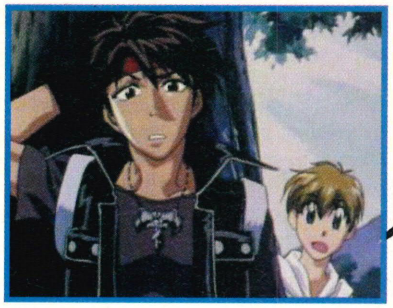
Though you've probably never heard of it, the whole *Orphen* story has been around for some time, beginning with the release of a very popular series of novels in (of course) Japan circa 1994. By 1998, a 24-episode anime (full title Sorcerous Stabber Orphen) had been produced; the first aired 3 October and every Saturday afterward the nation tuned in to the TBS station at 5pm to catch the latest installment.

The star himself, *Orphen*, is somewhat of an anti-hero; his motivation for travelling is an endless pursuit of material wealth. He teaches his powerful brand of magic, learned at the Tusked Tower, to anyone with the cash. Things really kick off for Orphen when he is reunited with a cherished old classmate, Azaiea, but finds she is possessed by a murderous dragon – clearly a girl in need of some help!



[Below] "Hold up, wait! Wardrobe! I can't do the scene in these stupid boots. Get me some sandals for heaven's sake."



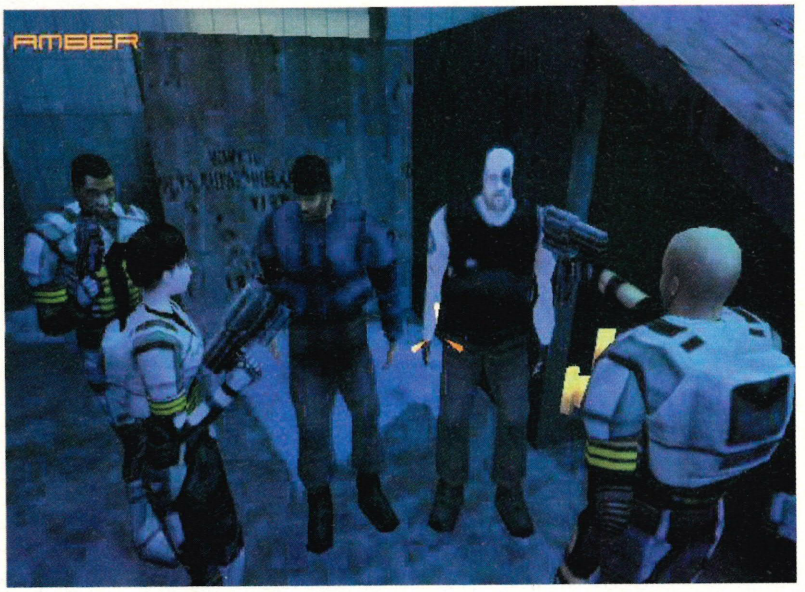






Writer Mark Crawley **Weblink** www.eidos.com



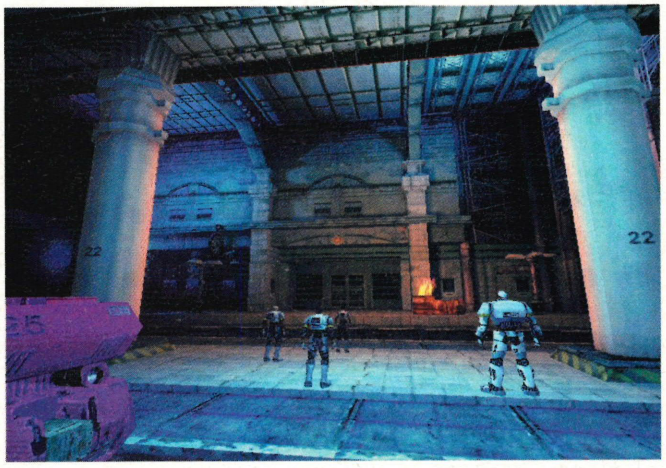


softography

Core Design UK

Tomb Raider
Tomb Raider II

PROJECT EDEN



A future full of muties? Would you Adam 'n' Eve it...?

Whilst driven by a bleak *2000AD*-inspired projection of the future which sees the populace crammed into the kind of oversized city blocks which Judge Dredd would usually be found patrolling, *Project Eden* goes the whole hog by taking the socially divisive context of Yukito Kishiro's *Battle Angel Alita* manga, and running like hell with it.

For the uninitiated, take it as read that the human race has been doing its best yeast impression of late, with the population count expanding at a rate which far exceeds the space available to house it. Fortunately, cryogenically frozen architects from the Sixties were revived just in time to help create tower blocks so depressingly monolithic that the diameter of 'council-flat Earth' actually increased as fevered construction took the top echelons of society to dizzying new heights. Contrary to the usual effect of technological advancement, the world is literally getting bigger – or rather, taller – and given that the sunlight-starved lower regions are not the most desirable places to 'exist', 'moving up' in it is doubly important.

But, as those who enjoy the odd pint won't want to hear, 'fermentation' is a euphemism for the fact that yeast suffocates in its own excrement and, true to form, a rather large turd is about to hit the human race's fan. Which is exactly where our band of heroes come in...

Taking control of a four-strong UPA (Urban Protection Agency) squad, it's the player's job to do the unthinkable and travel from the civilised heights of society, down through the city block to the ground floor and beyond. And the reason for such a tenacious trip? The disappearance of a maintenance crew from a malfunctioning meat (don't ask what kind) factory. Not such a big deal you might think, but once you understand that the affluent upper levels of the city are dependant on the disenfranchised masses below, it becomes instantly clear why getting to the bottom of the problem (no pun intended) is so important to the privileged minority.

In theory this shouldn't be so tough. Sure, there are criminal elements down below but those regulation UPA boots should be all that's needed to stamp your authority on the majority of your inferiors – and as for the rest... well, those guns your team is equipped with are pretty hefty.

Of course, Core isn't about to make things easy. The buildings' dilapidated state of disrepair alone will ensure that your journey south is treacherous to say the least, necessitating splitting up the squad on numerous occasions in order to clear the way forward. Fortunately, as with its 16-bit founder, *Hired Guns*, *Project Eden* allows you to keep track of each team member simultaneously whilst controlling one at a time directly – though as you'd expect from a PS2 title, each trooper can hold his or her own

MARCH 2001

PUBLISHER
Eidos

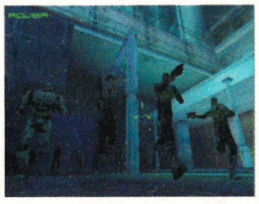
DEVELOPER
Core

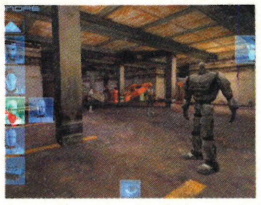
1 Players

70% Complete

Anticipation
★★★★☆

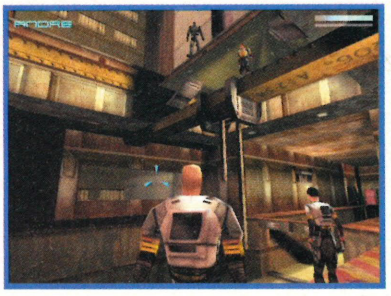
[Below] Thanks to intelligent aiming routines, you can scarper whilst firing. Soooooo useful!





LOOK OUT!

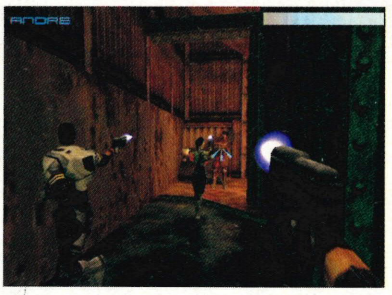
The characters in *Project Eden* move with context-sensitive speed, meaning that if you're looking upwards then your motion forwards will slow to reduce the chance of the team member in question being accidentally walked off a ledge. How this will affect combat against foes at different elevations remains to be seen... you don't want to be a sitting duck!











[Above] Squad members have differing and complimentary skills. You'll have to use them as a proper team to survive!



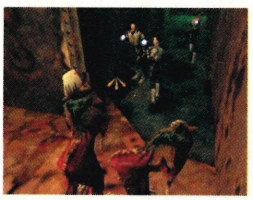
whilst your attention is diverted with simple commands being followed independently.

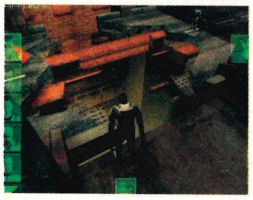
This is particularly useful when the flak flies as the resistance encountered by the squad is unnervingly fierce – not to mention freaky – with standard slum hustlers soon giving way to mutated aberrations. You'll certainly want to find out what the hell's going on after being attacked by a human-spider hybrid and yes, the situation is far worse than originally anticipated by your masters above.

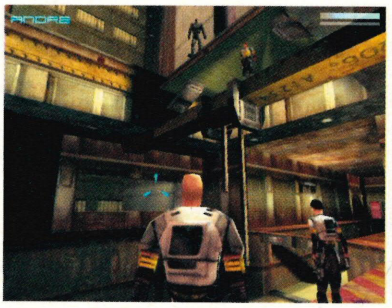
Don't be fooled by the title, Core's vision is about as Utopian as Thatcher's Britain

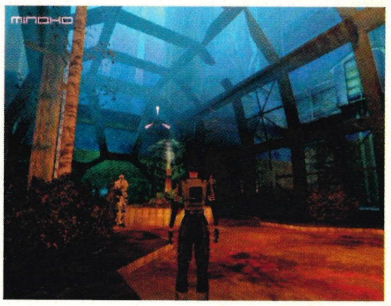
If you haven't guessed by now, *Project Eden* is looking very tasty indeed, thanks in no small part to an encompassing backdrop which, whilst derivative and stereotypically dark, is nonetheless effective at ensnaring the player. Just don't be fooled by the title, Core's vision is about as Utopian as Thatcher's Britain. On a rainy day.

[Below] The game engine has been written with both first- and third-person views in mind – though which one suits a particular situation is left to the player.



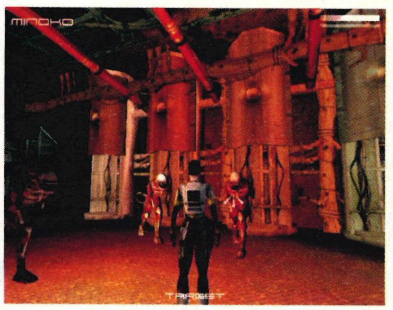


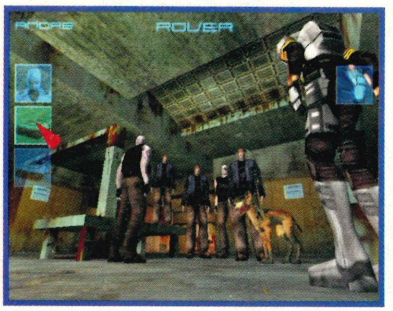




BE RESOURCEFUL

The game also features simplistic, but vital, resource management, the player being able to expend energy to manifest a recognisance 'Rover' droid, for example, or even to resurrect a fallen comrade at a ReGen point. This may prove to be an inspired touch, preventing unnecessary dead-ends (say when a team member gets iced or equipment is destroyed), keeping the game flowing along without too many re-starts.





Writer Simon Cann **Available** November 2000 **Weblink** www.namco.com



PS2 PLAYSTATION 2 LAUNCH GAME



PLAY INFORMATION

UK PAL

PLAYSTATION2

PUBLISHER	SONY
DEVELOPER	NAMCO
PRICE	£44.99

1-2 Player | Memory Card | Dual Shock 2

TEKKEN TAG TOURNAMENT

KAZUYA, HEIHAICHI AND THE REST OF THE TEKKEN POSSE MAKE THEIR PS2 DEBUT. BUT CAN THESE OLD TIMERS STILL KICK IT?

Way back in 1994 the PlayStation was regarded as something of a dark horse. The games industry was sceptical as to how a relative newcomer like Sony could break up the Sega/Nintendo duopoly that had dictated the market's behaviour for so many years. Fortunately, a visionary Japanese developer saw the potential in Sony's fledgling machine and, after consulting with them at the design stage, agreed to convert some of its most popular coin-ops to the system.

The developer was, of course, Namco, and amongst these conversions was *Tekken* – a 3D beat-'em-up that tore up the rulebook and delivered a near perfect home translation of the System 11 powered arcade machine.

Tekken's brilliant visuals, combined with its perfectly balanced gameplay, ensured that it was a massive hit on PlayStation. Two sequels followed, both of which built upon the solid foundations of the original game. Now, the PS2 gets a bite of the *Tekken* cherry with a conversion of the popular *Tekken Tag Tournament* coin-op, or *TTT*, as it's known to its friends.

IN WITH THE OLD

At its core this new game plays much like *Tekken 3*. Thus players are free to choose from a broad selection of combatants and then engage in some ferocious hand-to-hand combat. A huge selection of 39 fighters is included, all but one of which have been taken from the previous three games. So along with regulars such as King and Yoshimitsu, some older faces also make a welcome return, including Baek, Wang and Kazuya. You've got it; this is the most comprehensive lineup of fighters yet seen in a *Tekken* game.

Retaining the fluidity and depth that has become synonymous with the *Tekken* games, *Tag*'s gameplay fits like a glove with your playing style. In no time at all you'll be dealing out an impressive variety of punches, kicks, throws and combos to pummel your opponent(s) into submission. Fortunately, the older characters have had their moves list revised, ensuring that they're up to scratch with the newer fighters.





SWAP SHOP

A healthy amount of play modes are available including Practice, One-on-one, Team Battle and Tag options. Naturally, it is the latter mode that provides the greatest innovation, allowing as it does for players to swap between two fighters during a bout – a task that is performed

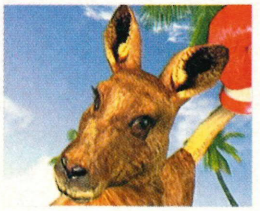


DID YOU KNOW?

- The PS2 version of Tekken Tag Tournament actually looks better than its arcade parent.
- Gon was dropped from the game due to complaints from irate Japanese gamers concerning his appearance in Tekken 3.
- Believe it or not, Kuma is actually Heihaichi's pet, as well as his bodyguard.



[Below] Everybody's favourite fighting marsupial makes an appearance and boy can he pack a punch. **[Below left]** Each elaborate blow connects with a highly satisfying feeling of solidity.









THEATRE OF WAR

As in Tekken 3, this latest instalment of the series has a Theatre mode that allows you to view not only the game's introduction sequences but also the character specific cut-scenes that are triggered upon completing the game. Sadly, all but one of these are presented using the in-game graphics engine, with the overall effect lacking the jaw-dropping quality of Namco's brilliant FMV.





with a simple tap of the shoulder buttons. Whilst this may seem gimmicky, it actually introduces a whole new strategic element to the standard *Tekken* scraps we all know and love.

Firstly, care must be taken as to which two characters are selected; striking a good balance between speed and power is crucial. If you select two of the larger characters such as Ganryu and the ursine Kuma, you'll find yourself in trouble against a speedy foe such as Nina Williams. Experimenting with different character combinations is hugely enjoyable and provides almost endless match-up permutations.

This is a solid if unoriginal beat-em-up that could fairly be described as '*Tekken* 3.5'...

TAG, YOU'RE IT

Furthermore, by tagging-out, the resting fighter will recuperate a certain amount of lost energy. This allows battered combatants to come back from the brink to fight another day. Knowing when to make this tag is crucial, especially when you take into account the fact that tag matches are concluded with the defeat of only one fighter. The fact that the game doesn't allow a remaining character to fight on against their two opponents is somewhat bewildering and Namco was unwise not to include an option to change this aspect of the game. With that said, it does serve to heighten the tension that is generated as you desperately attempt to pluck a wounded warrior from the fray.

The classic *Tekken* action is backed up by some gorgeous visuals. Each of the characters is superbly detailed and gracefully animated. Additionally, some glorious PS2 lighting effects are also in evidence and lend the game a polished appearance. Attention to detail (witness the lack of borders in this PAL version and the new look smoothed graphics that remedy the jagged edges of the Japanese code), is commendable and will hopefully serve as an example to others. Sadly, the overall effect is spoiled by some dodgy backdrops as the ground frequently rips away from the horizon. Ultimately, this is a solid, if unoriginal, beat-'em-up that could fairly be described as '*Tekken* 3.5'. As such this is very much a stop-gap release that will keep fans of the series occupied until the true sequel arrives. No doubt with the luxury of time on their hands Namco will be able to take the series into as yet unexplored areas... we shall see.

PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

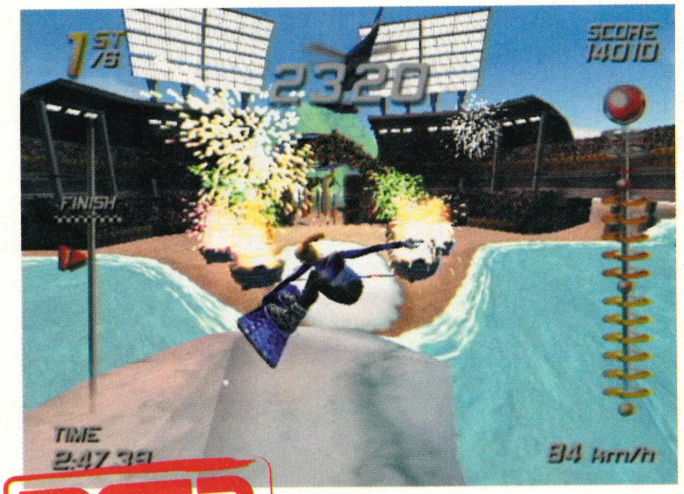
85 PERCENT

ENJOYABLE ADDITION TO THE FAMILY.

ALTERNATIVELY:

Dead or Alive 2	93%
Street Fighter EX3	33%

Writer Mike Richardson **Available** November 2000 **Weblink** www.easports.com





PS2 PLAYSTATION2 LAUNCH GAME

[Above] There's nothing quite like an over-the-top explosion-filled finish to a race! **[Below]** That caution sign is there for a reason – slip over the edge and they'll be picking up the pieces for a week. **[Below Left]** If the pressure gets too much you can always give your fellow boarders a friendly shove.





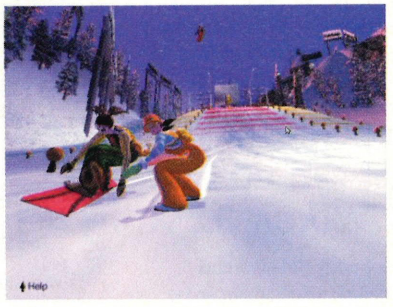
PLAY INFORMATION

UK PAL

PLAYSTATION2

PUBLISHER	EA
DEVELOPER	EA SPORTS
PRICE	£39.99

1-2 Player | Memory Card | Dual Shock





SSX

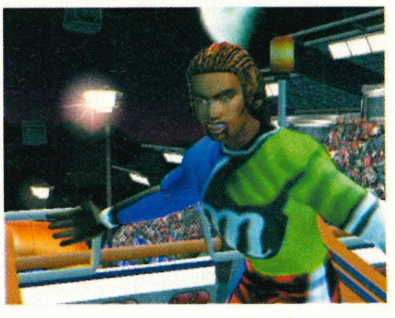
THINK YOU'VE SEEN ALL THERE IS TO SEE FROM A SNOWBOARDING GAME? THINK AGAIN...

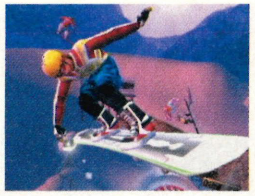
Let's get this straight from the start: *SSX* is not just another game trying to jump on the *Cool Boarders* bandwagon. In fact this game takes an oversized petrol-guzzling flame-thrower to the stereotypical snowboarding template and eats the charred remains for breakfast! Imagine what *Wipeout* might have been like had it started its life as a snowboarding game and you'll get some idea of what to expect from this.

Right from the word go this game has 'arcade' written all over it – you're not going to find a famous pro wearing designer threads in a faithful simulation when you plug this game in. As you leave the starting block you find yourself quite literally fighting for space as you lash out at the other players, trying to knock them to the floor. A few tricks later and you've built up enough adrenalin to activate the speed boost – at which point you should hold onto any loose clothing!

The speed of the game on its own is breathtaking, but when you use the boost you dare not blink for danger of losing your position on the track. A nice touch before you hit the boost blurs the screen to give a greater sensation of speed – not that any is needed in the first place! As you progress through the World Circuit mode of the game you also get the opportunity to increase your chosen boarder's statistics – which includes speed. By the time you reach the final track you're moving as fast as the techno soundtrack that accompanies you.







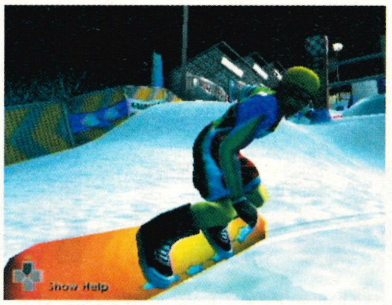
[Above] Either this guy is packing a parachute or he's under the deluded impression that helmet is going to protect his ass!

DID YOU KNOW?

- SSX stands for Snowboard Supercross – which kind of makes sense given that it is a snowboarding game.
- Snowboarding is a relatively new thing but versions of snowboards have been around since the early Seventies when people started to try something different from skiing.



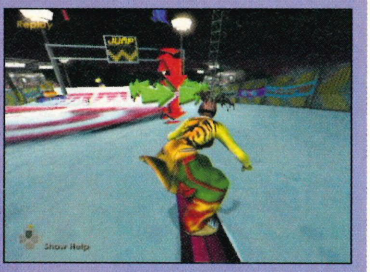
The speed of the game on its own is breathtaking, but when you use the boost you dare not blink for fear of losing your position

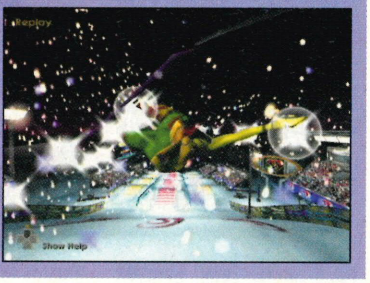


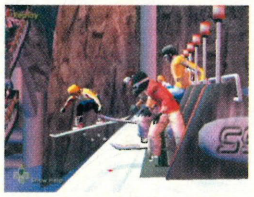


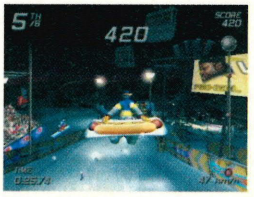
LIKE A WHIRLWIND

Collect the trick boost power-up and your character is given the ability to spin ten times faster than normal in the air! It's great for big tricks but makes landing a pain in the arse – quite literally!









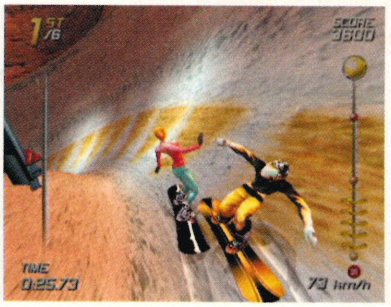
[Above] Because there are no sponsors in this game you get some excellent board designs!

There are six tracks in all and every single one of them is extremely well detailed. Full of short-cuts, alternate routes, vibrant lighting effects and firework displays the long, twisting tracks force you to race them over and over, if only to find every single short-cut – a challenge that can take some time in itself. This game isn't about following the racing line; the faster you can get to the finish line the better. Even if it does mean jumping off a cliff and weaving your way through some trees!

Thankfully the smooth control system allows you to take the precision required by some short-cuts at speed. Most of the pad is used in *SSX*, including both analogue sticks, but within minutes the game still becomes second nature. Like most extreme sports games, however, this will take ages to master. There may only be six tracks (plus two hidden ones), but finishing the game with just one character, let alone all eight, isn't going to be something you'll achieve overnight.

Even when you do complete the game there's always the two-player mode to keep you happy. There may not be a whole wealth of gameplay options beyond split-screen racing but it is nonetheless good fun to carve up the slopes with your mates. There are a lot of games coming out on day one, but you would be hard pushed to find a better PlayStation2 game than this. The next *Cool Boarders* game certainly has a lot of competition on its hands.





PLAY

LOOKS	9
SOUNDS	10
GAMEPLAY	10
VALUE	10
LONG TERM	8

93 PERCENT

A MUST-BUY LAUNCH TITLE.

ALTERNATIVELY:

Tony Hawk's Pro Skater 2	92%
Cool Boarders 4	86%

Writer Will Johnston **Available** November 2000 **Weblink** www.konami.com

PS2 PLAYSTATION 2 LAUNCH GAME

[Below] Get the timing bar to land on the requested letter then tap in the command list to pull off set-piece moves.





ESPN INTERNATIONAL TRACK AND FIELD

PLAY INFORMATION

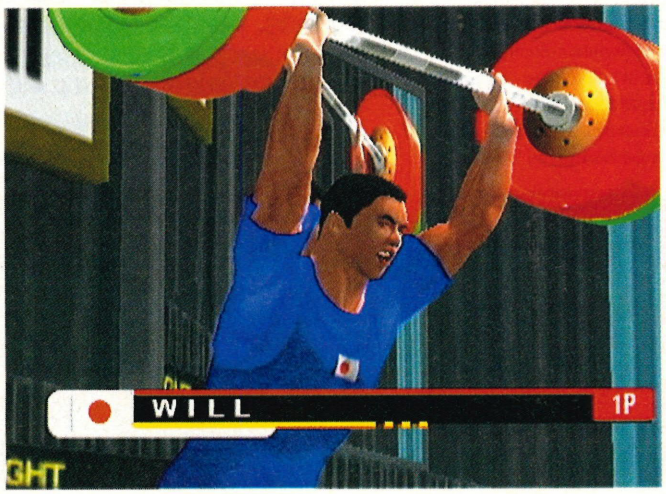
UK PAL

PLAYSTATION2

PUBLISHER	KONAMI
DEVELOPER	KONAMI
PRICE	£39.99

1-4 Player | Memory Card | Dual Shock 2

[Below] Get alternating on those keys and prepare to hit the 'jerk' button at the moment of truth.



THE CALLOUS-INDUCING PAD ANNIHILATOR RETURNS IN ALL ITS PS2 GLORY. SO GET THOSE PLASTERS READY, STEADY... AND GO!

Years of training, abstinence from drink and drugs, and definitely no chocolate Hobnobs. The life of a modern athlete is one of strict regime, dedication and determination. Translated to the PS2 it's about hammering the living Jesus out of your gamepad and occasionally performing a well-timed combination of moves – and so it should be.

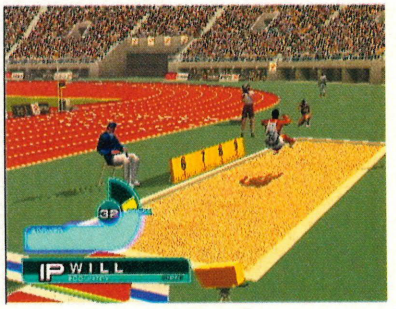
Ten events range from the fore and index finger-annihilating 100-metre dash, hurdles, weightlifting and 100-metre freestyle, through to the *Dance Dance Revolution*-inspired rhythmic gymnastic event and the 'Simon says' style of the horizontal bar. A great deal of attention has been spent motion capturing real athletes for these events and translating them to the digital stadium. So much, in fact, that Konami even forces you to watch a short movie of said athletes as they do their stuff about covered in Ping-Pong balls.

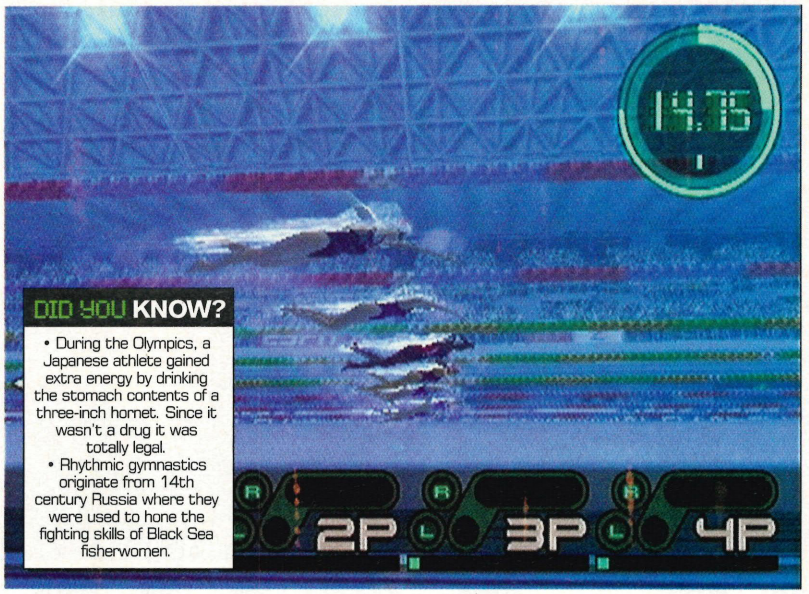
With all this backslapping, it's interesting to note that the PlayStation2 has already produced better animations in the guise of EA Sports' *NHL 2001*. Such fast leaps in technical skill is great news for the PS2, but not so great for *Track and Field*. All athletes share the same animation and a slothful runner is represented by a fast running animation that has been slowed down. This gives certain events the feel that you're not so much controlling a sportsman as adjusting the speed of a film clip. Yes, it's a bit cheap, but it manages to give everything a strong arcade feeling.

DALEY THOMPSON

Konami has gone back to the simpler control template set out in the original *Track and Field* and has ignored the fiendish complexity of the PlayStation's *Track and Field 2*. This is further underlined with the instruction screens which fill the loading times between events. They're a great idea and do save you from the embarrassing task of having to explain to friends exactly what you mean when you say, "hit those buttons really quickly, then press L1."





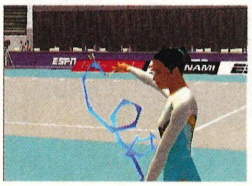


DID YOU KNOW?

- During the Olympics, a Japanese athlete gained extra energy by drinking the stomach contents of a three-inch hornet. Since it wasn't a drug it was totally legal.
- Rhythmic gymnastics originate from 14th century Russia where they were used to hone the fighting skills of Black Sea fisherwomen.

A great deal of attention has been spent motion capturing real athletes and translating them to the digital stadia











[Above] The button-bashing purists favourite event. Speed is everything, timing is nothing and repetitive strain injury is the prize **[Below]** Fed up with mindless button assaults? Take on the critics at rhythmic gymnastics. Top timing and cheesy music blend into one hot fondue of dance.

With the control set simple enough for anyone to understand, no time is wasted and you can quickly get into some heated grudge matches. Every event handles beautifully and there isn't one that could be deemed particularly weak. It's just straight into the action where virginal newcomers to the series will feel as much at home as seasoned professionals.

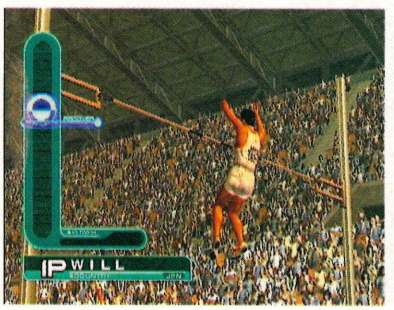
With this form of sports game, all emphasis is on multiplayer with the solitary game usually being just a chance to practise before taking on a human. Konami attempted to get past this problem by encouraging the lone gamer to persevere and collect medals. The more medals earned, the more previously hidden extras that become available. Admittedly, these just amount to interviews with athletes and the odd novelty sound effect. It's not much, but just enough to make an evening spent tapping away on your own not feel too pointless.

FOSBURY FLOP

ESPN Track and Field is a very appealing package that's let down by a few small aesthetic problems. However, despite characters that are already looking aged and cheesy rock music that obsesses about winning, the diversity of the events still offers plenty to play with.

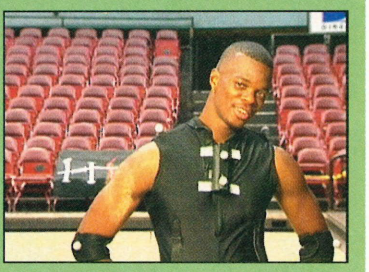
For a wild night of slicing microseconds off your race times or trying to achieve that elusive extra centimetre with a javelin, you just can't go wrong.

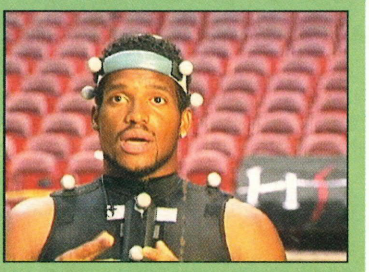


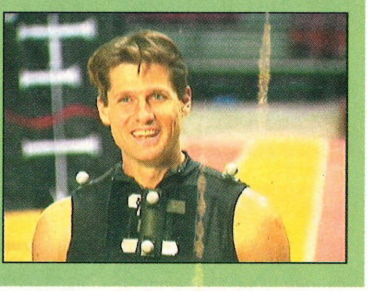


MOTION RAPTURE

By collecting a certain amount of gold medals you can unlock interviews with the athletes responsible for the game's motion capture. Listening to the rather inane ramblings of these alpha males just makes all the pain in your blistered fingers fall away. No, honest – it does.







PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

83 PERCENT

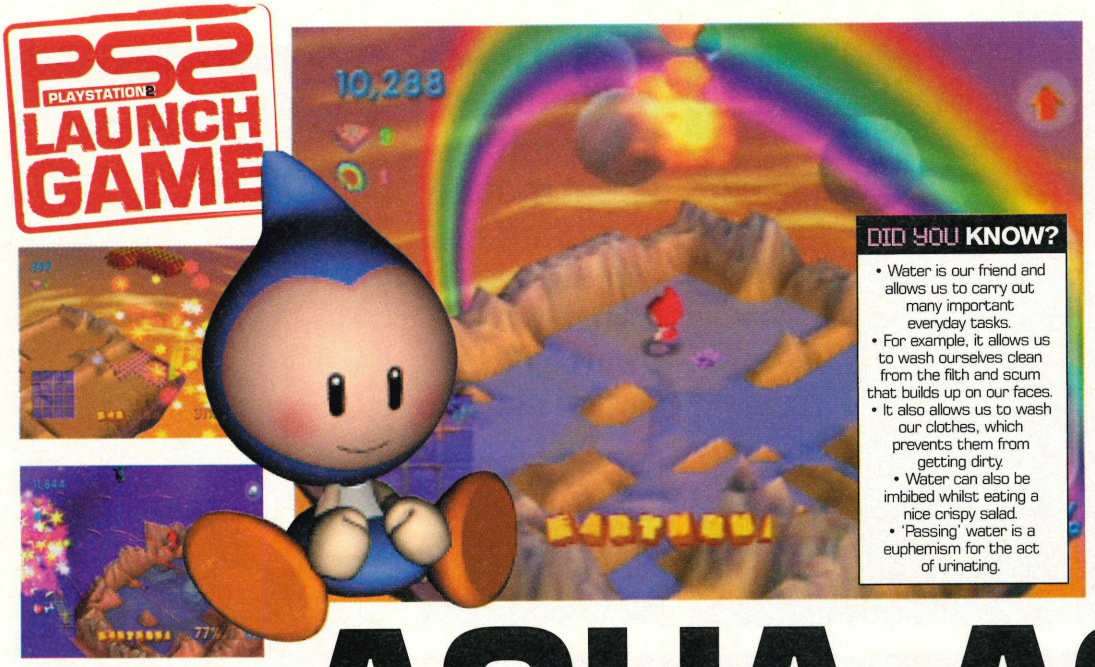
COMPETENT BUTTON BASHER.

ALTERNATIVELY:

NHL 2001	82%
Madden 2001	91%

Writer Simon Cann **Available** November 2000 **Weblink** www.sci.co.uk

PS2 PLAYSTATION2 LAUNCH GAME



DID YOU KNOW?

- Water is our friend and allows us to carry out many important everyday tasks.
- For example, it allows us to wash ourselves clean from the filth and scum that builds up on our faces.
- It also allows us to wash our clothes, which prevents them from getting dirty.
- Water can also be imbibed whilst eating a nice crispy salad.
- 'Passing' water is a euphemism for the act of urinating.

The central concept is relatively simple and before long initial feelings of bewilderment will give way to hypnotic addiction!



[Above] If you pile up too many blocks you'll start an earthquake that will ravage the landscape.

AQUA AQUA

HERE COMES THE RAIN AGAIN...

A good puzzle game must always fulfil two key criteria. Firstly it has to possess simple game mechanics – allowing anyone to pick it up and play within minutes. Secondly it must contain a hidden depth to ensure that expert players can develop their own playing styles.

The best examples of the genre such as *Tetris* and the criminally overlooked *Klax* both meet these requirements with aplomb. *Aqua Aqua* (really *Wetrix 2*) on the other hand fails slightly in the first area but more than makes amends for this with its surprising and intelligent game design.

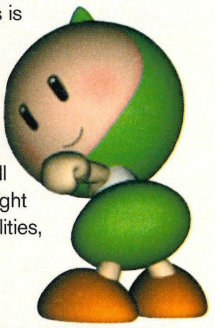
Typically the initial reaction that *Aqua Aqua* elicits is, "What the hell is going on?" However, by investing some time in the game it emerges that the central concept is relatively simple and before long those feelings of bewilderment will give way to hypnotic addiction.

DRIPPING WET

Basically, play takes place on a flat square grid, different shapes descend from the brightly coloured sky and must be rotated into position, then dropped to form a raised parameter around the playing area. The reason for this is because the shapes aren't the only things falling from the sky, you see pools of water also descend and if your parameter isn't water tight, the liquid will start seeping out through the gaps. As more water spills out a meter at the edge of the screen gradually begins to rise up, once this meter is full it's Game Over.

WET AND WILD

Naturally there's more to the game than this, including a fireball that reduces the water levels in your area, bombs that blow holes in the landscape, green blocks that can be used to flatten certain areas and a plethora of special attacks and bonuses. One-player mode includes Practice, Quick Puzzle and Story modes, the latter of which introduces boss characters into the action. However, as is so often the case with puzzlers, the game's true colours shine in the two-player Versus mode, which is deep, frustrating and above all insanely addictive. It might not push PS2's capabilities, but at £24.99 this is unmissable stuff for puzzle fans.



PLAY INFORMATION

UK PAL

PLAYSTATION2

PUBLISHER	SCi
DEVELOPER	Z2
PRICE	£24.99

1-2 Players | Memory Card | Dual Shock2

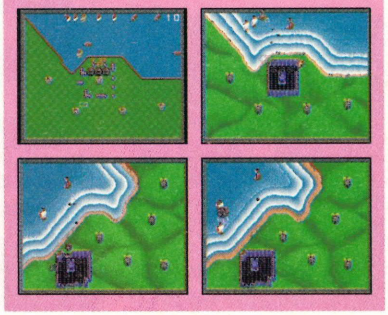


[Above] Underpinning the two-player game is a variation on noughts and crosses. Completing a line launches a special attack on your opponent.
[Below] In addition to the standard drops of water that fall, the later stages of the game feature uncontrollable rain.



CONSTRUCTION TIME AGAIN

Perhaps the closest approximation to the game is Atari's Ramparts coin-op, with both titles requiring you to erect a sealed parameter with oddly shaped blocks. Although unlike the aforementioned title, where your objective was to stop cannonballs getting in, your goal in Aqua Aqua is to prevent water from getting out. If you do happen to stumble on a Ramparts cabinet then give it a go – it's a bona fide classic!



PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

87 PERCENT

A HUGELY ADDICTIVE PS2 PUZZLER.

ALTERNATIVELY:

Fantavision	90%
Super Bust-a-Move	November

FORGET THE TURKEY GET YOUR GREENS THIS CHRISTMAS



ARMY MEN LAND★SEA★AIR



ARMY MEN AIR ATTACK 2



ARMY MEN SARGE'S HEROES 2



ARMY MEN 3D

WHATEVER TURNS YOU ON

Virgin megastores

Writer Paul Morgan **Available** November 2000 **Weblink** www.capcom.com







DINO CRISIS 2



AFTER SCARING THE SKIN OFF US WITH *DINO CRISIS*, CAN CAPCOM FINISH US OFF WITH ITS PREDATORY SEQUEL?

A year since master of suspense and horror Shinji Mikami unleashed the Jurassic terror of *Dino Crisis*, the rumblings and puddle-trembling fear of the hit game return for a whole new fright.

The continuation of Mikami's reptilian nightmare sees SORT agent (Special Operation Raid Team) Regina teaming up with TRAT agent (Tactical Reconnoitring and Acquisition Team) Dylan, who together must return Dr Kirk's precious Third Energy to the government before it's lost forever – there's just one catch, it's on an island infested with dinosaurs.

JURASSIC DUO

This is the first immediate distinction from the original, as you now control two characters at intermittent stages. Fashioning the ability to wield two weapons of dino-destruction, each character has a 'main' and 'sub' weapon – both of which can be exchanged, or upgraded, when reaching any of the save/shop points scattered throughout the game.

Unlike the whimpering introduction of the original, *Dino Crisis 2* roars into action almost instantaneously after the story-building FMV sequence finishes. With Regina returning to the dock, Dylan heads out in search of the clean energy source with his trusty shotgun and machete at his side. But there is no time to build suspense or invite familiarity as a welcome surprise leaps in front of you: raptors (and pretty mean ones at that) hurdle the bushes the instant you step through the first gate. Initially this provides some genuine spooks – in previous Mikami hits, the story and fate of the island's occupants are given time to breathe – but although initially exciting, the chills become routine and predictable as you pass from one section to another.

You are only a little way into the game when the linear constructs begin to tire, as





PLAY INFORMATION

UK PAL

PLAYSTATION

PUBLISHER	VIRGIN
DEVELOPER	CAPCOM
PRICE	£29.99

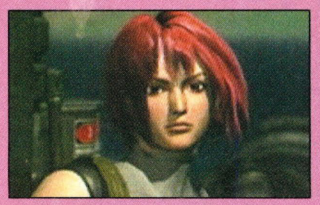
One Player | Memory Card | Dual Shock

DOUBLE JEOPARDY

TWO FOR THE PRICE OF ONE!

REGINA

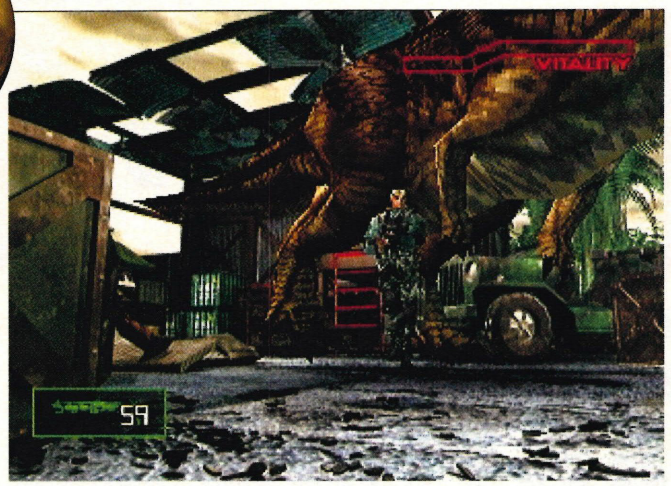
Sharing her star status with Dylan this time around, the hot pants of Regina remain, as does the blood-red hair that is sure to taunt those flesh-hungry dinosaurs.



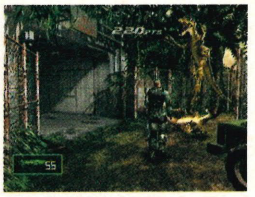
DYLAN

The new kid on the block, Dylan uses brut force to dispatch dinosaurs at every turn. However, his brawn and power make up for his lack of cunning and intelligence.

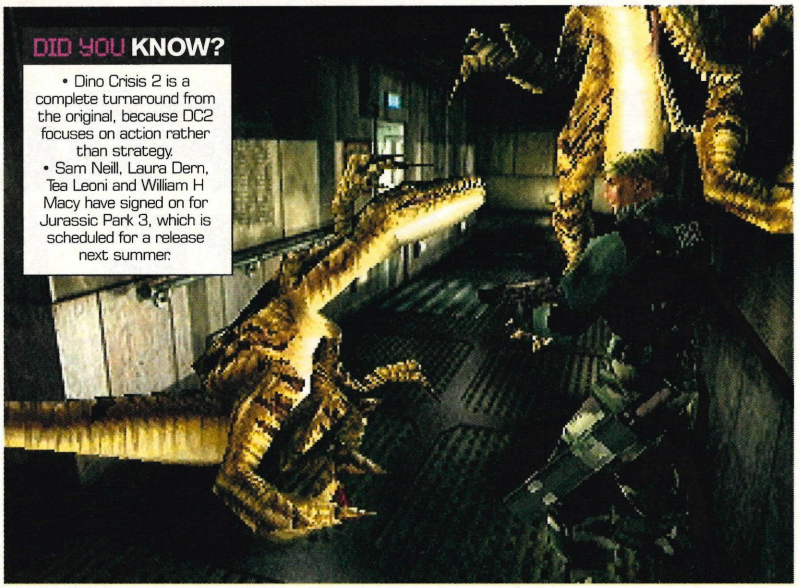








[Left] One of the raptors falls in fits of prehistoric giggles as his mate demonstrates his rather unique bouncy dance routine. **[Below]** Dylan pulls out his trusty shotgun just as a second raptor attacks from the side.



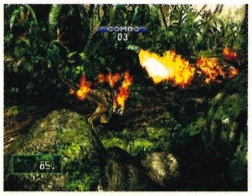
DID YOU KNOW?

- Dino Crisis 2 is a complete turnaround from the original, because DC2 focuses on action rather than strategy.
- Sam Neill, Laura Dern, Tea Leoni and William H Macy have signed on for Jurassic Park 3, which is scheduled for a release next summer.

[Above] Size doesn't matter when you've got a double shotgun hidden down your trousers!







THE LOST WORLD

Strangely, Dino Crisis 2 seems to have been designed remarkably close to that of Spielberg's Jurassic Park sequel, The Lost World. Coincidence? Lets look at it this way: Suspense is replaced by action. More dinos – new species and old – replace a once terrifying story. Only one of the original characters (Regina) resumes their role in the sequel (à la Jeff Goldblum), and a facility setting is replaced by the dark crevasses of the jungle... something strange is afoot!



does the criminal lack of puzzles to solve; a game trait that made the original so rewarding. Thus, the arcade foundations on which *Dino Crisis 2* is seemingly built upon are exposed. Sure, the original suffered due to small amounts of dinosaur interaction, but to ignore the mind-boggling puzzles and complexity that made the game so good in favour of bang, bang, kill, kill is reprehensible... and unforgivable.

Such is the arcade approach that 'Combo' and 'Counter' credit points are earned for each dinosaur you fry! These can then be traded for medical supplies, weapons, items or ammunition, which are then kept in your inventory, along with dinosaur files (left by the scientists on the island) and your trusty navigational map.

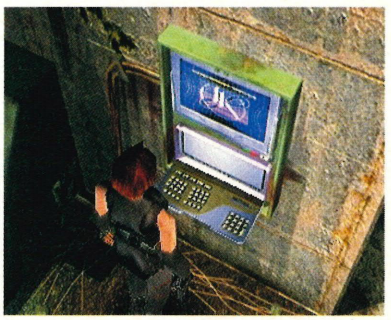
D-N-Eh?

Building on the visual DNA of the original, *Dino Crisis 2* has created a jungle environment that looks very different to the claustrophobic confines that Regina dealt with in the original. But there is no terror, no suspense and no desire to solve the mystery, or recover the apparently valuable Third Energy. In a bid to balance the differences, the characters can now chase down dinosaurs in tanks, battle against amphibious reptiles underwater, or target enemies from afar, safe in the knowledge that you are beyond the reach of the ravenous herd.

Sadly, *Dino Crisis 2* fails to grip you with fear, as the continuing arcade raptor attacks and 'Boss' dinosaurs do little to alter the undeniable truth – that producer and creator Mikami has made a fatal mistake in bringing this closer to the arcade genre than the likes of *Dino Crisis* and the *Resident Evil* series. As a strait-laced shoot-'em-up *DC2* isn't bad at all, but let's hope we are urged to engage our brains as well as our trigger fingers in the great man's forthcoming games.







PLAY

LOOKS	8
SOUNDS	8
GAMEPLAY	7
VALUE	7
LONG TERM	5

80 PERCENT

DUMBED DOWN DINO DESTRUCTION.

ALTERNATIVELY:

Dino Crisis	94%
Resident Evil 3: Nemesis	90%

Writer Simon Cann **Available** November 2000 **Weblink** www.namco.com

A subtle blend of ghost dodging and puzzle solving...







MS PAC-MAN MAZE MADNESS

THE FIRST LADY OF VIDEOGAMES MAKES A TRIUMPHANT RETURN. AND NO, WE'RE NOT TALKING ABOUT LARA...

PLAY INFORMATION

UK PAL

PLAYSTATION

PUBLISHER	SONY
DEVELOPER	NAMCO
PRICE	£29.99

1-2 Player | Memory Card | Dual Shock

[Below] Switches and levers can be activated that allow for gates to be opened. Mad eh?







In recent years videogame heroines' have become a somewhat homogenous breed. Generally, they possess waif-like figures that are topped off with unfeasibly large bosoms. It is therefore a pleasure to find a female lead in a videogame who has quite frankly 'let things go a bit' in the looks department. Yes indeed we are, of course, referring to Ms Pac-Man, who like her curvy other half, has been granted a starring role in her very own PlayStation game.

The plot involves the usual hokum, centring on the collection of some magical gems that have been stolen by a nefarious witch. Hence, players must traverse some generic landscapes including desert and ice worlds, avoiding the irksome ghosts that have traditionally plagued the Pac-Man family.

DID YOU KNOW?

- Namco designer Toru Iwatani came up with the Pac-Man character design whilst eating a pizza with some friends.
- Having removed one slice of the pizza, Iwatani suddenly saw before him the shape of a potential videogame character.

PAC TO BASICS

Like all good updates of classic games, *Ms Pac-Man Maze Madness* remains spiritually true to the formula of the original title. Indeed the game even includes a perfect conversion of the *Ms Pac-Man* coin-op. However, the new game is more than capable of holding its own and blends the addictive action of its predecessor with some thought-provoking puzzle elements. True to form, the main action centres on the collection of little yellow pills, although several other objectives must also be met during the course of each stage.

PAC PACKING

Successfully completing each level requires you to collect a pre-set number of pills – many of which have been placed in difficult to reach locations. However, by meeting other criteria such as collecting the seven pieces of fruit found in each stage, you can unlock the game's many secret areas. The puzzles contained within involve finding keys to unlock inaccessible areas and activating pressure pads in a certain order to open gates. This subtle blend of ghost-dodging and puzzle-solving works surprisingly well; the solid gameplay being backed up by some bright yet reassuringly basic visuals. Ultimately, the simplistic look and action of the title may put many off, but those who hanker after some ingeniously designed retro-styled gameplay will find much to enjoy here. This is how all updates should be handled.





PAC TOGETHER AGAIN

In addition to the main game, a variety of multiplayer options have also been included. These range from straight forward pill collecting, to a variant on the Bomberman games. You even get to play as the ghosts!



PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

80 PERCENT

HIGHLY ENJOYABLE GOBBLING ACTION.

ALTERNATIVELY:

Pac-Man World	84%
Tombi 2	85%

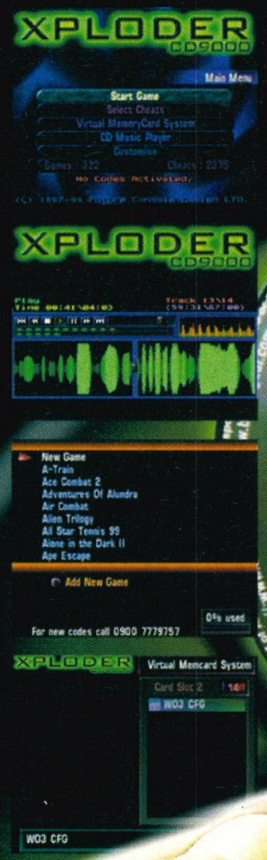
THE ULTIMATE CHEAT SYSTEM

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.

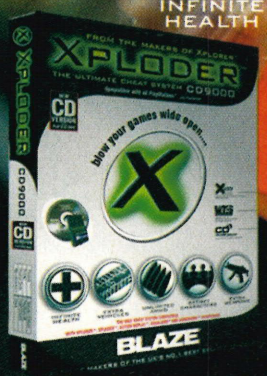
VMS VIRTUAL MEMORY SYSTEM
Pre-loaded with over 3000 cheats for the latest & greatest games. Infinite lives, extra characters, weapons and much more.

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 / 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.

BLAZE®

Firesoft.net™ the ultimate gaming channel

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®

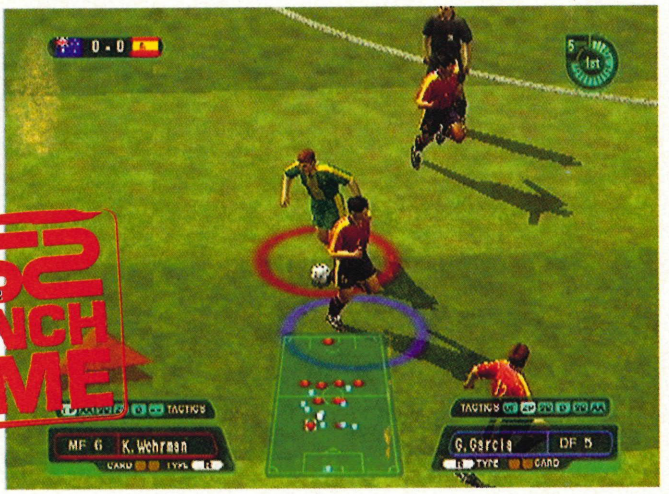
Writer Paul Morgan **Available** November 2000 **Weblink** www.konami.com



DID YOU KNOW?

- ISS on the PlayStation2 is more devolution than evolution!
- An unsubstantiated rumour has filtered through the offices that Konami may well be working on another ISS PlayStation2 game, this time using the PlayStation development team...
- FIFA is still inferior to the all conquering ISS brand.

[Below] The Australian midfielder races forward towards the Spanish penalty box, twisting and turning through the defence with ease.



PS2 PLAYSTATION2 LAUNCH GAME

PLAY INFORMATION

UK PAL

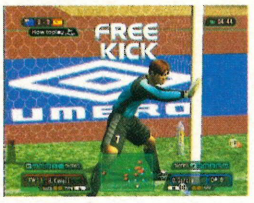
PLAYSTATION2

PUBLISHER	KONAMI
DEVELOPER	MAJOR A
PRICE	£44.99

1-2 Player | Memory Card | Dual Shock2

INTERNATIONAL SUPERSTAR SOCCER

LEAGUES AHEAD OF THEIR RIVALS, CAN THE FOOTBALL GIANTS AT KONAMI SCORE ANOTHER IMPRESSIVE WINNER WITH THEIR PLAYSTATION2 ISS DEBUT?



[Above] In preparation for one of Harry Kewell's mighty drives, the Spanish keeper sets the wall in front of him.

Considered by many to be the pinnacle of football simulation achievement, *ISS Pro Evolution* on the PlayStation quickly became the greatest soccer sim of all time since its inception in early 2000. Fuelled by intricate skills, testing difficulties and stunning gameplay this title was a real winner so it seems rather strange that Konami has preferred Major A Production (the developers responsible for Nintendo's *ISS* editions) to lead their title chase in the PS2's 'Premier League'.

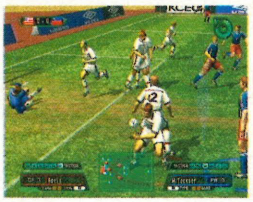
DÉJÀ VU?

Retaining the N64's control system and utilising the benefits that PlayStation2 development provides, Major A Production and Konami have successfully recreated the style, control and uniqueness of the N64 edition, whilst throwing in a super-smooth game engine that revels in the considerable graphics power that drives the PS2's processor. There is only one problem – this is not what we wanted to see! The updated appearance is welcome, but why has it got to play like the inferior N64 version?

The *ISS* regulars (Training, Penalty Kicks, World League and International Cup) once again make an appearance, along with under-23 teams and scenarios – a section dedicated to righting the wrongs of many past international results. The international theme continues in the game with Konami seeing fit to field 'Under-23' equivalents – so Aston Villa's Lee Hendrie makes his first *ISS* appearance, along with the likes of Francis Jeffers, Danny Murphy and Paul Robinson. And, in case you haven't noticed already, we refer to the players by their actual names, as Konami has finally secured official rights – and about time too!

The immediate rewards of a 128-bit processor are there for all to see, as the players (with match officials in front) trundle out of the stadium tunnel in glorious high-definition, hi-resolution visuals, and proceed casually onto the pitch. Team photos are taken and Umbro's trademark emblem signifies their association with the game. With a

[Below] A crazed scramble in the box leads to the goalkeeper fumbling the ball.

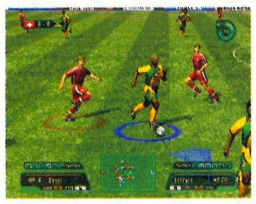












[Above] ISS offers a variety of camera angles and view distances to choose from.

fierce contest moments away, the referee calls each team captain to the centre circle, where the traditional coin toss decides which one of the teams get the game underway...

UNFAITHFUL

As proven in the past, graphics do not maketh the game, otherwise *FIFA* wouldn't be second best to *ISS*. However, the die-hard *ISS* fans of the PlayStation will be gutted to learn that

Konami has successfully recreated the style, control and unique feel of the N64 edition...



[Above] As the nation's supporters cheer thier team, the camera slowly pans across the players.

the great control system and gameplay of previous PlayStation *ISS* incarnations have been axed in favour of a more arcade and, dare we say, *FIFA*-like approach to the game. Proving more outrageous than UEFA's proposed scrapping of the transfer system, fanatical fans will be devastated at this, and will no doubt refuse a move to the new in favour of the current PlayStation *ISS* – be it *Evolution* or *2001*. However, this version does have many qualities of its own, such as attention to detail and a separate 'swerve' button that converts wayward timid shots into goalbound bending screamers.

Perhaps deserving more credit for its own achievements, this version fails to

[Below] Rather than laying the 'Smackdown', frustrated players can push their opponents over.









[Above] Pitch design is one of the many graphical triumphs, presenting a more realistic feel to the stadiums.

capture many of the aspects that made its PlayStation predecessor so great. For example, free kicks are far too easy to score from, the AI is sadly lacking the 'I', and the satisfaction of scoring a goal is absent (any creature with an flicker of consciousness can sprint into the penalty box and score).

Although an ex-Nintendo 64 owners' dream, the PlayStation faithful will no doubt feel disappointed and aggrieved by the decision to change developers for Sony's flagship console. With *ISS Pro Evolution* still the office favourite, this PS2 edition is doomed for an indefinite spell in the reserves.

NINTENDO ON PLAYSTATION 2

Adapting the core elements of ISS on the N64 for the PS2, developer Major A Production has seemingly recreated what is essentially the same game – albeit with greater graphics and smoother sound. Gameplay remains almost identical, right down to the guaranteed methods of scoring goals. In fact, set pieces and possessional play seem indifferent too. Really Konami, if we wanted the Nintendo version, we would have asked for it! And as the saying goes, "If it ain't broke, don't fix it!"

PLAYSTATION Vs PLAYSTATION2

The local derby between Sony's consoles will present a difficult conundrum for many owners this Christmas, as ISS Pro Evolution's successor (ISS 2001) is due for a simultaneous release with the PS2 edition. In keeping with Evolution, ISS 2001 will feature official names, improved gameplay and smoother player reactions, plus a number of additional enhancements. Ironically, many fans will be playing the game on the PlayStation2, it'll just be the ISS 2001 edition – thanks to the console's backwards compatibility.

PLAY

LOOKS	9
SOUNDS	8
GAMEPLAY	7
VALUE	7
LONG TERM	6

75 PERCENT

MORE FIFA THAN ISS.

ALTERNATIVELY:

ISS 2001 (PlayStation)	Nov
FIFA 2001 (PS2)	Nov

Writer Kendall Lacey **Available** November 2000 **Weblink** www.playstation-europe.com

PS2 PLAYSTATION2 LAUNCH GAME



[Below] Use the connecter to link all of the fireworks together and you'll receive big bonuses.



WHAT'S THE STORY?

It all begins with the postman bringing a little girl a package containing the excellent game of Fantavision. Next thing you know she is on the phone to her friend in space who is also playing it. Surely this is some message about Fantavision being able to bring the world together? Or something slightly more sinister, perhaps?



PLAY INFORMATION

UK PAL

PLAYSTATION2

PUBLISHER	SONY
DEVELOPER	SCEI
PRICE	£39.99

1-2 Player | Memory Card | Dual Shock2

FANTAVISION

A GAME WHERE YOU HAVE TO DETONATE FIREWORKS. IS THAT THE LOVELY SOUND OF ORIGINALITY, SIR?



[Below] Try not to miss too often or you'll lose valuable energy.

Put simply, *Fantavision* is a work of art. It's beautiful. But what is it all about? Well, *Fantavision* is a fireworks simulator. The non-exploded fireworks fly into the night sky and you must link them all together and then detonate them in order to set off chain reactions and elaborate displays. Sure, you can link three fireworks and then blow them up, but in order to get major points, you need to connect huge numbers.

Now, it is not just a case of joining them all together, they can only be joined if they are of the same colour. In order to connect to another colour, you must wait for a multicoloured firework which then can be connected to anything you wish. But you can't simply continue to connect them all, because eventually they just fall out of the sky. You must gauge how much time you have left before you detonate your chain.

BOOM! SHAKE THE ROOM

Every time you miss a firework your energy bar goes down; once this is empty, your adventure is over. Watch out for 'E's floating about, as these can be connected to the fireworks in order to gain more energy. Another way to receive more energy as well as huge bonuses is to collect the stars which will eventually give you a Starmine bonus. During this stage, there are even more fireworks flying about and exploding chains in this mode also increases your energy.

We won't give away too much of the plot, but success will see you travelling into space, landing on the moon and even going beyond infinity with a host of odd characters guaranteed to put a smile on the sourest of faces.

So there, in a nutshell, is *Fantavision*. Quirky and maybe not to everybody's taste, but this is such a satisfying experience and is certainly a game to wheel out when you want to show friends the power of your new console. It's a blast.





PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

90 PERCENT

A TOTALLY ORIGINAL EXPERIENCE.

ALTERNATIVELY:

Aqua Aqua Wetrix 2	87%
Super Bust-a-Move	November

WIN AN MP3

When you order with Lotsinstore you will automatically be entered into a FREE draw to win the latest MP3 player

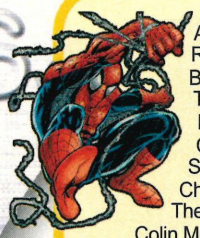
LOTS IN STORE .com

A DIVISION OF WIZARD INTERACTIVE

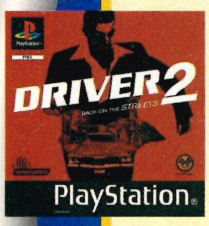
SALES HOTLINE: 01765 676600

OR FAX US YOUR ORDER ON: 01765 676700

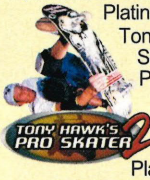




Alien Ressurection	£24.99
Batman of The Future	£24.99
Beatmania	£36.99
Castrol Honda Superbike Chase	£24.99
The Express	£24.99
Colin Mcrae Rally 2.0	£27.99
Croc – Platinum	£16.99
Croc 2	£26.99
Dave Mirra BMX	£25.99
Dino Crisis 2	T.B.C.
Disney's Tarzan	£13.99
Driver 2	£29.99
Dukes of Hazzard	£16.99
Everybody's 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	£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

TRACK & FIELD INTERNATIONAL 2

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

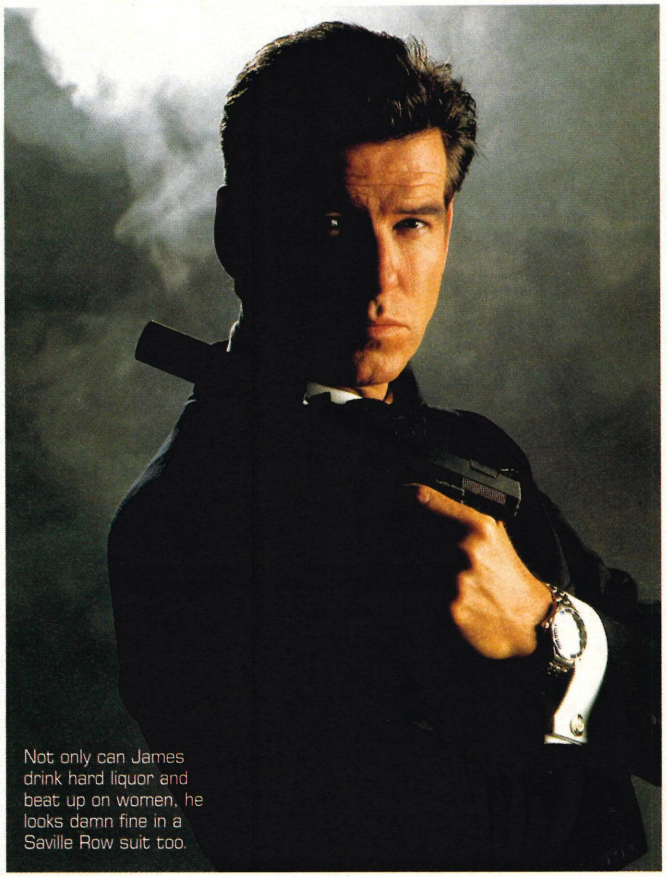
PLEASE RING FOR A COPY OF OUR FREE COLOUR CATALOGUE

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

Writer Will Johnston **Available** 17 November 2000 **Weblink** www.ea.com



Not only can James drink hard liquor and beat up on women, he looks damn fine in a Saville Row suit too.







PLAY INFORMATION

UK PAL

PLAYSTATION

PUBLISHER	Electronic Arts
DEVELOPER	Black Ops
PRICE	£29.99

One Player | Memory Card | Dual Shock

THE WORLD IS NOT ENOUGH

THE CREATORS OF THE 52% SCORING TOMORROW NEVER DIES RETURN, AND THIS TIME THEY'VE BROUGHT AN UZI TO THE NEGOTIATION TABLE. MAYBE IT'S TIME TO LISTEN?



[Below] Talk to this honey and you'll attract the attention of her guard husband and clear a way past a door. Smoothly does it.



With their previous hands-on experience of taking a sub–standard Bond movie and effortlessly transforming it into a sub-standard Bond game, Black Ops seemed like the last people to bring in for the job. Well cynics sit down and get your pun book ready because it's time to find out why you should 'Never Say Never Again'. Put out that Turkish cigarette, smarten up that tie and check that the collars and cuffs match because Bond is back and he's not half as bad as he used to be – just a bit shaken.

PLENTY O'TOOLE

Rather than just provide you with an interactive shooting gallery separated by locked doors and hidden keys, *TWINE* attempts to go that one step further. It wants to make you feel that you really are Bond. In one mission you're bugging all the phones in a mansion and photographing evidence; the next you're playing Blackjack in a casino whilst eyeing up the ladies. And as always, there are plenty of people to shoot, punch and blow up.

Your double 'O' prefix used to mean that you had a licence to kill, now things have got a little more specific. When Judy Dench instructs you not to use deadly force, she means it even if a hail of bullets pin you down. It's just a shame that the definition of 'deadly force' seems to change from mission to mission.

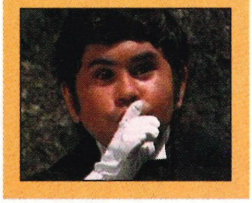
When walking around a mansion in the middle of the night you are free to electrocute guards with your taser, or knock them out with a tranquilliser dart. Try the same trick on a terrorist in a nuclear facility and it's taken as a confirmed kill – game over. *TWINE* just doesn't want to tell you the rules of engagement. Kill a soldier one side of a door and they call you a murderer, kill a dozen the other side and you're a conqueror – go figure.

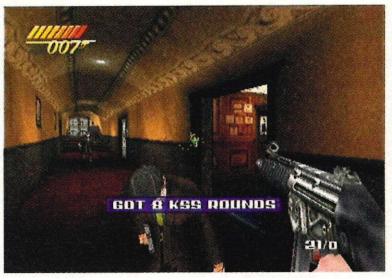
PUSSY GALORE

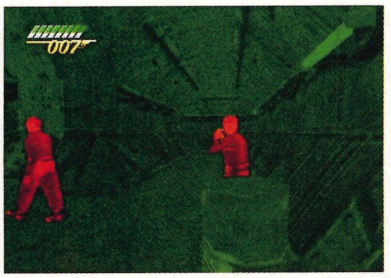
TWINE constantly seems to be trying to demonstrate why it could have been a great game, then proving exactly why it isn't. You're infiltrating an enemy base, confronted by two guards, and stealth is an issue. Simple, just turn off the lights, don your designer night-vision glasses and the guards can't see a thing. In a scene that mimics the end of *Silence of the Lambs*,

RAKE THAT

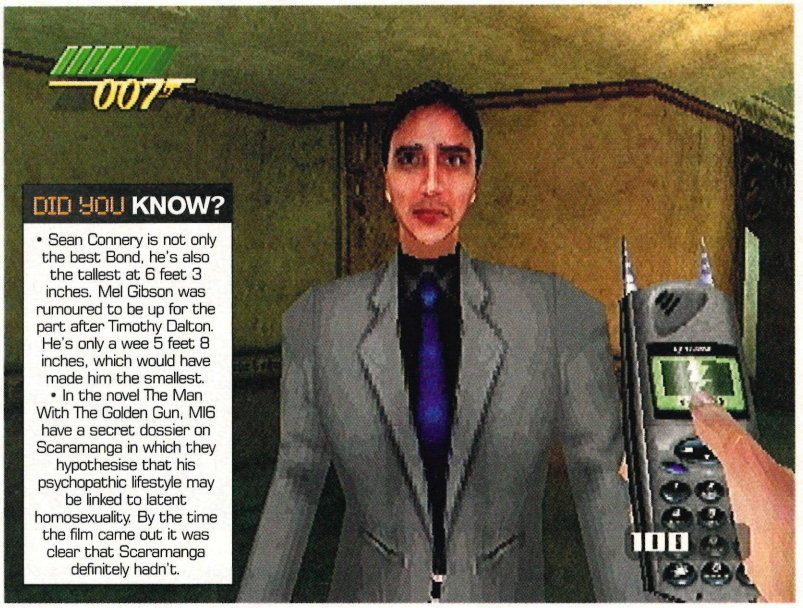
"I'm an honourary Sean Connery," reckons cheeky chappy of pop, Robbie Williams. The ex-Take That star and all-round lad has approached the film company Eon, which produced the Bond movies, and has announced his desire to play the next James Bond. For reasons of public decency we can't fully express how much this news worries us. We'll just leave it by saying that some of the names banded about the office that we'd prefer for the role include Richard Madeley and that over-enthusiastic furniture salesman from the DFS adverts. Williams, for the love of all that is holy, NO!







[Left] Hit the lights, switch to infrared and don't make a sound. These guys are totally oblivious. **[Below Left]** Stavros was not impressed to find that Bond had aced his score on Snake. **[Below]** "Hello, I'm chipmunk-faced Denise Richards and today, Matthew, I will be playing the role of a nuclear scientist." No, really.

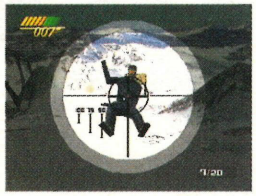


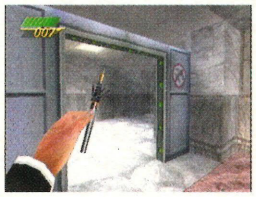
DID YOU KNOW?

- Sean Connery is not only the best Bond, he's also the tallest at 6 feet 3 inches. Mel Gibson was rumoured to be up for the part after Timothy Dalton. He's only a wee 5 feet 8 inches, which would have made him the smallest.
- In the novel The Man With The Golden Gun, MI6 have a secret dossier on Scaramanga in which they hypothesise that his psychopathic lifestyle may be linked to latent homosexuality. By the time the film came out it was clear that Scaramanga definitely hadn't.

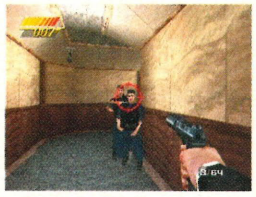








[Above] A metal detector disrupter that's cunningly disguised as a pen with rotating blades? Brilliant Q, no-one will ever notice.



[Above] A bank's security guard about to lose at a game of scissors, paper, stone, silenced automatic pistol. Yesterday.

you can hold a pistol to their heads and they won't know a thing about it. Brush against them and they will lock onto your position and open fire.

This whole set piece could have gone one of two ways. With a guard shooting blindly into the darkness you could just sidestep and allow him to blast right past you while you make your escape. If you were really cunning you could even set them up so they shoot each other. No, sadly once our boys are aware of your presence it's like they suddenly get their night eyes and, as you are not permitted to fight back, you're just meat to the grinder. If you manage to make it to the next room undetected, you'll be shot just for wearing sunglasses. Not only is that a strict dress code in anyone's book, it's another example of how *TWINE* could have been genius and then just gave up.

THE CODES OF BOND

When working undercover, make sure everyone knows who you are by announcing "My name is Bond, James Bond." When asked if you're that famous English secret agent, casually reply, "Yes!"

When tracking down your arch nemesis, let them know who and where you are. They will inevitably knock you out and take you to their previously hidden fortress. Now just call in the commandos and voila, evil is defeated.

When offered sexual favours by a multitude of hot women, think strategically as any lady tainted by your love is destined to be killed by a knife-throwing dwarf.

If your name is Robbie Williams, never dare to put yourself forward for the role of James Bond. There's a golden bullet out there and it has your name on it.

And remember, all blonde men who drink red wine with fish are uncivilised heathens and probably evil SPECTRE agents too. Wipe them out. All of them.

BAMBI & THUMPER

Every Bond game gets compared unfavourably to the N64 classic *Goldeneye*, as does any PlayStation first-person shooter – *TWINE* is just begging for direct comparisons.

So, does the PlayStation finally have its very own version of the Rare masterpiece? No, *The World Is Not Enough* has all the right components to make a great game, they just haven't been balanced well enough to carry it off. With proper attention this could have been a great game rather than one that just reminds you how good *Medal of Honor* is.

In the words of Ernst Stavro Blofelt in *Diamonds Are Forever* – "Right idea, wrong pussy."

When Judy Dench instructs you not to use deadly force, she means it even if a hail of bullets pin you down...

PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

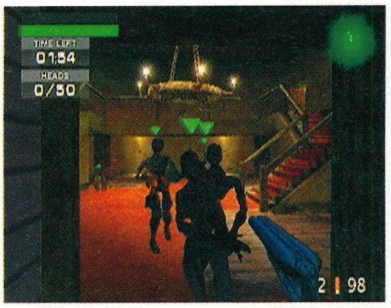
83 PERCENT

GOLDENEYE REMAINS UNBEATEN.

ALTERNATIVELY:

Medal of Honor Underground **94%**
Alien Resurrection **93%**

Writer Will Johnston **Available** November 2000 **Weblink** www.eidosinteractive.co.uk

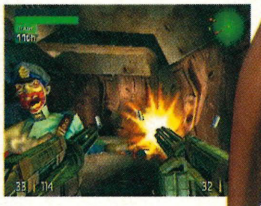


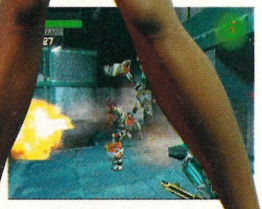
[Right] Shoot off 50 heads in the time limit and earn yourself some goodies. Another fine single-player sub-game sorted. **[Below]** Tommy guns blazing in a spaceport of the 25th Century. Timesplitters' mismatch of different periods is genius.











TIMESPLITTERS

PS2 PLAYSTATION2 LAUNCH GAME



[Above] Looks like this is going to be "just another duck hunt". **[Below]** The size of the levels allow you to look from one side of a ravine to a hole in the other. There were three droids in that green cavern, but twin miniguns took care of them.



LATE NIGHT AT THE DOCKS AND DONALD DUCK FINDS HIMSELF CORNERED BY FLASH GORDON'S ARMY OF THE DEAD...

New technology, new ways to interact with your friends. Get together. Have a drink. Chat about current events. Run around a virtual mansion with twin double-barrelled shotguns. Blow each other's mutated heads off. Laugh.

TimeSplitters is the PlayStation2's opening foray into the first-person shooter and it's designed with these type of social occasions in mind. There's no real plot, no keys to find or buttons to be pressed in the right order and definitely no Stealth mode. It's as subtle as a bullet in the head and it works like a dream.

LET'S GET KILLED

Unlike such grim works as *Quake II* and the forthcoming *Unreal Tournament*, *TimeSplitters* is not an ultra-violent tour de force of claret and shattered intestines. Its visual style owes more to Saturday morning cartoons than to *RoboCop*, with its brightly coloured spaceports and Scooby-Doo haunted houses.

This lack of visceral gore could have gone against *TimeSplitters* in a big way. Sure, you can take out a Chinese chef at five-hundred feet using a sniper rifle, but not a single drop of blood will stain his freshly laundered pinafore – so what's the point? Don't worry, after five minutes of ferocious combat at 60 frames per second and you'll get it. It's super slick, over the top and totally addictive. The absence of a story in the curiously named 'Story' mode won't even bother you. As a one-player game all you have to do is storm a themed location – ranging from 1920's Egypt to a *Fifth Element*-style psychedelic future – kill everything, pick up an object and take it to a defined location before sub-space demons (the *TimeSplitters*) turn up and ice you. That's it, level over and onto the next.

But there is a reason for all of this pointless death. Every time you complete a mission you're rewarded with extra levels, characters and multiplayer game modes to experiment with. Plug in your new PS2 multi-tap because it's clobbering time and

PLAY INFORMATION

UK PAL	
PLAYSTATION2	
PUBLISHER	EIDOS
DEVELOPER	FREE RADICAL
PRICE	£44.99

1-4 Player | Memory Card | Multi-Tap

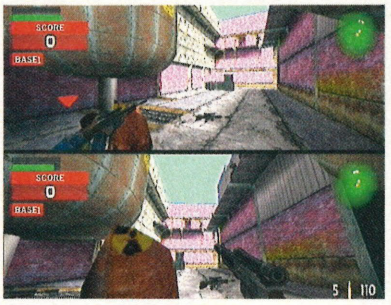


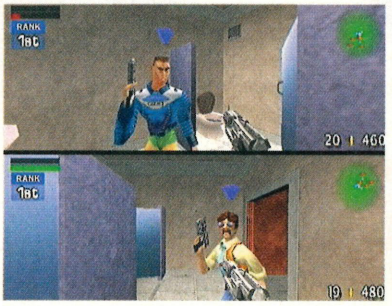




[Left] Coloured triangles signify teams. Looks like your buddy Flash Gordon is doing a runner.

[Right] Cooperative sniping. [Right Below] TimeSplitters lets you recreate that 'George Michael in a toilet' scene, with guns!



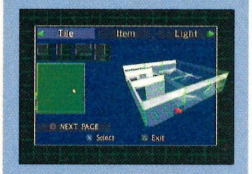






DESIGNED FOR DEATH

Laying out your own level couldn't be easier. Just select what type of room or corridor you want and place them together. You can now place objects wherever you want and even say what you want the light to be doing. Here we've made a death factory with a cool blue strobe effect. Far out – maaan... Making a level is as simple as a slice of simple pie. The process looks like this:









four-way Uzi stand-offs against humans are just the start. Up to nine artificial opponents can be customised for battle. Give them intelligence ratings out of five, place them into colour-coded squads, define the weapons you want available and get ready for combat.

BLAST FIRST

Engaging a small army of mismatched freaks is pure joy as levels have been designed to accommodate a wide variety of playing styles. One second you're running in the tunnels of an alien cave, wiping out hordes of Seventies cops and LL Cool J lookalikes, and the next you're scraping a battlefield clean with a minigun from the far off safety of a clifftop.

There are so many variables to play with it's easy to overlook one of the game's finest features, the level editor, which ranks as one of the best ever seen. By simply moving and rotating pieces of standardised architecture, battle arenas up to eight layers deep can quickly be created. Click which texture set you want to use and try it out. Editors are usually hit or miss affairs that take too much time to work and never allow you to make playable worlds. This little marvel is an exception.

TimeSplitters is an extremely solid title, which shouldn't come as that much of a surprise since it has been coded by a team who worked on Rare's Nintendo classic, *Goldeneye*. All attention has been spent on how the actual game plays with no time wasted on progressive mission structure or flashy FMV. *Unreal Tournament* is setting its sights on the same multiplayer market but won't be hitting these shores until early next year. With no competition around, *TimeSplitters* is definitely king of the genre, so kit up 'cos duck season has just started...

DID YOU KNOW?

- Wolfenstein 3D, the original first-person shooter, is to return with a facelift on PC and Game Boy Color.
- Elvis Presley, the king of white rock and roll, makes an appearance as an extra playable character.
- Hunting ducks using miniguns is illegal in 50 states of the USA, except Texas.

PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

90 PERCENT

GET THAT PS2 MULTI-TAP NOW.

ALTERNATIVELY:

Unreal Tournament	**February 2001**
Red Faction	**March 2001**



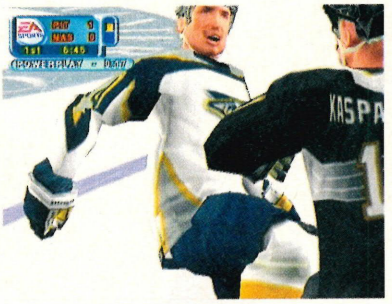


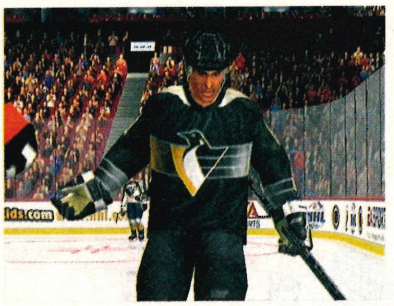
10 GREAT SONGS IN-A-ROW

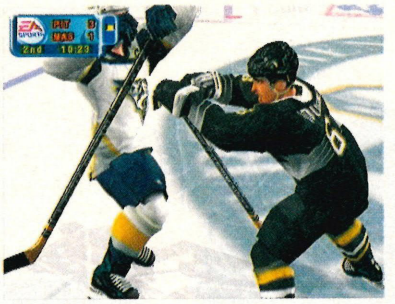
...EVERY HOUR, ALL DAY

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

Writer Mark Crawley **Available** November 2000 **Weblink** www.easports.com







PS2 PLAYSTATION2 LAUNCH GAME

NHL 2001

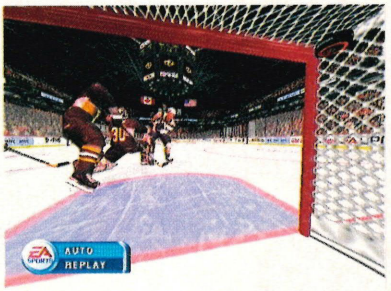
PLAY INFORMATION

UK PAL

PLAYSTATION2

PUBLISHER	EA
DEVELOPER	EA SPORTS
PRICE	£39.99

1-2 Player | Memory Card | Dual Shock 2



[Right] Cool replay angles feature throughout – just like on the telly.

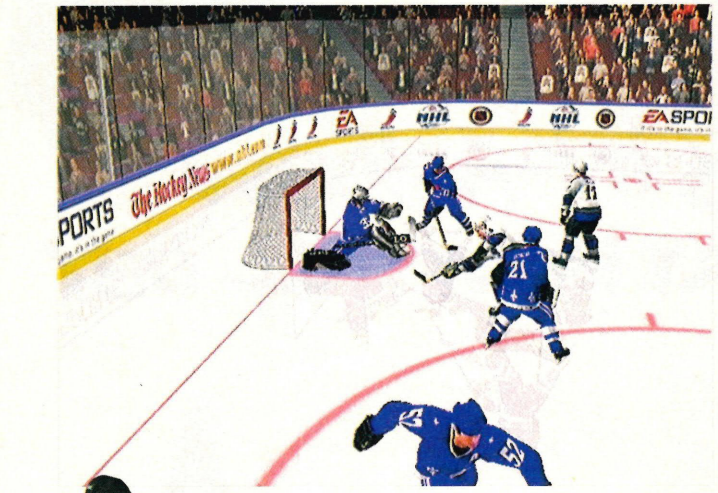
THE ICING ON EA'S NEXT GEN CAKE?

Considering the series' heritage (and yes, we're ignoring the SNES versions here!), that *NHL 2001* is yet another competent hockey sim from EA is hardly surprising. For those to whom a cultural reference is handy, at its best the game skates smoother than *Saturn Powerplay Hockey* but, at its worst, visibly shakes in its bladed boots when compared to the aforementioned classic. If none of that means anything to you then know that *NHL 2001* represents an encouraging first step into the 128-bit arena for the sport, but boasts the kind of shortcomings you'd expect from such baby-steps. And then some...

"SMOKIN'...

Despite the fact that EA seems to have deliberately made it shite to heighten the effect, the initial FMV is thoroughly surpassed by the in-game graphics it introduces. Players are impressively rendered, suitably ugly and, for the majority of the time, move convincingly about the ice. What a shame then, that things become so jerky when the centre of the arena gets busy – it doesn't happen too often but induces a feeling akin to seeing the sun not quite rise, driving home the fact that we're still waiting for that new dawn in videogaming which we were led to expect.

Oh well, *NHL 2001*'s next-gen' repertoire is still sufficient enough to distract players in the interim, though with the core engine firmly established it's the atmospheric elements which push it towards the next echelon. To this end there are some wonderful animations present, the commentary is eerily coherent and the arenas, whilst hosting Midway-

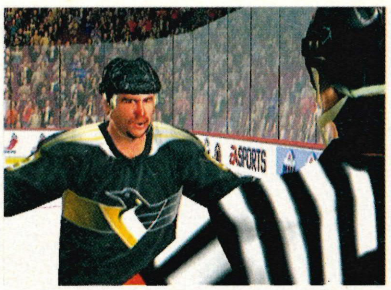


The initial FMV is thoroughly surpassed by the in-game graphics it introduces...



[Right] The illusion of a crowd is momentarily dispelled as the camera faces certain seats side-on...







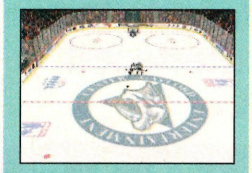


[Right] Aww c'mon ref, I only gave 'im concussion...

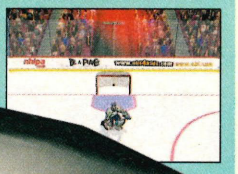
BUG WATCH

Whilst EA swears blind that it was unable to reproduce the problem in the latest build of its game, PLAY found a glitch in its preproduction review copy of NHL 2001 which allowed one team to score continually by hitting the puck straight up the middle of the ice from beyond the first blue line. This completely ruined proceedings and, fortunately, shouldn't be present in the finished, boxed product. Do check that your local store has a no quibbles returns policy though (just in case) and be sure to let us know if we (and you) have been duped!









flat crowds, manage to capture the feel of a genuine match well. Bolstering the action further are a mixture of authentic and stylised replays (bullet-time is popping up everywhere these days!) and, at a more practical level, new body-checks, moves and the inevitably updated team rosters. At least the latter hasn't been used as an excuse for a generic update this time – wait for '*NHL 2002*' for that!

...LIKE A BAD CIGAR!"

Unfortunately, not all the game's 'innovations' are so universally laudable. The Momentum Meter (which boosts a team's performance in line with success) totally ignores the fact that living breathing joypad-jugglers, quite naturally, go through peaks and troughs whilst playing. This misguided feature therefore serves, as is the American way (along with buying foreign sports), to artificially exaggerate shifts in the balance of power which normally occur during a game – only now there's an external feature to blame/credit rather than one's own idiocy/ingenuity.

That this robs the player of a disturbing degree of responsibility for what happens on-screen is a subtlety which I can well believe was missed in the Land Of Opportunity, but, nevertheless, it's still remains unwelcome.

Notable players are a bit too 'special' also, but considering the target audience this will probably be well-received in general with only newcomers disadvantaged by unfamiliar faces. Faces which can, thanks to the cornerstone of any good two-player hockey match, be thoroughly pummelled in a full-on bout of fisticuffs – though that the fighting engine is limited in comparison to the original MegaDrive effort is a severe disappointment. I can understand the change as combat is no longer the protracted, game-stalling affair it once was; but good God EA – fighting's fun!

That said, despite its impressive roster of flaws, *NHL 2001* still had us hooked... well, hooking actually, and if this magazine has reached your tender embrace a little later than expected then look no further for the culprit.

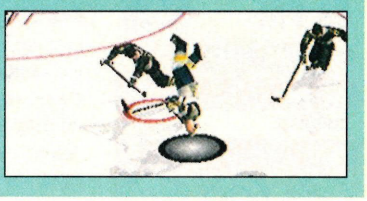
That the Prince of Paragon has confiscated our CD so that issue 71 has at least some chance of being written, really says it all. If you fancy a compelling dose of frantically paced fun then *NHL 2001* is your bludgeoned, stick-wielding, psychopathic man.

DID YOU KNOW?

- Though Ice Hockey is Canadian most of the big teams have now moved to cash-stuffed America.
- A lot of the good English league players are from Canada also, not surpising as the teeth-smashing aspects of the sport are overlooked in British schools who seem to think hockey's for girls only.

PUCK 'EM!

Yeah yeah, NHL 2001 allows you to act like a relative gent and 'only' wave your stick at, and check opposing players – but real men go straight for that luvverly Triangle button. This allows you to do a massive slam which often puts the poor victim on his posterior, or, even better, sends the sap skating along flat on his dazed face. Heh heh, remember folks – the Triangle button is your friend, the other team is your ENEMY... UGHRAAGHH!



PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

82 PERCENT

IMPERFECT BUT HUGELY ADDICTIVE!

ALTERNATIVELY:

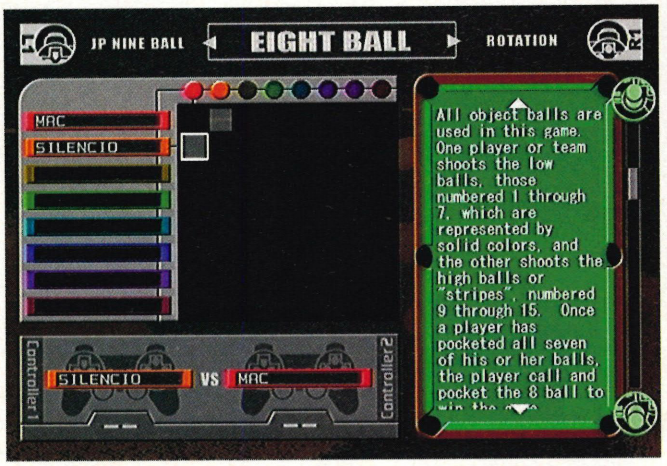
Madden's NFL 2001	91%
ISS	75%

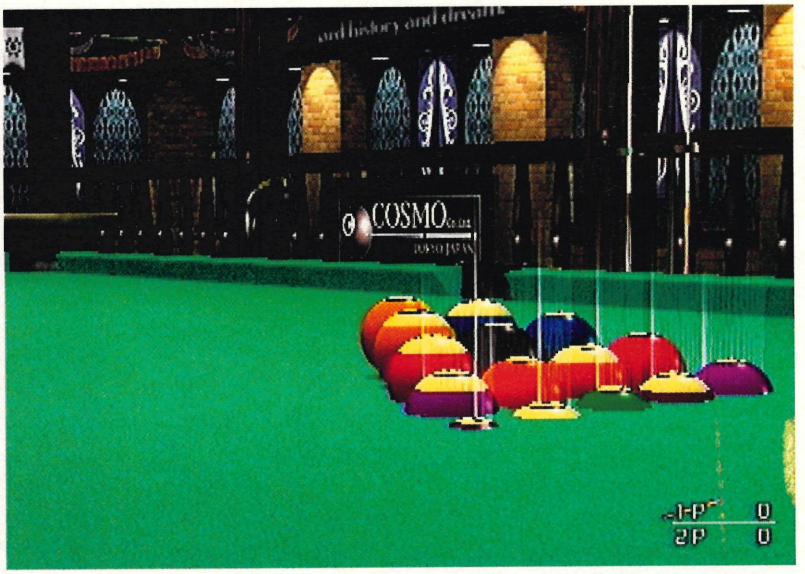




Writer Mark Crawley **Available** 8 December 2000 **Weblink** www.take2games.com

[Right] The balls rise majestically from the ether... not the most accurate simulation area.





PS2 PLAYSTATION2 LAUNCH GAME

POOLMASTER

THE PERFECT POST-PUB VIDEOGAME?

PLAY INFORMATION

UK PAL

PLAYSTATION2

PUBLISHER	TAKE 2
DEVELOPER	ORNITH
PRICE	£29.99

1-2 Player · Memory Card · Dual Shock 2

If one thing has been proven over the last two decades of digital entertainment, it's that any attempt to produce a realistic billiards-based simulation is self-defeating. The amount of time it takes to set up an accurate and well-planned shot in real-life is far removed from the lengthy s-t-e-p b-y s-t-e-p t-w-e-a-k-i-n-g which games must demand if they're to offer the player any meaningful level of input. It's unsurprising that the conclusion which sits at the end of many a snooker sim is that actual players will still prefer the real thing, whilst videogamers will always opt to frag their mates in a faster-paced frenzy.

Pool sims have it a little easier. It's not because the game itself is massively simpler mind, nor are the physics any less demanding; but pool's bucket-like pockets and lower ball-count do conspire to create a different kind of challenge – one which lends the game a certain digital appeal where snooker falls flat. What needs to be done, and how, can be planned in a swift glance of the table with no time needed to tot up scores. The lie of the balls is inherently more interesting – primarily because snooker's monotonous 'pot a red, pot the black, pot a red, pot the black...' lower-table dance is blissfully absent, and no one bats an eyelid when you rest your Wotsits on the baize whilst taking a shot.

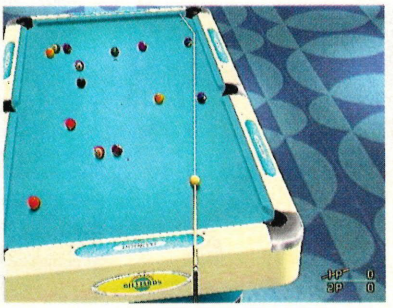
Apart from the latter snack-related element, *Poolmaster* delivers and does so with style. An exhaustive variety of pool variants are on offer, ensuring that new and interesting cue-toting challenges pop up constantly during play. There is, as you'd expect, a quick plan view on tap when you need to survey your domain and, brilliantly, control is completely analogue. The tables themselves look great despite the PS2's flickery interlaced update, and everything moves nice and smoothly. In fact, ironically, it's only the lack of an ultra-adjustable aiming aid, as featured in *World Champ Snooker*, which keeps this from scoring even higher. If TV-pool has ever held any appeal, this'll drive you baizey! (Sorry)

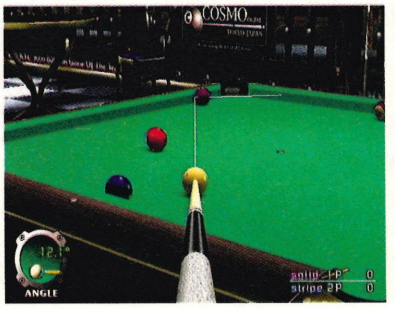
DID YOU KNOW?

- The best way to break in pool is to hit the cueball right in the centre, hard, directly at the head of the triangle – displacing the maximum amount of force through the majority of the pack.
- The best way to break in a pool is to do it whilst splashing around so no one notices the bubbles.
- Now, if I can just think of one for Poole... oh, here comes the end of the box, damn...

DON'T RIP IT!

Poolmaster isn't afraid to make its sport fun... use the angle-meter (bottom left) to raise the cue as high as possible and you're almost guaranteed to lift the cueball right off the table. Great for pulling off trick shots and, as is more likely, giving your opponent a free shot...





The tables themselves look great despite the PS2's interlaced update...

PLAY

LOOKS	8
SOUNDS	8
GAMEPLAY	9
VALUE	9
LONG TERM	8

87 PERCENT

COMPETENT YET FUN POOL SIM.

ALTERNATIVELY:

EX Billiards	January 2001
Swing Away Golf	November 2000

BEAT THE COMPETITION



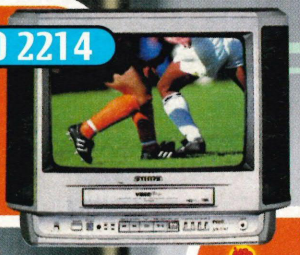
GUESS WHO

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!

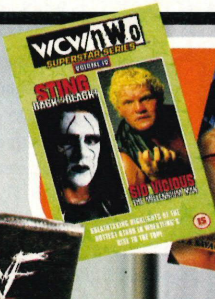
call 0906 960 2218

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



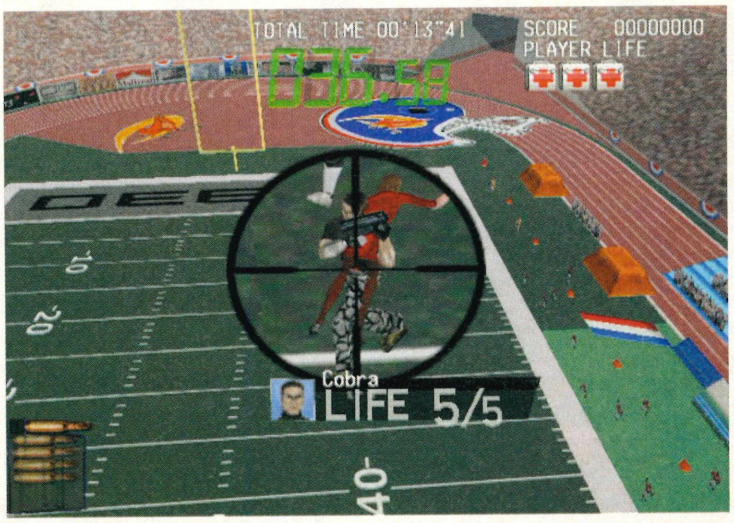
WIN a discman

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 Simon Cann **Available** November 2000 **Weblink** www.konami.com





SILENT SCOPE

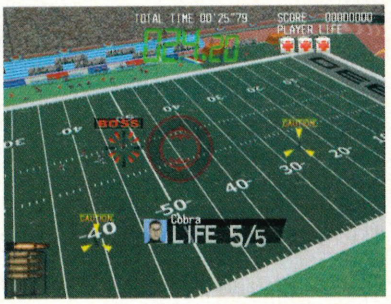
PLAY INFORMATION

UK PAL

PLAYSTATION2

PUBLISHER	KONAMI
DEVELOPER	KONAMI
PRICE	£39.99

One Player | Memory Card | Dual Shock2





[Below] Dotted around each of the game's stages are these foxy little ladies. Zooming in on these scantily clad beauties earns the player an extra life.



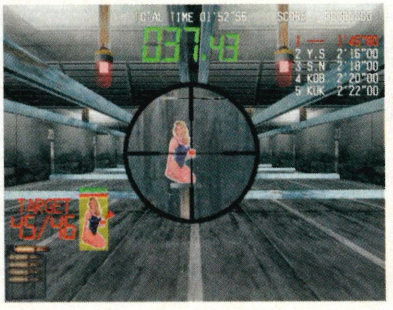
THE PS2 CONVERSION OF KONAMI'S INNOVATIVE SNIPE-'EM-UP WALKS INTO OUR SIGHTS. PLAY TAKES AIM AND FIRES...

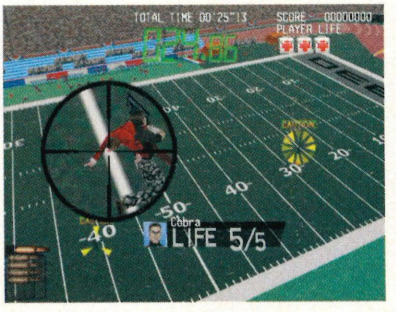
Necessity, as they say, is the mother of invention and with coin-op lightgun games rapidly spiralling into a rut it was vital that somebody took the genre in a new direction. Fortunately, Konami stepped into the fray and delivered a brilliantly innovative take on the shooting game. The arcade incarnation of *Silent Scope* featured a replica sniper rifle (complete with sniper sight) bolted onto its cabinet. The inclusion of this semi-realistic hardware was hardly revolutionary (the Taito classic *Operation Wolf* featured a replica Uzi), but the way in which the rifle contributed to the gameplay did turn heads – or rather, blew them off.

Unlike its contemporaries (where players simply had to blast hordes of on-screen enemies) *Silent Scope* required a more considered approach. The player assumed the role of a crack-shot government sniper called in to rescue the President and his family. So instead of spraying the screen with bullets, players had to assess the action, look through the scope, take aim and then fire. The tense gameplay, coupled with some imaginative set pieces, ensured the title's status as an arcade smash.

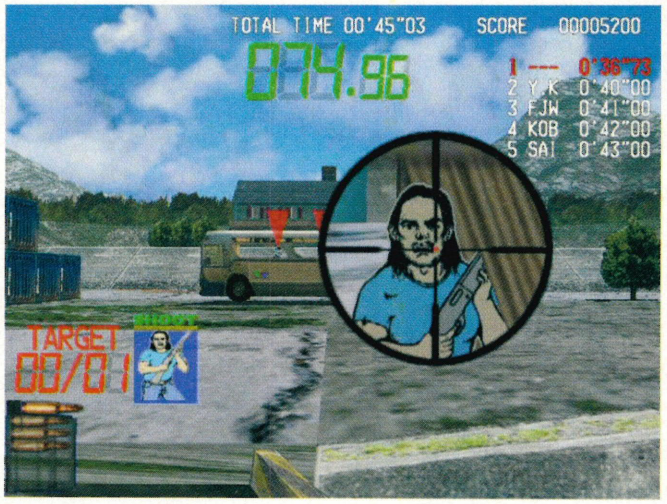
AIMING HIGH

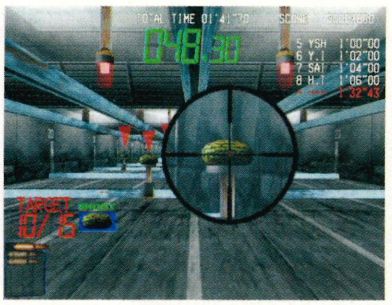
When the Kobe-based Japanese developer announced it was releasing a PS2 conversion of the game – sans sniper rifle – expectations were not running high. How could the game work without the zoom lens of the coin-op? The answer, against all the odds is... surprisingly well. The action is viewed through two windows, the first being the main screen that depicts the whole of the scene, the second being a crosshair (that acts like the sniper lens of the coin-op) which can be zoomed in on enemies for increased accuracy. Initially, this control method seems slightly unwieldy, but with a little practice it soon becomes second nature, allowing for some immensely satisfying kills to be notched up.





Silent Scope stands as one of the most enjoyable PS2 titles on the market...



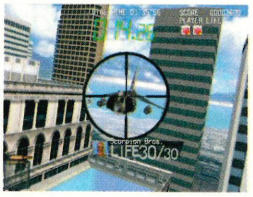






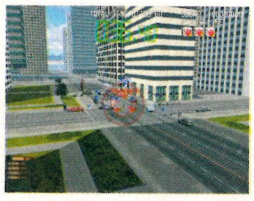
[Above] The enemy comes at you from all directions including moving cars and trucks. Skillful players can pick off the drivers to make them spin off the road.

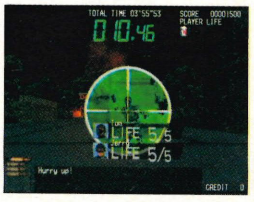




[Above] When fighting the boss characters they can either be dispatched with several hits or taken out clean with one well-aimed shot to the head.

[Below] The initial scene sees you picking off far-away terrorists who are engaged in a shootout without Chicago's finest.





The game begins on the rooftops of a hi-rise tower block, then branches off along several selectable routes – all of which must be completed within a strict time limit. Scenarios include a high-speed car chase, parachuting into the enemy's base and sniping from the skies in a helicopter. Presiding at the end of each area is a boss character; take out the pilot of a fighter jet, the driver of an incoming articulated lorry and a hostage-carrying maniac running across an American football pitch during a game. The variety on display is exemplary, but the crucial factor that makes the game so enjoyable is the simple fact that it feels so good. The satisfaction gleaned from zooming in on an unsuspecting foe and taking them out with a well-placed headshot is immense. This unhealthy glee grows in relationship to your increasing skill – with expert players being able to erase two bad guys with a single bullet.

DID YOU KNOW?

- Other famous types of scope include the periscope, the scopacabana (as sung about by Concorde-nosed crooner Barry Manilow) and finally everybody's favourite, the oscilloscope.
- A snipe is a wading bird with a long flexible bill...
- To the best of our knowledge snipes do not make a living by shooting international terrorists in the face.

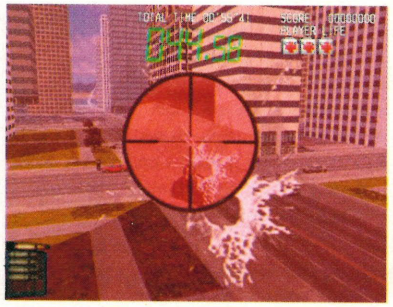
BULLET TIME

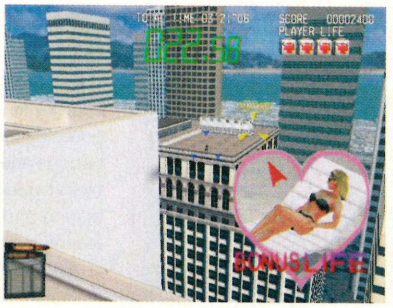
In graphical terms the adequately detailed locations and well-animated enemies do the action justice. Admittedly, the game hardly pushes the next gen envelope, but what it does it does well.

Unfortunately, the roller coaster ride is over all too quickly (an inherent flaw of this genre), so if you're contemplating purchasing the game you must take into account that it can be completed within an afternoon, with the game itself clocking in at 12 minutes long from beginning to end!

However, to criticise *Silent Scope* for this would be to do it an injustice as its arcade heritage effectively dictates that it will be a short-lived experience. Like its contemporaries (*Time Crisis*, *Virtua Cop* et al) before it, the real fun here is to be had in mastering the game's many intricacies and beating your personal best. This may sound like a cop-out and, to be fair, the game should and could have featured more stages. However, the enjoyment gleaned from beating a friend's high score more than makes up for the level deficit.

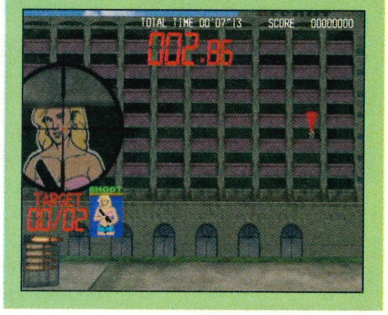
Consequently, if you can get over the lack of a sniper rifle peripheral and the brevity of the main game, *Silent Scope* stands as one of the most enjoyable PS2 titles on the market.





HOME ON THE RANGE

In addition to the Arcade mode Silent Scope also contains Time Attack, Training and Shooting Range stages. In place of the Balaclava-clad terrorists of the Story mode, your targets here are cardboard cut-outs including long-haired beatnik flag-burning types and other ne'er do wells. Some of these are holding guitars and other pacifistic items, whilst others are toting machine guns. Shoot one of the innocent cut-outs (what the hell am I talking about here?) and it's game over.



PLAY

LOOKS	8
SOUNDS	7
GAMEPLAY	9
VALUE	6
LONG TERM	6

81 PERCENT

HIGHLY TENSE, INNOVATIVE SHOOTER.

ALTERNATIVELY:

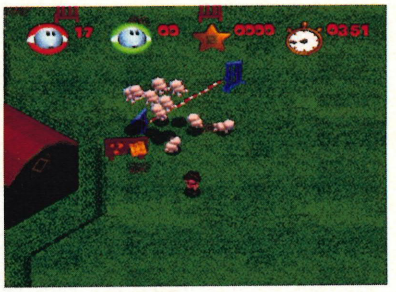
Unreal Tournament	February 2000
TimeSplitters	90%

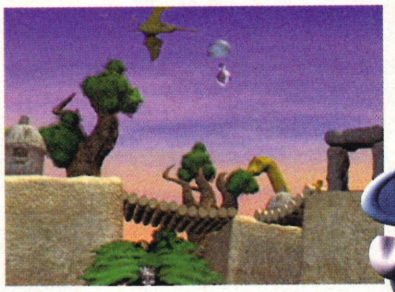
Writer Nerys Coward **Available** November 2000 **Weblink** www.empire.com



[Below] Little Bo Peep, has found her sheep, can't work out how to herd them...





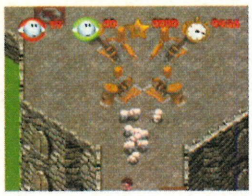






SHEEP

INNOVATION HITS THE PLAYSTATION WITH ITS STOUT, HARD WOOLLY HEAD.



The Sheep have been implanted with a very impressive new gaming feature – Artificial Stupidity!

Beginning with the somewhat questionable premise that sheep, and not the greys, are the alien invaders we have been watching the skies for, you embark on a herding extravaganza unparalleled on any console. Whatever that means.

Sheep is an interesting game because of the nature of the gameplay: it involves herding a flock of stupid ovines through a series of worlds, each featuring some kind of play on the themes of farmyard, outer space and the fact that these particular sheep are partial to a bit of a bop. The sheep aren't the easiest creatures to control: you have to master the 'art of herding' – and watching endless reruns of 'One Man and His Dog' and perfecting your Yorkshire accent won't help you here. The art involves running around your herd, (instead of running at them) to keep them packed together and moving along – not as easy as it at first appears. The creators of *Sheep* have implanted the animals, not with Artificial Intelligence, but with am impressive new gaming feature: Artificial Stupidity. They blunder obliviously into dangerous ravines (the sheep, not the developers) and cower in fear from the bridges that could save them from certain death.

Your character can actually affect very little in the game – you flip switches and knock down walls only by persuading the sheep to do so. The obstacles you come up against vary according to the level, but generally feature variations on jumps, dips, bridges and bulls in a variety of guises – on motorcycles, in tuxedos, or just wandering around crushing sheep with their mountainous bulk.

Although the environments created are solid and vary between bass-booming night clubs and dinosaur-infested Jurassic arenas, you will get the feeling that the simplistic and spatially limited areas could have been created on a console a few steps back in time. That, coupled with the fixed overhead camera angle, could well give you a few nerve-wracking, sweat-breaking MegaDrive flashbacks.

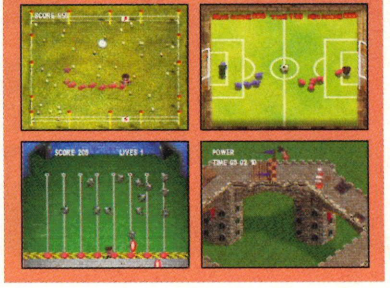
Having said that, this innocuous little game does give you the opportunity to play an oddly engrossing and unusual game which features sheep. And you can't say fairer than that.

DID YOU KNOW?

- Sheep has caused something of an uproar in the House of Commons, where Archibald Clement MP (Tory), put the following question to the Prime Minister: "Is this evil game encouraging our children to become involved in sheep rustling?"
- Sheep are so stupid that if you dress entirely in white and crawl across a field towards them, they will assume you are another sheep and allow you to mount them.

EWE LOVE GAMES!

The the end of each world, you are rewarding with a simple take on an old skool arcade game. The first one is a sheep based version on 'snake', which you get free with some mobile phones.



PLAY INFORMATION

UK PAL

PLAYSTATION

PUBLISHER	Empire
DEVELOPER	Empire
PRICE	£29.99

1-2 Players | Memory Card | Dual Shock

PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

79 PERCENT

THE WOOL HAS BEEN PULLED.

ALTERNATIVELY:

Hogs of War	90%
Micro Maniacs	86%

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

TENCHU 2	£28.99
DAVE MIRRA'S BMX	£26.99
ALIEN RESURRECTION	£29.99
DRIVER 2	£28.99
TONY HAWKS 2	£28.99
SPIDERMAN	£28.99
FINAL FANTASY 9	£28.99
TOCA 3	£24.99
WWF SMACKDOWN 2	£28.99
WCW BACKSTAGE ASSAULT	£29.99
TOMB RAIDER 5	£28.99

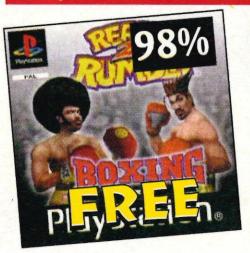
Pre-Order Your PS2



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 GAME FOR PLAYSTATION



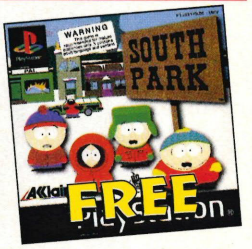
FREE SHADOWMAN GAME FOR PLAYSTATION



FREE ALIEN TRILOGY GAME FOR PLAYSTATION



FREE ARMORINES GAME FOR PLAYSTATION



FREE SOUTH PARK GAME FOR PLAYSTATION



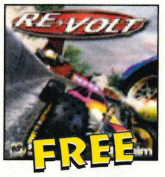
FREE CYBERSHOCK DUALSHOCK ANALOGUE CONTROLLER FOR PLAYSTATION



FREE PAIR OF MEMORY CARDS FOR PLAYSTATION



FREE BATTLE ARENA TOSHINDEN 3 GAME FOR PLAYSTATION



FREE BATTLE ARENA TOSHINDEN 3 GAME FOR PLAYSTATION



FREE BATTLE ARENA TOSHINDEN 3 GAME FOR PLAYSTATION



FREE BATTLE ARENA TOSHINDEN 3 GAME FOR PLAYSTATION



FREE MEMORY CARD AND 3D CONTROLLER FOR N64



FREE PACK OF FOUR RUMBLE PACKS FOR N64



FREE TUROK RAGE WARS GAME FOR N64



FREE PAIR OF MEMORY CARDS FOR N64



FREE CARMAGEDDON GAME FOR N64



FREE BODY HARVEST GAME FOR N64

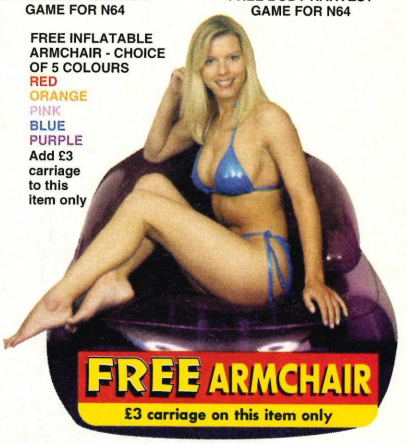


FREE GRAND PRIX 2 & GRAND PRIX MANAGER 2 FOR PC



FREE GOLF PRO 1 & 2 WITH AA GUIDE TO GOLF COURSES FOR PC


FREE PREDATOR LITE ANALOGUE JOYSTICK FOR PC

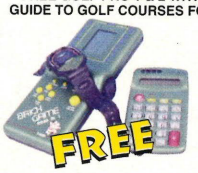




FREE POKEMON TRADING CARDS STARTER PACK



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

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, 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, FREE entry to competitions
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

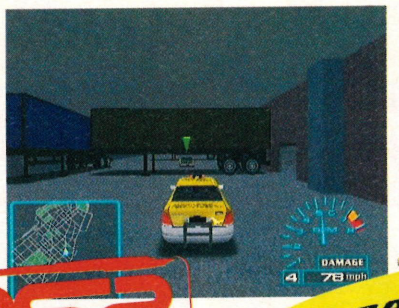
Card Issuer_____ Switch Issue No_____ Start Date_____ Expiry Date_____

Authorised Signature_____ The credit card given must be registered in your name at the delivery address

Some items carry a surcharge in the shops. All items include UK mainland delivery and VAT. Game prices may vary slightly depending on how you place your order and the delivery option you specify. SAVE = Saving off full recommended price. Some products listed may not yet be available and prices may change - please phone. Sent to press 31/10/00. E. & O. E. Inter-Mediates Ltd. The Maltings, Sawbridgeworth, Herts CM21 9JX

Writer Mark Crawley **Available** November 2000 **Weblink** www.take2games.com







PS2 PLAYSTATION2 LAUNCH GAME

MIDNIGHT CLUB: STREET RACER

"SORRY, WHAT TIME WERE WE SUPPOSED TO BE MEETING FOR THAT RACE?... D'OH!"

PLAY INFORMATION

UK PAL

PLAYSTATION2

PUBLISHER	TAKE 2
DEVELOPER	ANGEL STUDIOS
PRICE	£29.99

1-2 Player | Memory Card | Dual Shock2

In its haste to embrace the latest fashion in the racing genre, the gaming community has, by and large, overlooked one significant point: the cities which so many new games insist on modelling to such an uncanny degree weren't, believe it or not, constructed with playability in mind. When custom tracks require teams of experienced designers to refine and polish every dip and corner, a certain amount of scepticism towards inner-city London's innate ability to serve as an enjoyable racing environment is not unreasonable.

Fortunately, Angel Studios has been sagacious in selecting exactly which roads and back-alleys to include in *Midnight Club* (the space within a PS2 still being finite), fulfilling each roadway's potential via a play mechanic which, whilst not exactly new, builds convincingly upon established videogame foundations.

At its most fundamental level *Midnight Club* is *Tokyo Highway Battle*, but in a 'proper' 3D setting. The player must cruise the city looking for other boy and girl racers to burn in a battle, either by taking on a particular gang's leader (instigated by a call to their mobile) or by actively seeking them out and tailing 'em to a gang race. Winning earns you, not only respect, but in the case of head-to-head races against gang-leaders, a shiny new car – allowing you a shot at an even faster gang-leader from another quarter of town.

[Below] There's plenty of scenery to smash through, usually leading to hidden routes and short-cuts.





POCKET ROCKET

It's the nature of these races that elevates *Midnight Club* above most of the standard fare we're so depressingly used to. A number of waypoints mark out each course and, start and finish markers excluded, players are free to elect their own route from A to Z. In this respect *MC* is most like *Crazy Cars II*, a game in which plotting one's own course from waypoint to waypoint was first made half-playable. But whilst it's true that finding the most expedient route is one part judgement, two parts trial and error, Angel has, by condensing the action down into single cities (rather than the empty space between them), offered up an affair with a far greater potential to engage. Within such intricate and detailed environments the necessary experimentation always feels more explorative than repetitious.

It's most unfortunate then that the same can't be said for the game in a wider sense – because actually getting to races and winning them once the fastest route has been established does become wearing. Several things contribute to this, the



RUSH HOUR

Preview readers will know that Midnight Club's engine has been the cause of much consternation over the last few months. Thankfully the finished article has obviously been optimised and maintains an impressively smooth update. Granted, there seems to be less traffic (not to mention pedestrians) but hey, would you really have wanted a simulation of London in gridlock?!

THE HUSTLE

City champs will try anything to put you off. Beware...



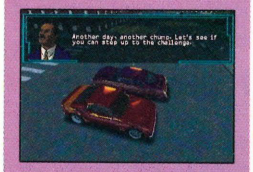
We've joined the highway in front of the local champ, after hanging around at just under 100mph he's caught up and, as the green triangle denotes, is ready to lead us to a challenge.



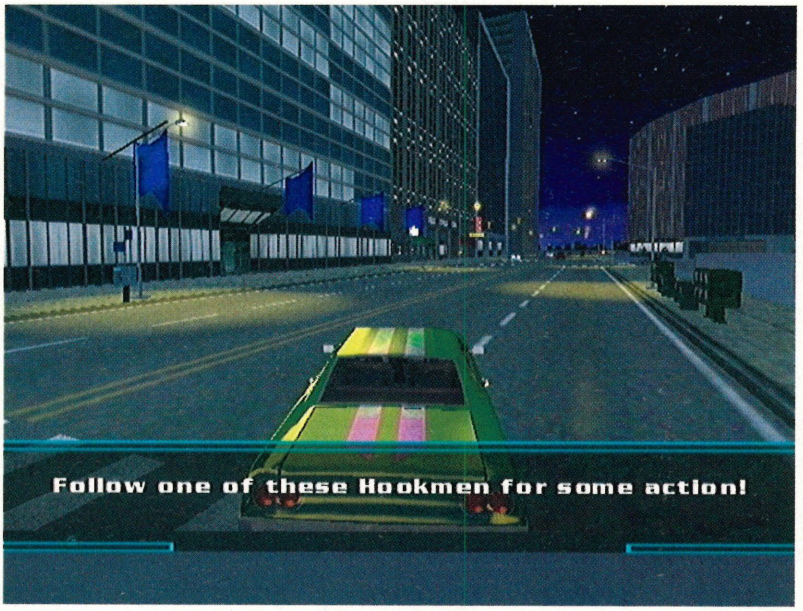
Oops! Unfortunately the most direct route is through the wall which divides the highway lanes... easy there champ, continually ramming the wall is gonna ruin that tasteful Starsky And Hutch mobile of yours.



Don't try to help out by pushing the D-U-M dumb champ up to an exit – he'll drive back to the exact section of wall first chance. Just continue up the road and instigate a new challenge in a 'less confusing' area.



By the time you reach the starting grid you'll be thoroughly frustrated by the whole fandango – one last piece of psychological warfare leaves you mentally crippled... what a pro! Or, um – the AI could just be a little buggy.



Midnight Club is an inspiring title that will, deservingly, find many fans...

foremost being that only a handful of gang-leaders reside in each city, ensuring you must race the same opponents again and again. It's not the 're-racing' that's the problem as the routes alter, but the gang-leaders eternally patrol the same areas and must be monotonously trailed, again and again, to the starting grid. The worst offenders are the 'city champs', who cruise at such a speed that tailing them long enough to establish a challenge is frustrating in the extreme. You have to join the road just in front of them, let them catch up but still be going fast enough to trail close behind once they pass – this can be ridiculously hit-and-miss.

SUPER MINI

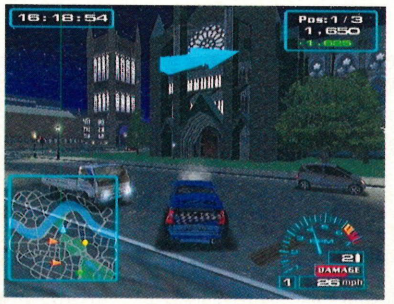
Certain races are also impossibly difficult and see you relying on the CPU's mistakes for victory even when the fastest car currently available is unlocked for the job. Needless to say, the constant attempts soon begin to grate. Winning faster and faster versions of their car from each leader is a reasonable incentive to keep trying, but a multitude of individual drivers, each with their own distinctive car (or even more simultaneously available gangs) would have been a more preferable option.

An impressive side-order of extra modes serve to distract attention from such problems, but that the central premise gets a tad too samey way too soon cannot be totally disguised by this garnish. Nevertheless, *Midnight Club* is an inspiring title which will, deservingly, find many fans – it's just best bought as an 'extra' game, rather than the focal point of any new PS2 collection, and therefore shouldn't really be the first or second choice for those on a budget.

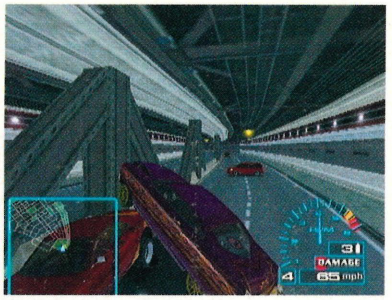




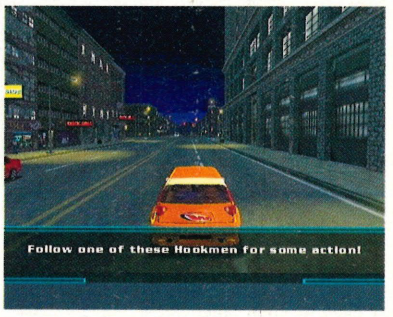




[Above] Capture The Flag is a raucous play mode with plenty of car-crunching 'steals' en route to the delivery point...



[Above] Ramming a champ won't slow 'em down enough to begin tailing – getting their attention is a demanding art.



PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

77 PERCENT

'BEST WHEN DIPPED INTO' RACER.

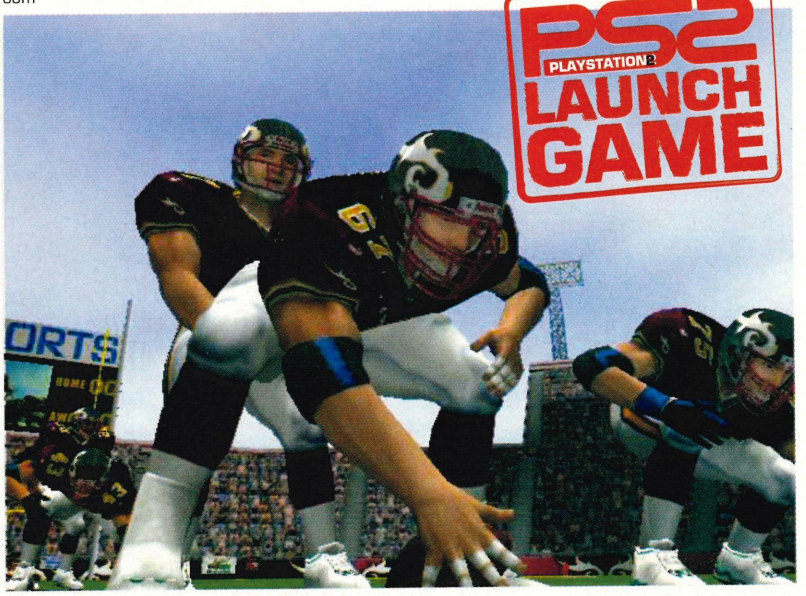
ALTERNATIVELY:

Ridge Racer V	89%
Smuggler's Run	86%

Writer Simon Cann **Available** November 2000 **Weblink** www.easports.com

[Below] The lighting effects in the game are magnificent and serve as a stunning example to the PS2's graphical capabilities.







MADDEN NFL 2001

PLAY INFORMATION

UK PAL

PLAYSTATION2

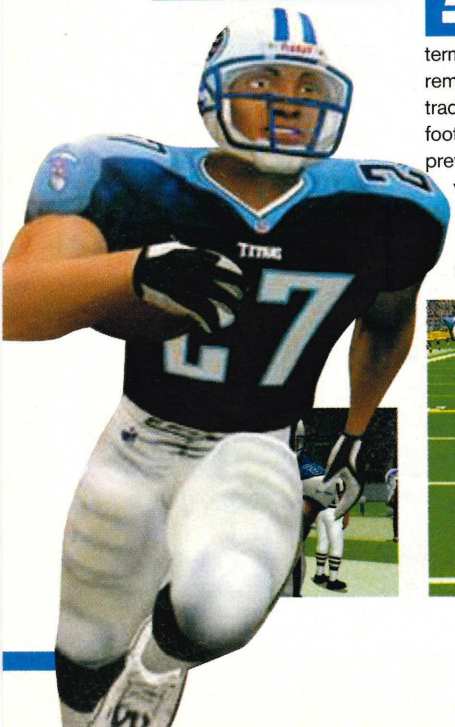
PUBLISHER	EA
DEVELOPER	EA SPORTS
PRICE	£39.99

1-2 Player | Memory Card | Dual Shock2

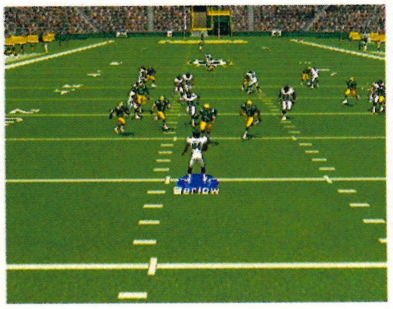
THE MADDEN SERIES GETS A PS2 MAKEOVER, BUT WILL IT SCORE A TOUCHDOWN, OR MERELY FUMBLE THE BALL?

American football has never really entered the public mainstream on these shores. Indeed, the sport's stop-start nature and ludicrous terminology has always ensured that it remains very much in the shadow of more traditional sporting activities such as football and rugby. However, that hasn't prevented the massive success of videogame interpretations of the game – with the *John Madden* series being the most celebrated titles within the genre. This PS2 instalment, whilst spiritually true to its 16-bit forefathers, manages to raise the benchmark not just in the field of American football, but in the videogame sports genre as a whole.

As you might expect, the game centres on the sport of American football. Basically, two teams of pumped up, shoulderpad-wearing meatheads attempt to get an oval-shaped ball over their opponents' touchline, thus making a touchdown. What makes this latest addition to the *Madden* series so special is the incredible attention to detail that has been lavished on nearly every area of the game.



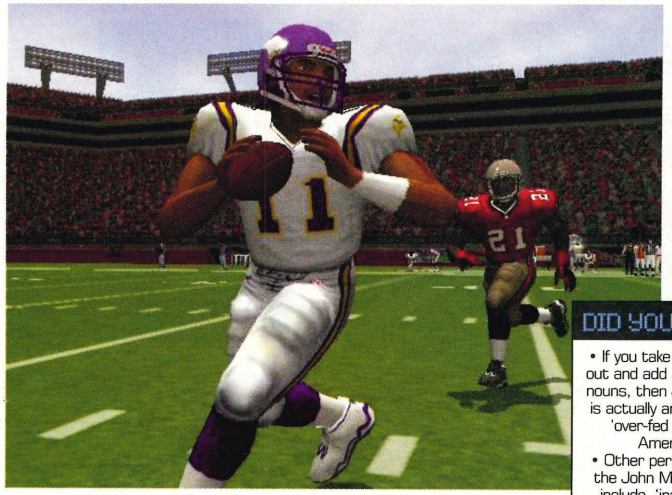


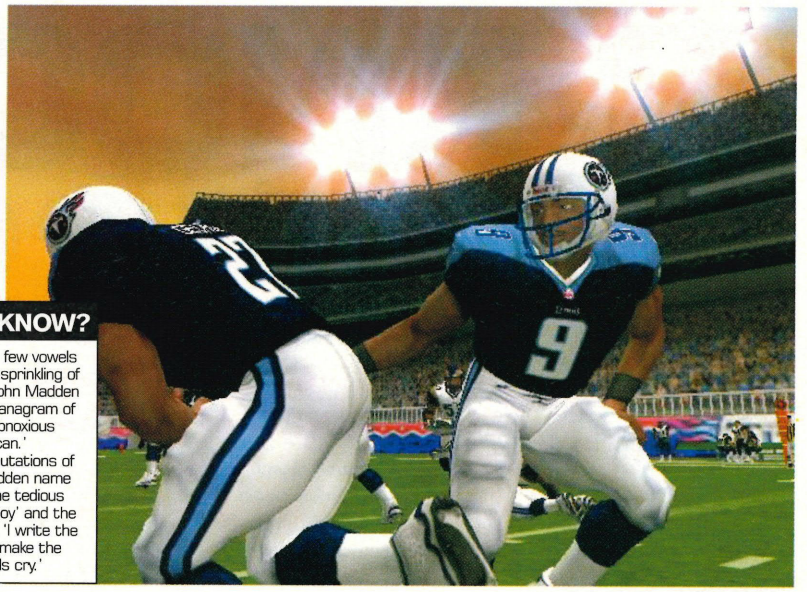


Firstly, there's the massive number of game modes on offer including Exhibition, Season and Franchise. The latter of these modes allows players to assume the role of team coach and guide their squad through the ranks of the NFL. Equally as impressive is the amount of teams available: all current NFL teams, classic teams of yesteryear and specially selected All-Madden teams. It's also possible to create your own team and modify the abilities and appearance of the players within it.

TAKING OFFENCE

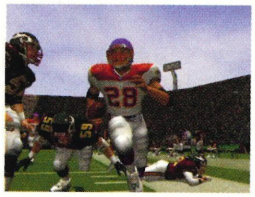
In terms of both offensive and defensive plays the game features what is arguably the most comprehensive list of moves yet witnessed in this sub-genre. A huge variety of running, passing and defensive moves are available and whilst they may initially seem bewildering they are in fact relatively simple to get to grips with. For those new to the sport, a Practice mode is included, along with the option of consulting a genuine NFL coach for advice. If you're still confused you can activate the new 'Easy



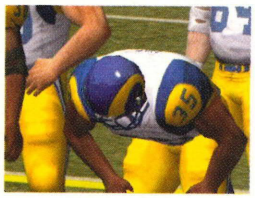


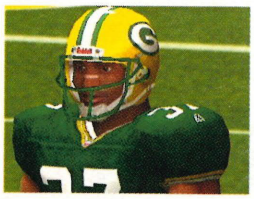
When up close you can see individual players blinking, frowning and even muttering things to themselves...

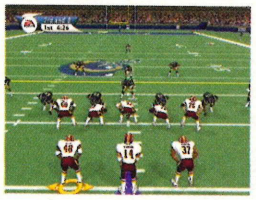
[Below] The intuitive controls allow for some inspired plays to be made. Skilled players can weave past a group of opponents with ease.



[Below] If a player is taken down hard he'll rise to his feet winded and holding his stomach in breathless pain.







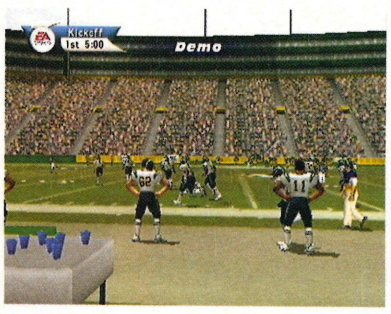
play' mode that guides novices gently through the action.

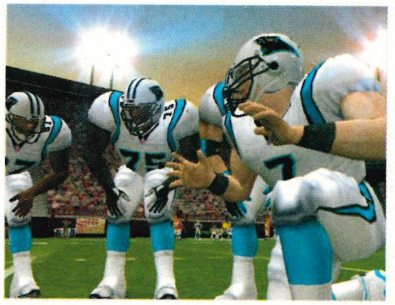
In terms of play this is a solid game of gridiron. The controls are responsive throughout and whilst the momentum displayed by the players as they make a charging run takes some getting used to, it eventually serves to add more scope to the realism. The artificial intelligence of the computer teams is exemplary and ensures that solo players will be kept busy for months. However, where the game really shines is in two-player mode, which offers up an incredibly addictive and competitive slice of sporting action. The feeling of scoring a match-winning touchdown in the last few seconds of overtime is unrivalled.

EYE FOR DETAIL

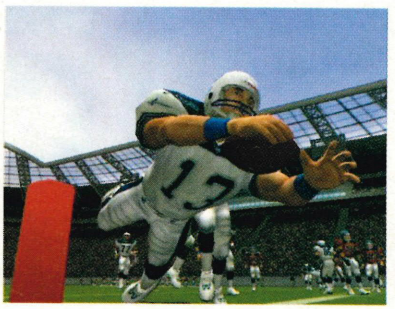
Being a PS2 title, it's not just the gameplay that impresses. This stands as one of the most gorgeous looking sports games (or PS2 games for that matter) ever conceived. The players feature an unrivalled level of detail – they run, tackle, throw and dive in an exceptionally convincing manner. Furthermore, when up close you can see individuals blinking, frowning and even muttering things to themselves; the overall effect is breathtaking. The stadiums and surroundings are equally pleasing. Coaches and water buckets can be seen at the sidelines and some stunning lighting effects are in evidence, for example the reflections coming from the players' shiny helmets (quiet at the back). The icing on the cake is the action replay feature – so realistic are these that (here comes the cliché) you'd be forgiven for thinking you were watching the real thing. Sound is well handled with various grunts and groans from the players and some convincing crowd effects. However, the distinctive commentary soon begins to grate.

Put simply, *Madden NFL 2001* offers stunning interpretation of its subject sport and stands as one of the most enjoyable PS2 games to date. Essential stuff.





[Below] Making that extra yard can be pivotal to success. Fortunately players can make heroic dives to gain that extra distance.



DID YOU KNOW?

- If you take a few vowels out and add a sprinkling of nouns, then John Madden is actually an anagram of 'over-fed obnoxious American.'
- Other permutations of the John Madden name include, 'inane tedious American fatboy' and the unforgettable, 'I write the songs that make the young girls cry.'

WHAT A CARD

A nice inclusion is that of the Madden challenge cards. Having met a certain set of criteria for example achieving three consecutive sacks, the player will be rewarded with Madden points. These can be used to buy virtual trading cards, as well as unlocking new stadiums.



PLAY

LOOKS	9
SOUNDS	8
GAMEPLAY	9
VALUE	9
LONG TERM	9

91 PERCENT

THE DEFINITIVE AMERICAN FOOTY TITLE.

ALTERNATIVELY:

NHL 2001	82%
FIFA 2001	November 2000

Writer Simon Cann **Available** November 2000 **Weblink** www.easports.com

KNOCKOUT KINGS 2001

YET ANOTHER ENTRY INTO THE RING, BUT HAS THIS ONE GOT A GLASS JAW? READ ON AND FIND OUT...

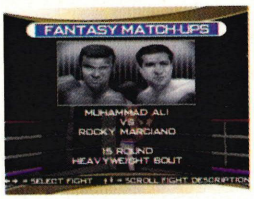
PLAY INFORMATION

UK PAL

PLAYSTATION

PUBLISHER	EA
DEVELOPER	EA SPORTS
PRICE	£29.99

1-2 Player | Memory Card | Dual Shock





[Above] Fighters can improve their abilities by training in the gym. It's even possible to select your own trainer and cutman.

If the idea of watching two grown men beating each other into submission (whilst a crowd of bloodthirsty morons goads them on) appeals to you, then step right up sir. This third instalment of EA Sport's *Knockout Kings* series conveys the brutal pugilistic mano-a-mano action of its subject matter with an unflinching level of realism, leaning more towards straight simulation as opposed to the comical drubbings of *Ready 2 Rumble*.

The game allows players to select from a massive list of boxers taken from both the past and present. The range of fighters on offer is exceptionally comprehensive, with players being free to choose from the likes of Muhammad Ali, Rocky Marciano, Lennox Lewis and even pantomime favourite, Frank Bruno. What's more, a selection of female fighters can also be dragged into the ring and administered a good beating (if that sort of thing gets you going).

KING OF THE RING

In terms of play modes, *Knockout Kings* 2001 contains Exhibition, Slugfest, Career and Fantasy Match-up options. Unsurprisingly, Career mode provides the greatest challenge and allows either a pre-selected or newly-created fighter to be trained up and taken through the ranks – with the ultimate objective being to unify the various Boxing Association belts.

The usual selection of attacks is available including hooks, jabs, uppercuts and body blows. In addition to this it's possible to float like a butterfly and sting like a bee, whilst chucking in the occasional counter-punch to keep your opponent on their toes (or rather, off them).

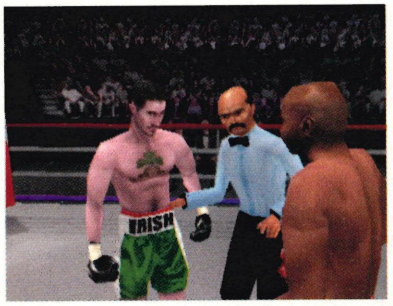
Blazing in with fists flying will see your fighter laid out comatose on the canvas...

THE BOXER BEAT

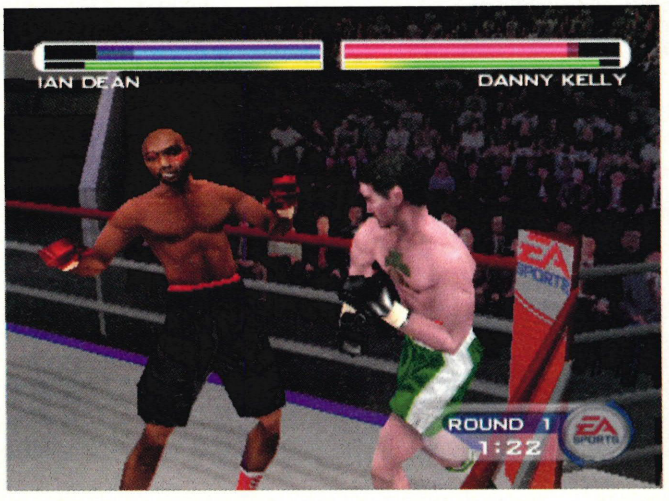
Gameplay is solid throughout and, whilst initially the fights seem somewhat haphazard, it soon transpires that skill and strategy are required if you're to fell the game's higher ranking fighters. Thus, blazing in with fists flying will inevitably see your fighter laid out comatose on the canvas. The controls are pleasingly responsive and the inclusion of trademark punches and pre-programmed combos for each boxer spices the action up.

Graphically, this improves only slightly on its predecessors, so sadly the fairly well-detailed fighters still have the tendency to remain unflustered after receiving a full-blown punch in the face. However, if you can ignore this minor problem *Knockout Kings 2001* provides one of the most accomplished videogame boxing experiences.

[Right] Real life referees Mills Lane and Richard Steel appear in the game to make sure the fights stay clean.

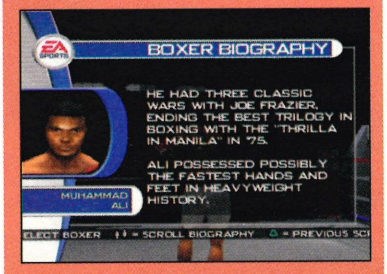


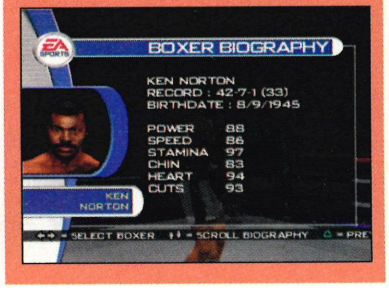
[Below] Boxing legend Ian 'Baby Face' Dean finds himself on the wrong end of a pop from a physically reformed Danny Kelly.



LEGENDS OF THE RING

Fans of the sport will no doubt enjoy flicking through the Boxer Biographies contained within the game. These detail each of the pugilists' fight records as well as providing a brief history about their career.





PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

75 PERCENT

ENJOYABLE ALBEIT ROUGH LOOKING SIM.

ALTERNATIVELY:

Ready 2 Rumble	80%
Knockout Kings 2000	84%

P2

The ultimate magazine for the ultimate games machine

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

Are you ready?



P2 is the only magazine you need. The second issue hits the shelves on 09 November and guarantees...

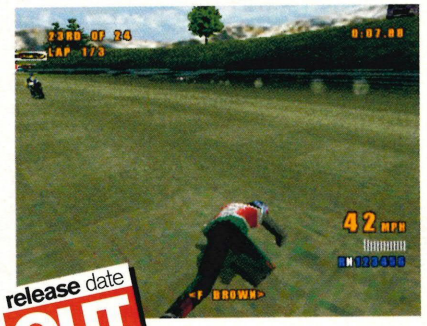
- In-depth PS2 reviews, previews, news, solutions and features every month
- Not just a games magazine – P2 features reviews of the latest DVDs from the UK's best selling DVD magazine, DVD Review
- 100% unbiased and unofficial – informative views and opinions from well respected writers you can trust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

ON SALE

09 November 2000

available from all good newsagents

Writer Mark Crawley



release date OUT NOW

[Right] Spotting 2p on the track, Bill leapt from his bike... **[Below]** Bob couldn't help staring at the rider with freaky shoulders...



Castral Honda VTR

Oil be the judge of this...

PLAY INFORMATION

UK PAL

PLAYSTATION

PUBLISHER	MiDAS
DEVELOPER	BUBBLE BAY
PRICE	£24.99

1-2 Player | Memory Card | Dual Shock

Visuals aside, *CHVTR* plays rather well...

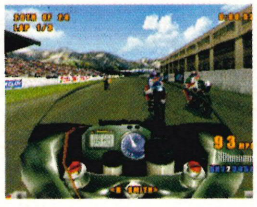
Picture this. "Hello, it's employee X frommm MiDAS here." 'Sorry, from Eidos?' "That's right. MiDAS." 'Oh... MiDAS! Yes hello, what free stuff have you for us today...'

The above is pretty much how the conversation goes when someone from [pauses] MiDAS gives us a ring here at Paragon Palace, and you really have to be Ray-Tracers-suspicious of the publisher's chosen name. No, not *Rage Racer*, Ray Tracers... sheesh, it's so easy to miss-interpret these things!

With our cynicism thus thrown into gear, it amazed nobody to discover that *Castrol Honda VTR* doesn't look like the best racer in the world. The frame-rate is low, polygons glitch awfully, there's texture-warping aplenty and the tessellation routine turns hitherto recognisable superbikes into speeding piles of bricks at mid-distance. Listen close and you can just about hear the engine guttering the words "I...'m stru...ggl...ing".

Someone on the development team obviously knew what they were doing however because, visuals aside, *CHVTR* plays rather well – thanks mostly to the impressively weighty feel with which your bike thunders around the track. The turning-circle to speed ratio is fair and convincing, ensuring that exiting a bend at just the right angle and speed feels great – especially when zooming past one of your 23 competitors at 150mph.

Despite offering a multitude of tracks, the overall quality, not to mention the odd bug, leaves the game over-priced at £24.99 – but *CHVTR* is well worth a look if found reduced. **71%**



Chaos Break

Taito's cheap thrills...

PLAY INFORMATION

UK PAL

PLAYSTATION

PUBLISHER	EON DIGITAL ENT.
DEVELOPER	TAITO
PRICE	£19.99

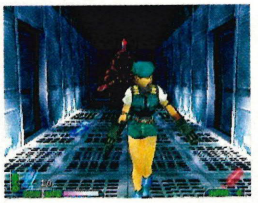
One Player | Memory Card | Dual Shock

Coming from the publisher that saw fit to release *Wild Rapids* and *Street Scooter*, *Chaos Break* was always going to be met with scepticism. Indeed, initial impressions seem only to confirm that the game has found its rightful UK outlet – the animation is non-existent in places with characters flicking between poses, the scenery constantly wobbles *Prisoner Cell Block H*-style, the camera quite simply doesn't help you and there's pop-in and glitch galore in the graphics department. So, why do I still want to play it rather than slag it off?!

Well, *CB* shamelessly shanghais pieces from established survival horror but avoids being an outright clone for one simple reason... unarmed combat. Whilst implemented simplistically, it's effective and serves to imbue the title with a tenor of its own – run out of ammo? Just pummel the opposition instead! As a result there's a refreshing feeling of competence granted by the characters, akin to games of yore when the player was always much faster, tougher and generally handier in a scrap than the poor enemy drones. Consequently, *Chaos Break* is able to draw in those who brave its presentation much more effectively than other *Resi*-alikes, offering a genuinely removed, almost arcade-like, playing experience.

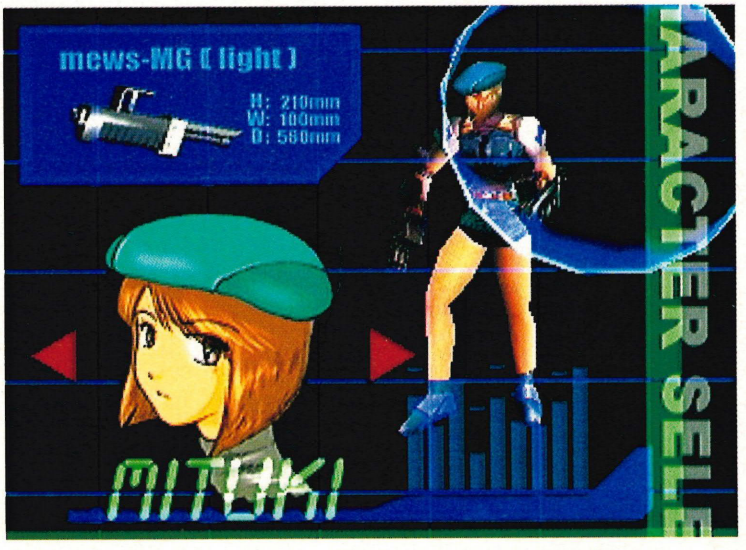
If only Taito had demonstrated more faith and devoted the necessary resources to craft *Chaos Break* into a modern piece of software, it would have been a highly recommended alternative. The punch bag therapy on offer can't quite stand alone however. **62%**

Run out of ammo? Just pummel the opposition instead!





[Right] Being able to kick in 'tyrants' feels great! **[Below]** The lead female even looks like a teenage Jill Valentine!

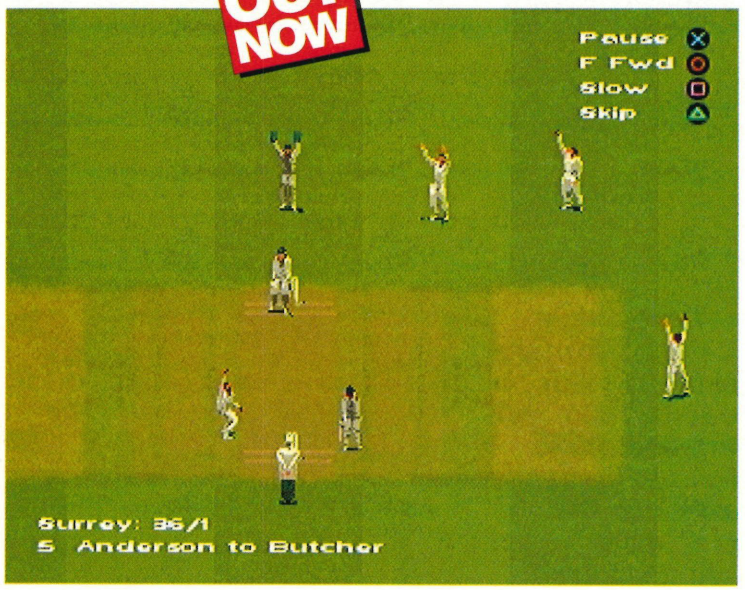






release date OUT NOW

[Right] ICC2K is a pure number-cruncher – you don't get to bowl or bat a single ball! [Below] Play was disrupted by an alien ship passing overhead.



International Cricket Captain 2000

Put your bat down and a thinking cap on

When a publisher describes its new game as "sublime as a David Gower cover drive" you know it's aimed at a very specific audience indeed. Even those to whom the idea of captaining a cricket team to victory holds appeal should be wary however, as at no point does *International Cricket Captain 2000* allow you do what a captain actually does, and play. That's not to say it's the kind of management game you might expect – whilst input is restricted to tactical decision making and seasonal economics, being able to tweak the course of play, bowl by bowl, during each match does go a long way to justifying the moniker.

Semantics aside, what we have here is little short of a labour of love which, subsequently, restricts its audience severely; those with a strong enough interest in a stat'-based cricket sim should be suitably enchanted however. Improvements over its PC forebear have been duly made, most notably with a full range of bowling options present and correct.

Against the title, the transfer market is implemented simplistically and, given that there's a definite logical sequence to increase ones chances of success, only the most subtle differences will separate the best and worst of those who deem to partake. The PC original's interface is also hamstrung by a cumbersome button configuration – a simulated mouse-pointer would have been preferable.

Unfriendly beyond its subject matter, *ICC2K* will nevertheless represent manna from heaven for those who desire such a 'game'. **80%**

PLAY INFORMATION

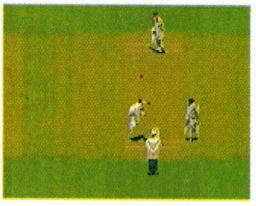
UK PAL

PLAYSTATION

PUBLISHER	EMPIRE INTERACTIVE
DEVELOPER	EMPIRE
PRICE	£29.99

1-2 Player | Memory Card | Dual Shock

Little short of a labour of love...



Hello Kitty

Goodbye Sanity...

Regardless of whether you attribute any superstitious, mythical or religious significance to the number, seven is a handy digit for game designers – especially puzzle game designers – to bare in mind. According to the so-called 'cognitive load' theory, seven is the number of things which the average human brain can juggle at once: if you want to challenge people without making things frustratingly difficult therefore, give them seven elements to deal with at once. *Tetris*, still the genre leader, you'll notice has seven shapes; *Hello Kitty*, not the genre leader, is so complicated by comparison that it's hard to know what to count.

Even describing the game in such a small amount of space is a challenge, but if I mention that it's part *Tetris*, part *Columns* and part platformer then the alarm bells should start ringing. True enough, creating staircases by dropping coloured blocks (which disappear when three of the same colour are aligned if they touch a similarly coloured platform) whilst simultaneously manoeuvring your favoured feline (who is always moving either left or right and can only climb up a single block) to collect the awkwardly placed goodies is fraught with frustration.

We don't mind tough games at PLAY, but *Hello Kitty* is such hard work that you have to question the amalgamation of so many themes and wonder where the fun went. One for masochist MENSA members only. **62%**

PLAY INFORMATION

UK PAL

PLAYSTATION

PUBLISHER	IbiSoft
DEVELOPER	NewKidCo
PRICE	£19.99

1-2 Player | Memory Card | Dual Shock

***Hello Kitty* is such hard work that you have to wonder where the fun went...**





[Left] Please stop... my brain hurts! [Below] Doaugh! The smutty remark is soooo obvious, yet soooo tempting...

release date OUT NOW



Writers Will Johnston & Simon Cann

Looks and feels just like the TV series!





release date OUT NOW

[Below] Seventies chic meets killer kung fu. Result!



Masked Rider

And remember kids, these people are professionals so don't try this at home.

PLAY INFORMATION

AMERICAN

PLAYSTATION

PUBLISHER	BANDAI
SUPPLIED BY	Project K
PRICE	£CALL

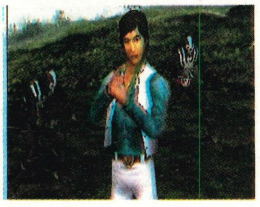
1-2 Player | Memory Card | Dual Shock

Any game whose hero seems to be a Japanese motorcycle cop blessed with the ability to transform into a bug-headed martial artist is just asking for trouble. Coming from the same stable as Mighty Morphin' Power Rangers, *Masked Rider* is that hero and this is that game. So how come it actually manages to be so good?

Well, despite lacking the number of moves of such high-ranking beat-'em-ups as *Tekken* or *Dead or Alive*, *Masked Rider* does what few other TV tie-ins manage to do. It looks and feels just like the TV series that spawned it, because motion capture has seldom been used so well. In the show, combat takes place between stuntmen in preposterous rubber suits, in the game they have been perfectly captured and dressed in suitably ridiculous polygon costumes.

The result is an excellent digital rendition of all the pomp and ceremony you could hope for. Every level requires you to beat up a gang of quick-stepping ninja types before you take on the main guy. But guess what? They're not really the gayly-dressed space creature that they first seem. No, give them a sound drubbing and they shout some Japanese and become part man – part bat/lobster/monkey/turtle etc. If the designers of *Masked Rider* had given us *X-Men Mutant Academy* we'd be laughing now. **85%**

[Below] Mine's a Babycham.



Cosmo Warrior Zero

Warrior of the wastelands.

PLAY INFORMATION

JAPANESE

PLAYSTATION

PUBLISHER	TAITO
SUPPLIED BY	Project K
PRICE	£CALL

One Player

***Cosmo Warrior* resembles an oriental take on the later *Duke Nukem* games, although the emphasis swings more towards straight-out blasting...**

This manga-style shoot-'em-up from Taito resembles an oriental take on the later *Duke Nukem* games, although the emphasis swings more towards straight-out blasting than platforming action.

Being in Japanese the plot is somewhat difficult to decipher but, based on the game, you appear to be controlling a intergalactic bounty hunter who's searching for his wife and child. What this translates to in gameplay terms is an enjoyable yet short-lived piece of blasting action. The game commences with you roaming around a Mad Max-style post apocalyptic landscape destroying skeleton-like androids and bizarre floating orbs. This can be done with either your bog standard blaster (which has unlimited ammo), a more powerful lightning blast and finally a grenade like explosive device. The latter two attacks are limited in number, but fortunately the stages have various pick-ups scattered throughout them. Having despatched all of these minions you encounter the first end-of-level boss – a large blue robot that bears an uncanny resemblance to Metal Mickey. Having vanquished this foe it's onto the next level, which takes place in a Wild West-type landscape. The action here remains much the same: simply destroy more droids and reach the boss – who in this case is a gun-toting femme fatale dressed in a natty pink outfit.

The rest of the game follows this pattern rigidly and, whilst the action is quite enjoyable, the inclusion of multiple continues ensures that things are over all too quickly. The chances of *Cosmo Warrior Zero* getting a Western release as a budget title are quite high, which therefore stops us heartily recommending it as an essential import purchase. **65%**



[Below] Fans hoping that his is a manga version of the Basic Instinct scene will be very disappointed.





release date OUT NOW



release date OUT NOW

[Left] One of the sub-games included involves scooping out food from giant pots and then serving it onto a plate. **[Below]** The bigger the digger you select the harder the stages become. For example in this one the framework of a stripped building must be ripped down.



Power Shoveling

Can you dig it?

This bizarre Japanese import ranks as one of the most unique videogaming experiences in the annals of history; sadly its bizarre subject matter will probably ensure it never gets an official release on Western shores.

The player assumes control of one of several JCB-like diggers, each of which are increasingly large and powerful. With a vehicle selected you must embark on a series of elaborate tasks that must be completed within a strict time limit. Initially things are quite simple, for example you begin by shovelling a pre-set weight of sand into the back of nearby truck. However, later games become increasingly complex and require players to perform intricate tasks such as clearing fallen rocks away from the path of the emergency services. Granted this may not sound like the stuff of legendary videogames, but what makes the game so incredibly enjoyable is the ludicrously complicated, yet somehow intuitive, vehicle controls.

At first they seem impossibly hard to master, but perseverance reaps rewards and soon they become second nature. In addition to the main game, a bonus mode is also available. Here things take a surreal turn with a series of mini-games that resemble those seen in *Bishi Bashi Special*. These include fishing out turtles from a swimming pool and wrecking a huge limousine. The imagination displayed in these stages epitomises the creative ingenuity that runs throughout the whole game. Bright, vibrant graphics and some insane J-pop tunes are the icing on the cake. Put simply import fans must make this next purchase, you will not be disappointed. **92%**

PLAY INFORMATION
JAPANESE
PLAYSTATION

PUBLISHER	TAITO
SUPPLIED BY	Project K
PRICE	£CALL

1-2 Player | Memory Card

...ludicrously complicated yet somehow intuitive vehicle controls!

Vanguard Bandits

Bandits at three o'clock...

This strategy combat game was quite clearly influenced by the excellent *Vandal Hearts* titles, although it lacks the depth and intelligence of those celebrated games.

The game's plot centres on the exploits of a young warrior named Bastion and his father, Kamorage. The pair have fled from evil imperial troops who have been laying waste to the villages in their path. Having been traced by these evil troops the pair decide to make a stand and fight back. The game sets its stall out very early on and almost immediately you're thrown into a turn-based battle. To begin with the number of attacks at your disposal is rather limited and includes only basic thrusts and slashes. However, as your group members gain experience on the battlefield their repertoire of moves expands accordingly.

Essentially, *Vanguard Bandits* is a series of battles linked via a fairly tedious story line. This could have been acceptable if the battles themselves were well implemented but sadly they're not. The biggest problem is the pace (or rather the lack of it) at which the combat takes place. Even the first battle takes an eternity to complete as not only must you organise your own team, you must also sit back and endure the computer-controlled enemy's movements. Compounding this problem is the use of close-up cut scenes that accompany every attack; these last about ten seconds each and rapidly become testing. Whilst *Vanguard Bandits* isn't a truly awful game, it pales in comparison to similar titles such as the aforementioned *Vandal Hearts* or Square's recent *Front Mission 3*. As such this can only be enjoyed by those blessed with the patience of a Saint. **55%**

PLAY INFORMATION
AMERICAN
PLAYSTATION

PUBLISHER	Working Design
SUPPLIED BY	Project K
PRICE	£Call

One Player

A series of battles linked via a fairly tedious story line...



[Right] At the beginning of each round the player can move their character a certain number of spaces along the battlefield. Positioning your team correctly requires some tactical thinking to be made.

release date OUT NOW



BACK ISSUES 1995-2000

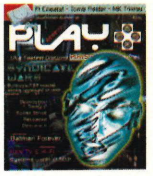

issue 09 **sold out**


issue 10 **sold out**


issue 11 **sold out**


issue 12 **sold out**

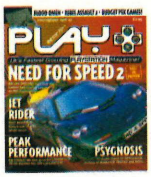

issue 13 **sold out**


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**

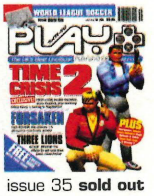

issue 30 **sold out**


issue 31 **sold out**


issue 32 **available**

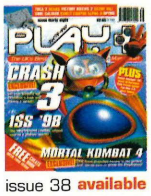

issue 33 **sold out**


issue 34 **available**

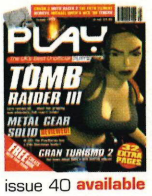

issue 35 **sold out**


issue 36 **available**


issue 37 **available**


issue 38 **available**


issue 39 **available**


issue 40 **available**


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!

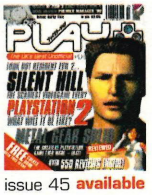

issue 67 **available**
reviews include Alien Resurrection, Rayman 2, Koudelka, Suzuki Bakuhatsu **workstations include** Final Fantasy IX, Driver 2, TimeSplitters,
PS2 previews Snowboard Supercross, X-Squad


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 50 **available**

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 69 **available**
reviews include Ridge Racer V, Smuggler's Run, Medal Of Honor Underground, Driver 2 **workstations include** Wipeout Fusion, Blade, Chicken Run, Tomb Raider Chronicles
PS2 previews Moto GP, Top Gear Dare Devil

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**

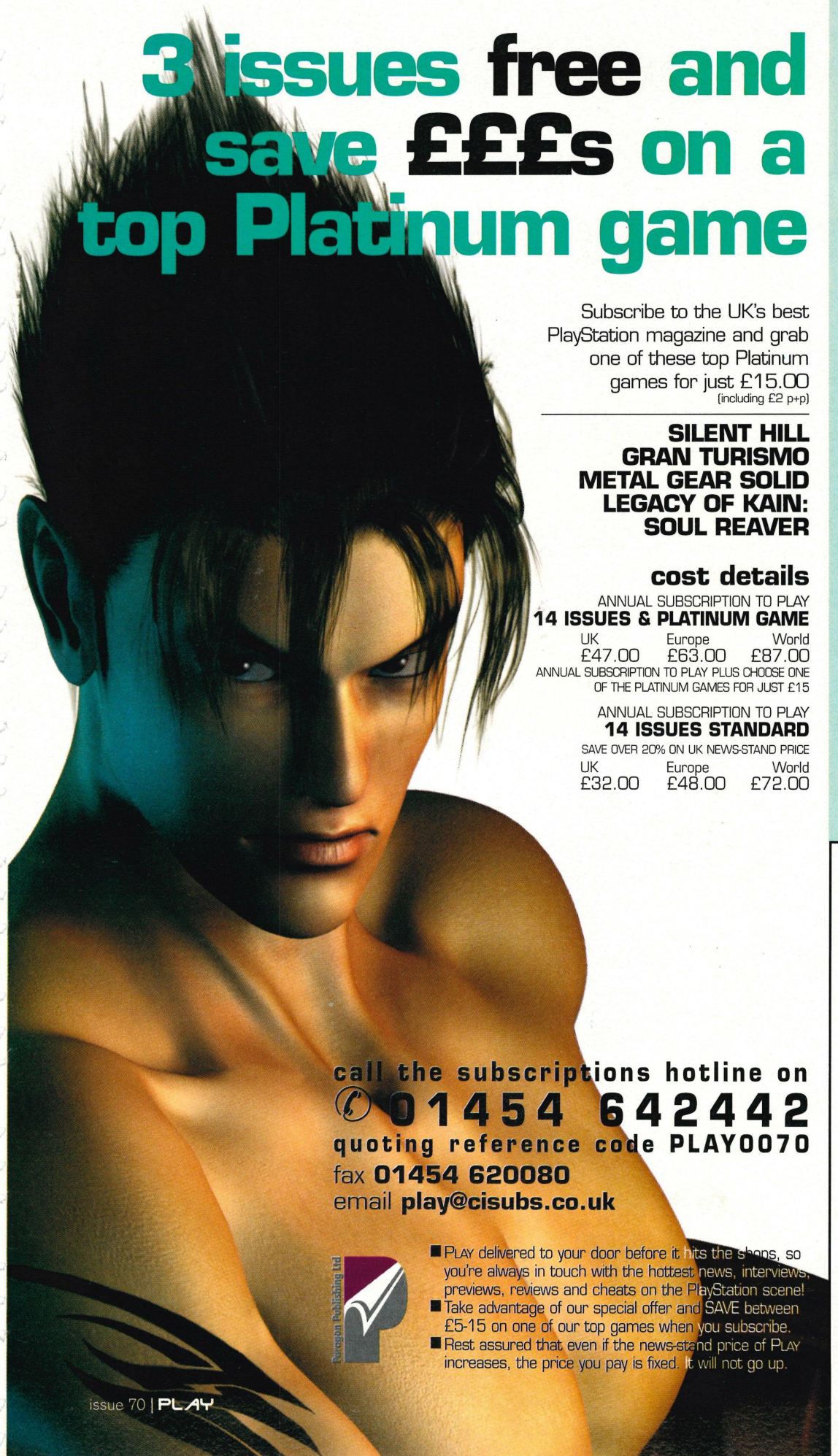
issue 64 **available**

issue 65 **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 OVER 20% ON UK NEWS-STAND PRICE

UK	Europe	World
£32.00	£48.00	£72.00

call the subscriptions hotline on
01454 642442
quoting reference code PLAY0070
fax **01454 620080**
email **play@cisubs.co.uk**

- 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.

your details

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

offer choice

Subscription to start from issue number ☐

☐ 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

back issues

Please rush me the the following back issues of Play:
☐ Issue 46 ☐ Issue 47 ☐ Issue 48 ☐ Issue 49
☐ Issue 50 ☐ Issue 51 ☐ Issue 52 ☐ Issue 53
☐ Issue 54 ☐ Issue 55 ☐ Issue 56 ☐ Issue 57
☐ Issue 58 ☐ Issue 59 ☐ Issue 60 ☐ Issue 61
☐ Issue 62 ☐ Issue 63 ☐ Issue 64 ☐ Issue 65
☐ Issue 66 ☐ Issue 67 ☐ Issue 68 ☐ Issue 69
(£3.99 including postage and packaging • subject to availability)

payment method

☐ Cheque or postal order
made payable to Paragon Publishing Ltd
☐ Credit Card
Visa/Mastercard/Switch/Delta
Expiry date .....
Card issue no .....
Card no .....
Signature .....
Date .....
☐ Direct Debit (UK only) - £6.84 every 3 issues
Please complete the form below

PLAY

DIRECT Debit

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

PLEASE FILL IN THE FORM AND SEND IT TO: **PARAGON PUBLISHING LTD, FREEPOST SWB1565, PATCHWAY, BRISTOL BS32 0ZZ**

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.....

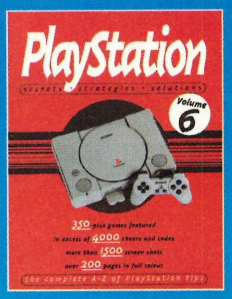
BANKS AND BUILDING SOCIETIES MAY NOT ACCEPT DIRECT DEBIT INSTRUCTIONS FOR SOME TYPES OF ACCOUNT

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 SWB1565), Patchway, BRISTOL, BS32 0ZZ. IT WON'T COST YOU A PENNY if posted in the UK. Call our Credit Card line on (01454) 642442 Fax on (01454) 620080 or email play@cisubs.co.uk

special offers

Discount Deals On Best-Selling Books!

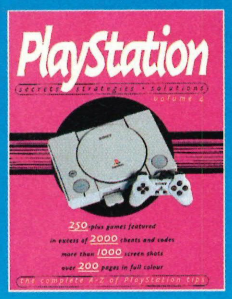
Buy any three of the hints and tips books below for only £10! Recommended retail price £9.95 each.



PlayStation Secrets, Strategies, Solutions vol 6

ISBN 1-873650-65-5

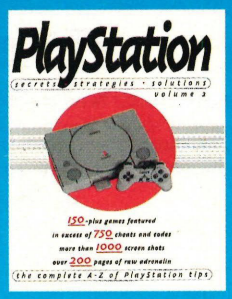
The red hot PlayStation solutions compendium. Over 350 games featured. In excess of 4,000 cheats and codes. More than 1,500 screen shots. Featuring the massive **Metal Gear Solid**, **Crash Bandicoot 3**, **Tomb Raider III**, **Duke Nukem: Time To Kill** and many more!



PlayStation Secrets, Strategies, Solutions vol 4

ISBN 1-873650-31-0

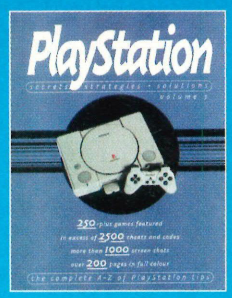
The big pink one! This massive collection of solutions covers many of the best games of 1998 including **Bushido Blade**, **Final Fantasy VII**, **Z**, **Nightmare Creatures**, **Duke Nukem**, **Broken Sword II**, **Pandemonium 2** and many more!



PlayStation Secrets, Strategies, Solutions vol 2

ISBN 1-873650-06-X

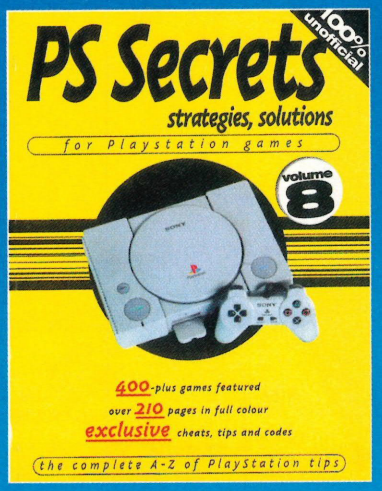
Over 200 PlayStation games solved or cheated! This large 200 page book has full colour solutions to **Command & Conquer**, **Tomb Raider**, **Tunnel B1**, **Soviet Strike**, **Victory Boxing**, **Soul Blade** and **Rage Racer**. Perfect for Platinum games!



PlayStation Secrets, Strategies, Solutions vol 5

ISBN 1-873650-32-9

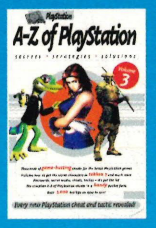
Massive playing guides to all the top PlayStation games including **Alundra**, **Blasto**, **Colin McRae**, **Dead Or Alive**, **Gran Turismo** and **Men In Black**, all unrivalled.



PlayStation Secrets, Strategies, Solutions vol 8

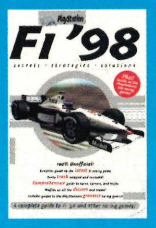
ISBN 1-84179-010-9

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

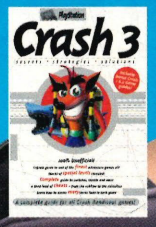
Thousands of cheats and tips for PlayStation games, with over 270 featured, including **Gex 3D: Enter the Gecko**, **Colin McRae Rally** and **Command & Conquer Red Alert**.



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



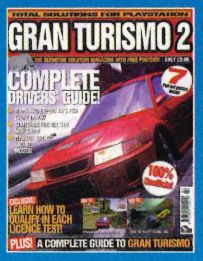
Monday to Friday 9am–6pm
Ansaphone 24 hours

01202 200200

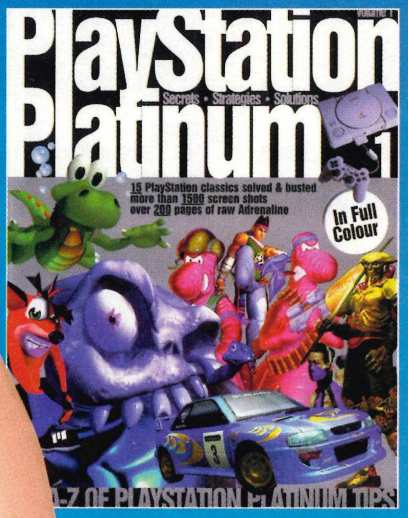
fax **01202 200217**
email **subs@paragon.co.uk**
or **offers@paragon.co.uk**

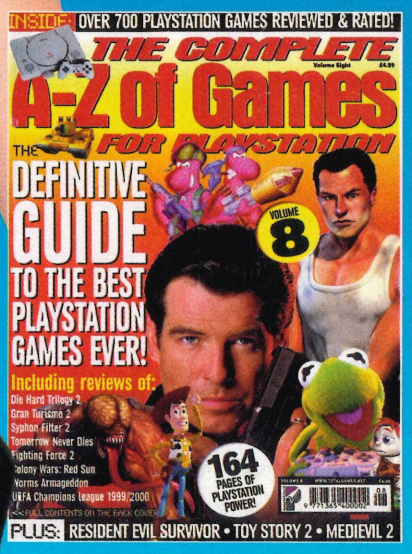
call us

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

Writer Mark Crawley **Available** November 2000 **Weblink** www.wildwildracing.com

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'm stuck in *Soul Reaver*. I've stepped on the pressure plate to open the door by the first bell at the end of the Bell No matter how fast I run, I just can't make it.
Gary Hardman, Dorset

A Once you've stepped on the pressure plate, shift to the Spectral plane to freeze time! You can then easily get through the door before it shuts.

Q I've been thrown in a room on disk 3 in *Fear Effect*. I've got cooking oil, a cellular phone, and a holster. When I pick up a vase in the room and smash it, a man comes in the room and shoots me. What am I doing wrong?
Julie Brown, Bradford

A After smashing the vase, you need to smear the cooking oil on the square plate on the floor as fast as you can. When the guard enters, run away from him and he'll slip on the oil. Oh how we laughed.

SOUL BLADE

Q I can't beat Cervantes with Mitsurugi in Edge master mode. Which sword should I use and how should I use it?
Jeffery Johnston, Milton Keynes

A Don't worry about which sword you use, just learn this all-slaying technique. Step back and, when Cervantes attacks, do your Uppercut (l + s) to knock him into the air, then hammer the Slash button. When he hits the deck, do i + s twice for a double high pounce attack.

Q I'm on Disc 4, in Ultimecia's Castle on *Final Fantasy VIII*. I have all the GFs apart from one, Doomtrain. How do I get it?
Sid McNab, Blackpool

A The Solomon Ring for the Doomtrain GF is found at the foot of the big statue at Tear's Point in Esthar. To summon Doomtrain, you

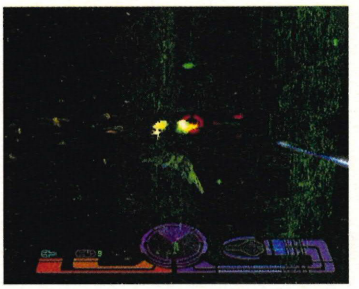


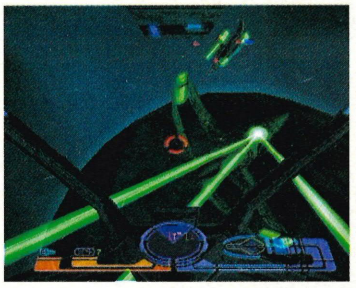
Contact the Master by letter
STATION MASTER, PLAY MAGAZINE, PARAGON PUBLISHING LTD, PARAGON HOUSE, ST PETERS ROAD, BOURNEMOUTH BH1 2JS
fax **MARK ALL ENTRIES STATION MASTER@PLAY: (01202) 299955**
email **SMASTER@PARAGON.CO.UK**

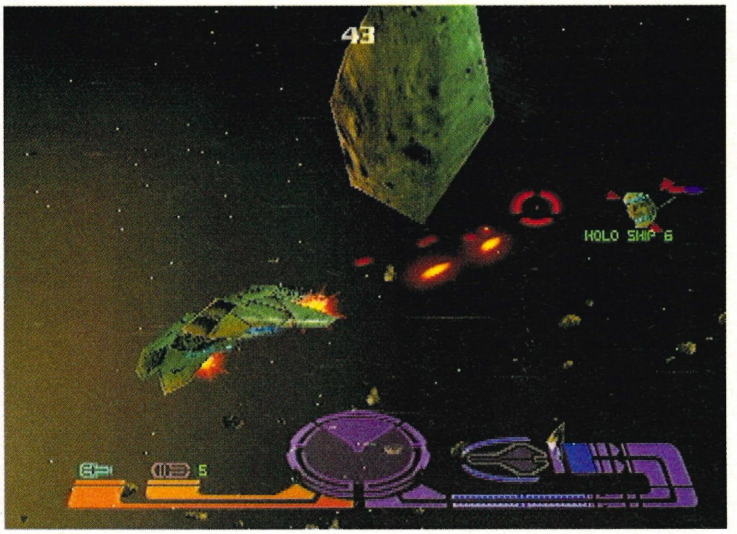
Star Trek Invasion

Go to the Stella Cartography screen (where you select missions) and press ↑, ←, ↓, →, ↑, →, ↓, ←, ↑, L1+R1, L2+R2.
You will now have access to all missions. In addition to this, if you press pause during a mission, you'll be able to enter a cheat menu for infinite shield energy and weapons.











Dave Mirra Freestyle BMX



ALL BIKES

Press ↑, ←, ↑, ↓, ↑, →, ←, →, ● at the bike selection screen in ProQuest mode.

ALL STYLES AND LEVELS

Press Left, ↑, ←, ↓, ←, ↓, ←, ↑, ←, l at the style selection screen in ProQuest mode. Disable this cheat by selecting a new bike.

EXTRA POINTS

Press 5 and bunny hop while not on a ramp just before the timer reaches zero. Hold ↑ + X or ↓ + X to get points after the time has expired.

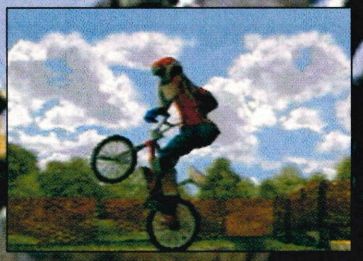
EXTRA TRICKS

Backflip
Press m, n
Backflip
press m, m, n.
Triple Backflip
This requires a lot of air. Press ↓, ↓, ↓, ■
Bail
When in the air press all shoulder buttons simultaneously
Wall tap
Press ← + X when near a wall or at the top of a ramp.
Fastplant
Press Left + X when near the top of a ramp or wall.

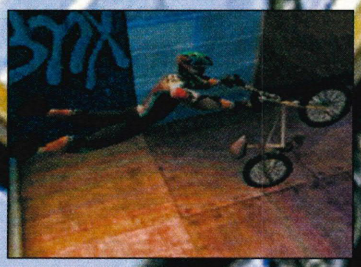
Manual
Press ↓ + X then hold X.
Nose Wheelie
Press ↑ + X then hold X.
Flip Driver
Do a Backflip (↓ + ■), then do a bar spin (↓ + ●) while in a Backflip.

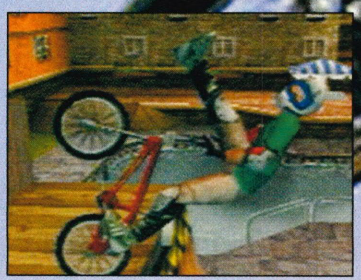
Tooth Pick Grind ..... ↑ + ▲
Ice Pick Grind ..... ↓ + ▲
Smith Grind ..... ← + ▲
Double Peg Grind ..... → + ▲
Lip Slide Grind ..... ↖ + ▲
Luc-E Grind ..... ↗ + ▲
Crooked Grind ..... ■ + ▲
Sprocket Grind ..... ● + ▲
No-Hand One-Foot ..... ■, → + ●













must collect six of each of the following items: Malboro Tentacles, Remedy Plus (use GF Alexander's Med LV Up ability to convert 60 Remedies), and Steel Pipes. When you've collected these items, use the Solomon Ring. Doomtrain will accept the items and join your party.

Q This may be a bit old now, but I'm stuck and I need your help. I'm on the Trenches level and I can't get past that flame-thrower turret. No matter what happens I keep on getting burned.
Matthew Simpson, Caldwell

A Get around the back of the gun without it firing at you. To do this, hide behind the crates opposite it, then crawl around to the wall of crates in the corner. If the gun starts firing at any point, retreat to the original crates and start again. Once you can look through the gap in the crates safely, select the Revolver combined with Laser Sight. Aim the laser dot at the top of the gun's fuel canister and shoot it up.

Q In *Syphon Filter 2*, after Volkov Park, you face Gregorov. No matter what you do, you just can't sneak up on him. If you get near he clocks you and puts a bullet in your head. I want to burn that son of a bitch so bad.
Mike Snape, Hereford

A Shoot out the streetlights then immediately roll away and take cover to avoid Gregorov's head-shot. Once all the lights are out, the Nightvision view will come up. Gregorov will now have much more trouble shooting you, so sneak up behind him and frazzle him with your Taser.

more Q&A next month

Writer Mark Crawley **Available** November 2000 **Weblink** www.wildwildracing.com

Alien Resurrection

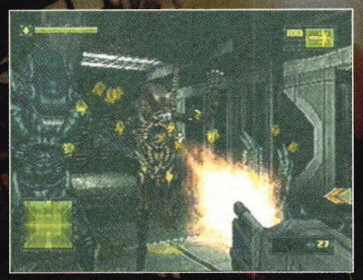


To enable the cheat menu press ●, ←, →, ●, ↑, R2 at the options menu. You will know be the ultimate badass, able to select any level with infinite weapons, health and the ability to survive a Chestburster. Let's rock!

To enable the research mode press ■, ↑, ↓, ●, ←, R1 at the main menu. The research menu will appear in the options menu.







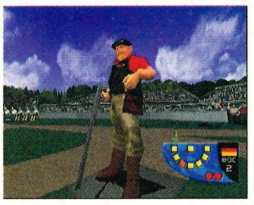




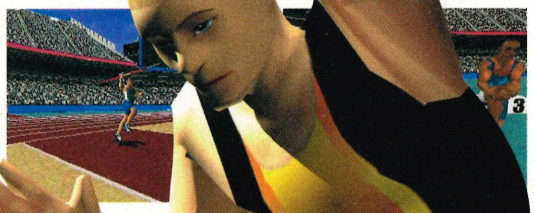
Sydney 2000

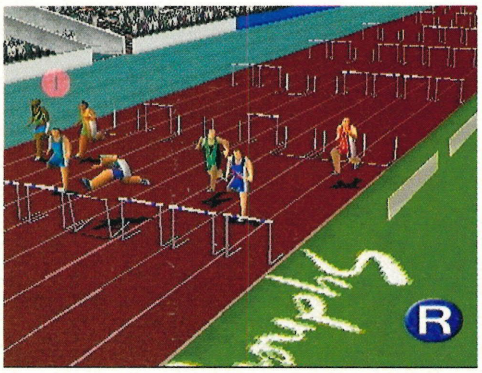
Second place is first loser! On the main menu type: ●, ✕, ▲, ■ to get gold medals or ▲, ■, ●, ■, ✕ to come first all events.

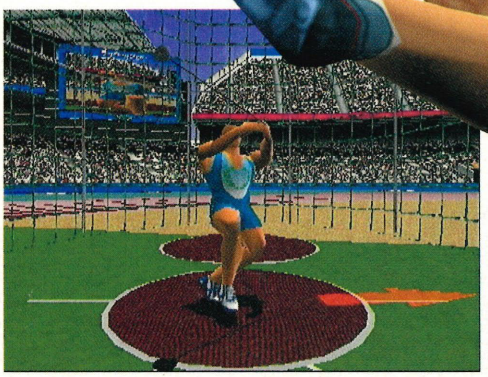
To get gold in Javelin event press ●, ■, ✕, ✕ at the event selection screen. To get it for the sprint press ✕, ✕, ✕, ●, ●, ●, ✕, ✕, ✕

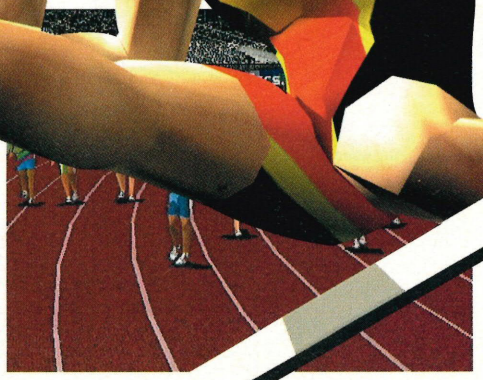












Hackers Paradise

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!

XPLODER

latestcodes

Koudelka
SLES02897
RCJC
700B712A 2897
Infinite ammo all weapons
$7716A1292A58
$87F36A78D595
No random battles
On
(Press L2)
$7765A5CCBD34
$875E1ACA1777
Off
(Press L1)
$7762A8CDC034
$879A62865F35
SuddenDeath
$77A7DAAA2545
$87950C1CD9B5
Stop game timer
$873B50145935
Time always 0:00:00
$8718FEC63535
$871AFCC83535
Infinite shots for SA pistol
$3791FB4B343A
Max shots for SA pistol
$3791F94D333B
CHARACTER CODES
Koudelka
Infinite HP
$873365E65944
Max HP
$873563E85944
Infinite MP
$872355F65944
Level 99
$377008C4D298

Max
Experience level
$87C870B5A234
$87AF9D0CC92A
MP $872553F85944
STR $37FADA71D298
VIT $37FBD972D298
AGL $37FCD873D298
DEX $37FDD774D298
PIE $37FEDA75D298
MND $37FFD976D298
INT $3700D877D298
LUC $3701D778D298
STR $3722CA79D298
VIT $3723C97AD298
AGL $3724C87BD298
DEX $3725C77CD298
PIE $3726CA7DD298
MND $3727C97ED298
INT $3728C87FD298
LUC $3729C780D298
Magic Codes
Max Exp
Magic Slot 1 (Flare)
$87FD6B5AD51C
Magic Slot 2 (Heal)
$87E98B46D51C
Magic Slot 3 (Geyser)
$87FF695CD51C
Magic Slot 4 (Revive)
$87DB7958D51C
Magic Slot 5 (Tornado)
$87016B5ED51C
Magic Slot 6 (??)
$87056B62D51C
Magic Slot 7 (Megalith)
$87036960D51C
Max Exp-Fortify
STR $87EB8948D51C
VIT $87CD7B4AD51C
AGL $87CF794CD51C
DEX $87D17B4ED51C
PIE $87D37950D51C
MND $87D57B52D51C
INT $87D77954D51C
LUC $87D97B56D51C

Weapon Codes
Max Exp
Fist $87B19B2ED51C
Club $87B39930D51C
Knife $87B59B32D51C
Saber $87B79934D51C
2-handed sword $87B99B36D51C
Axe $87BB9938D51C
Spear $87DD8B3AD51C
Bowgun $87DF893CD51C
Rifle $87E18B3ED51C
Hand gun $87E38940D51C
Edward Codes
Infinite HP $87D44BE65944
Max HP $87D649E85944
Infinite MP $87C43BF65944
Max MP $87C639F85944
Level 99 ..... $370DEEC4D298

Max
Experience level
$876556B5A234
$874C830CC92A
STR $379BC071D298
VIT $379CBF72D298
AGL $379DBE73D298
DEX $379EBD74D298
PIE $379FC075D298
MND $37A0BF76D298
INT $37A1BE77D298
LUC $37A2BD78D298
STR $37C3B079D298
VIT $37C4AF7AD298
AGL $37C5AE7BD298
DEX $37C6AD7CD298
PIE $37C7B07DD298
MND $37C8AF7ED298
INT $37C9AE7FD298
LUC $37CAAD80D298

Magic Codes
Max Exp-
Magic Slot 1 (Flare)
$879A515AD51C
Magic Slot 2 (Heal)
$87867146D51C
Magic Slot 3 (Geyser)
$879C4F5CD51C
Magic Slot 4 (Revive)
$87785F58D51C
Magic Slot 5 (Tornado)
$879E515ED51C
Magic Slot 6 (??)
$87A25162D51C
Magic Slot 7 (Megalith)
$87A04F60D51C
Max Exp
Fortify STR $87886F48D51C
Fortify VIT $876A614AD51C
Fortify AGL $876C5F4CD51C
Fortify DEX $876E614ED51C
Fortify PIE $87705F50D51C
Fortify MND $87726152D51C
Fortify INT $87745F54D51C
Fortify LUC $87766156D51C

Weapons Codes
Max Exp
Fist $874E812ED51C
Club $87507F30D51C
Knife $87528132D51C
Saber $87547F34D51C
2-handed sword $87568136D51C
Axe $87587F38D51C
Spear $877A713AD51C
Bowgun $877C6F3CD51C
Rifle $877E713ED51C
Hand gun $87806F40D51C
James
Infinite HP $87F231E65944
Max HP $87F42FE85944
Infinite MP $87E221F65944
Max MP $87E41FF85944
Level 99 ..... $371FD4C4D298
Max
Experience level
$87773CB5A234
$875E690CC92A
STR $37B9A671D298
VIT $37BAA572D298
AGL $37BBA473D298
DEX $37BCA374D298
PIE $37BDA675D298
MND $37BEA576D298
INT $37BFA477D298
LUC $37C0A378D298
STR $37E19679D298
VIT $37E2957AD298
AGL $37E3947BD298
DEX $37E4937CD298
PIE $37E5967DD298
MND $37E6957ED298
INT $37E7947FD298
LUC $37E89380D298

Magic Codes
Max Exp
Magic Slot 1 (Flare)
$87AC375AD51C
Magic Slot 2 (Heal)
$87985746D51C
Magic Slot 3 (Geyser)
$87AE355CD51C
Magic Slot 4 (Revive)
$878A4558D51C
Magic Slot 5 (Tornado)
$87B0375ED51C
Magic Slot 6 (??)
$87B43762D51C
Magic Slot 7 (Megalith)
$87B23560D51C
Fortify
STR $879A5548D51C
VIT $877C474AD51C
AGL $877E454CD51C
DEX $8780474ED51C
PIE $87824550D51C
MND $87844752D51C
INT $87864554D51C
LUC $87884756D51C

Weapons Codes
Max Exp
Fist $8760672ED51C
Club $87626530D51C
Knife $87646732D51C
Saber $87666534D51C
2-handed sword $87686736D51C
Axe $876A6538D51C
Spear $878C573AD51C
Bowgun $878E553CD51C
Rifle $8790573ED51C
Hand gun $87925540D51C



DRIVER 2: BACK ON THE STREETS

Fancy a new career? Must have a driving licence as good chance of travel. If you're up for the job, check out our **fully mapped bad-ass guide**... send all CVs to the **Mob Leader!**

CHEATS

FREE TO GO

Once the game has been completed, you can enter the Secret menu in the Gameplay Options and select the Immunity option. Now play the game again and the cops won't even know you're there. They won't chase you and you'll be free to roam about the city without due care and attention – great!

BUILT LIKE A TANK

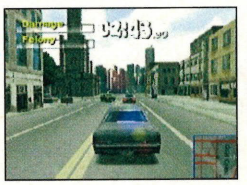
Do you wanna drive around the cities with a lean, mean, damage-proof car? Well, this is what you gotta do... After you've completed the game, enter the Secret menu on the Gameplay Options screen and select the Invincibility option. Now your car will be completely indestructible. Cool!

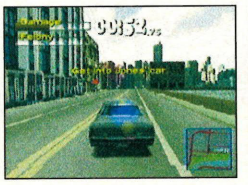


L01: SURVEILLANCE TIP OFF

MOB RULES: GET TO JONES'S CAR ON THE OTHER SIDE OF TOWN

The witness is about to run. Get over to Jones's car, which is on the far side of the city. From the start, jump into the car by pressing △. Then speed off down the alley and turn immediately left. Take the first left again and continue down the road, turning right at the second major junction you come to (just by the huge hedge-walled areas). Now follow this street all the way along and around the curve. Turn right again and follow the right-angled road, which goes past Lincoln Park. At the very first junction, head right down the small road and follow the bend. Further up the road you'll see Jones's car parked up against a building on the left – it's marked by a red arrow. Get out of your car (⇧ + △) and jump into Jones's car.

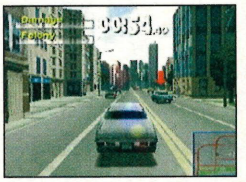


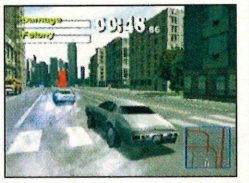


L02: CHASE THE WITNESS

MOB RULES: CHASE THAT WITNESS, NOW!

Now in Jones's car, you must chase the witness before he gets away from your boys. The witness is the blue Sedan just in front of you. You must stick close to him at all times as you can easily lose him. Follow the route on our map and stay close. The witness will speed off down the street and turn left, following the bend around, and then turn right at the end. All you have to do from here is chase him down the long stretch. Avoid collisions with other cars at all costs, as this will dramatically slow you down.



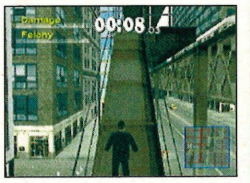


L03: TRAIN PURSUIT

MOB RULES: STAY WITH THE TRAIN

As the witness has jumped onto the train, it's your job to chase the latter around the city. Follow our mapped route to help you. To get through the initial sand piles, you should tap the accelerator lightly and drive in a straight line down the centre of the alleyway. Turn right and follow the train as it takes its journey around the square track area. Now follow all the way along the rest of the tracks and over the metal bridge. At the crossroads, anticipate that the train will turn left and follow. Quickly pull up by the steps on the left and side, get out of the car (⇧ + △) and run up to the platform above.

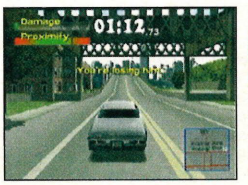


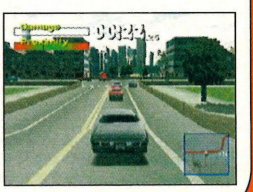


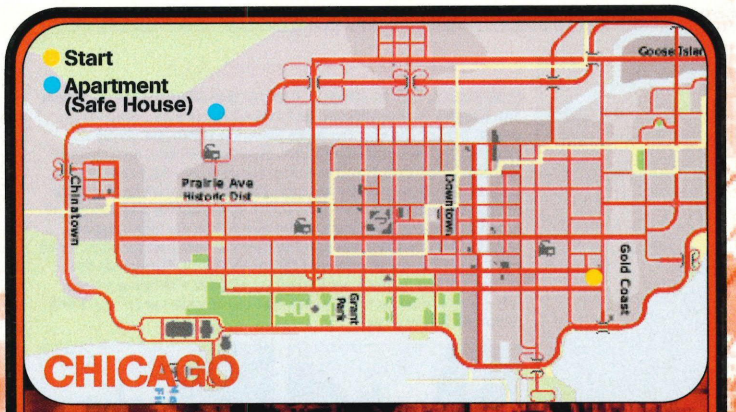
L04: TAILING THE DROP

MOB RULES: FOLLOW THE BRAZILIAN

You must tail the Brazilian to his drop-off. The thing is you must not, under any circumstances, be seen or suspected. Try not to drive too close behind or recklessly – you must drive like any other driver to avoid being 'eye-balled'. Use the Proximity gauge at the top of the screen to judge how far away you are. Try to stay in the green section of the gauge. If it goes into the red, you're either too close (to the left), or too distant (right), and you could lose him or be spotted.







L05: ESCAPE TO THE SAFE HOUSE

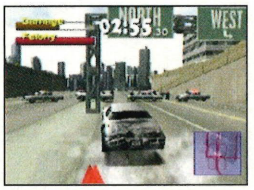
MOB RULES: GET HOME, DON'T INVITE THE COPS

Now that the police have arrived at the scene, it's time to flee. Get your butt back to your apartment – it's in the alleyway where you originally started the game. Check the map for a quick reference – it's by the Gold Coast area. You've got to lose the cops to avoid being caught. Find your own way across the city to avoid the fuzz and don't stir up too much more trouble, as more cops will tail you.

Aim to cut close to other cars and walls to try to force the police to crash. This will give you a bit more time to lose them. If your car gets trashed or you just want to give the cops the slip, get out and hijack another. In this new car your felony gauge will be reset – as long as the cops don't see you make the switch, of course.



The main strip roads are great for getaways. [LEFT]

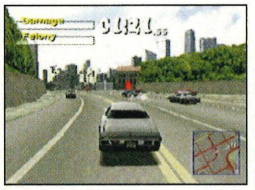


Watch out for police roadblocks. Ram through 'em. [LEFT]

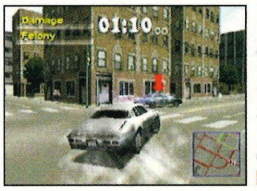
L06: CHASE THE INTRUDER

MOB RULES: CHASE AFTER THE MAN IN YOUR APARTMENT

Firstly, get into your car and chase after the guy that hit you. You don't get much time so head left out of the alley. Turn right and cut past the left side of the church building – this will give you the advantage. Don't follow the intruder's every move exactly – he is a bit of a reckless driver and will drive through tiny gaps, hoping you'll follow and crash. The sneaky little devil will sometimes fake a turn and, if you're not careful, you could end up down the wrong street. Sometimes he'll try to lure you into danger by cutting close to other cars. Stick close to avoid losing him and follow him down every street and alley he goes. He won't go the same way twice, so keep an eye on his direction. Simply stick with him until the timer runs out. No matter what turns and alleys the intruder takes, he'll always end up in the old industrial area at the northwest end of the city.



There's the intruder, there, there. Get him. [LEFT]



Get close and smash him into walls and posts. [LEFT]



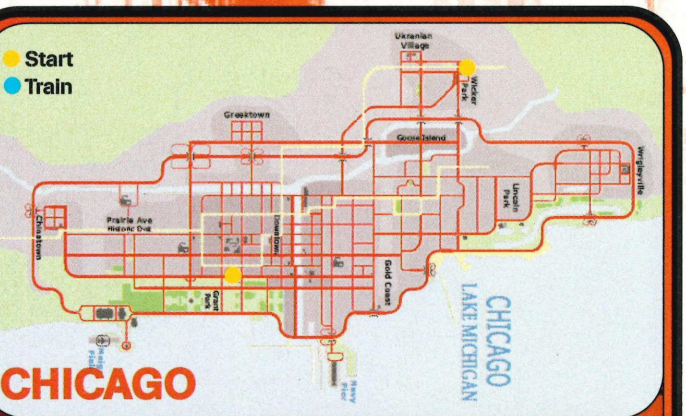
L07: CAINE'S COMPOUND

MOB RULES: FIND YOUR WAY OUT OF THE COMPOUND

Firstly, turn around and get in one of the handily-parked cars. Drive through the boxes and out of the warehouse. Turn right and head around the back, following the thin passage. Turn the corner and head for the gap between the two buildings opposite. A van will pull up, blocking your path. Ram it out of the way and head past the blue container just beyond it. Continue straight and squeeze past the front of the next white van that pulls out. Head slightly left and continue forward, down the alleyway and through the next one you see.

When the yellow van emerges, turn right into the warehouse and, when you exit, head slightly left through the gap towards the trees. Turn right and head through the tall alley, out onto the street area. Continue over the road and into the next industrial area. Head through the warehouse and turn left. Head right through the alleyway, where a white van will pull up. Squeeze past the front of it and turn left, heading through the gap to the open area on the other side. Head through the gap in the buildings on the far right side and turn right. Drive through the next huge warehouse, emerging out on the streets. A yellow van will now pursue you, so drive like the wind, heading right.

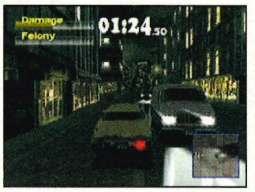
Follow the road all the way past the lorry-blocked crossroads and to the far end. On the right is the warehouse entrance, so handbrake turn 180° and enter the next area, heading past all the buildings and through the wide entrance of another warehouse. At the far end of the industrial area is a way through to the streets on the right. Head through the warehouse and turn left, following the street over the metal drawbridge.



L08: LEAVING CHICAGO

MOB RULES: GET TO THE TRAIN AND LEAVE TOWN

You'll need to get out of town and lay low for a while. The train is on the far side of the city and it's dark – not scared are you? From the start, turn right or left and then the same way again to start heading in the right direction. The train is on the east side of the city, by Grant Park (check our map). Remember, Caine's boys are after you still and they're not happy bunnies. They are all over the city and their cars are sometimes quite difficult to spot against all the other traffic – oh yeah, they're the ones who like to cross the road and smash you into itty bits. During a quiet time (when no-one is chasing you), try changing cars. This will buy you some more time before they realise it's you.



A nice night for a drive. You've got a brake light out. [LEFT]



The only time you're glad to leave skid marks. [LEFT]

Sales Telephone:
01525 854 825
http://www.gameoveruk.com

Freephone
0800 316 34 66

GameOver GO GO

What We Have To Offer!

- FREEPHONE customer service
- FREEPOST service available
- Join our regular E-Mail service for upto date listings
- In stock - Deliveries will be sent within 24 hours
- Regular Special Offers stocked on a daily basis
- Huge discounts on the latest new releases
- Price match service - Proof of advertising required!
- Trade in's accepted - Call for the best price

PlayStation 2 | Dreamcast | N64 | PlayStation

PC Games | Movies | Toys & Stuff | Gameboy

PlayStation Chart

	SRP	You Pay
Driver 2	£29.99	£21.99
Spiderman	£29.99	£21.99
Tony Hawk's 2	£29.99	£21.99
Toca World Touring Cars	£29.99	£19.99
In Cold Blood	£29.99	£21.99
World Championship Snooker	£29.99	£19.99
Tenchu 2	£29.99	£21.99
Who Wants To Be A Millionaire	£24.99	£19.99
Rayman 2	£29.99	£21.99
WWF Smackdown	£29.99	£21.99

Top 20 Platinum Games

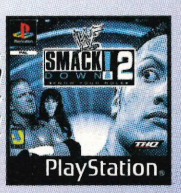
	SRP	You Pay
Medal Of Honor	£19.99	£14.99
Tony Hawk's	£19.99	£14.99
Driver	£19.99	£14.99
Hercules - Disney	£19.99	£14.99
Bug's Life - Disney	£19.99	£14.99
Tomorrow Never Dies	£19.99	£14.99
Spyro The Dragon	£19.99	£14.99
Gran Turismo	£19.99	£14.99
Gran Turismo 2	£19.99	£14.99
Int. Track & Field	£19.99	£14.99
Mickey's Wild Adventure	£19.99	£14.99
Tarzan - Disney	£19.99	£14.99
Bust A Move 2	£19.99	£14.99
Crash Bandicoot 2	£19.99	£14.99
Croc Legend Of Gobos	£19.99	£14.99
Silent Hill	£19.99	£14.99
Metal Gear Solid	£19.99	£14.99
Final Fantasy 8	£19.99	£14.99
Cool Boarders 3	£19.99	£14.99
Colin McCrae Rally	£19.99	£14.99

Highly Recommended

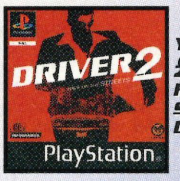
	SRP	You Pay
Parasite Eve 2	£29.99	£21.99
Koudelka	£29.99	£21.99
Chase The Express	£29.99	£21.99
Dinosaur - Disney	£29.99	£21.99
Vagrant Story	£29.99	£21.99
X-Men Mutant Academy	£24.99	£19.99
Resident Evil Survivor	£29.99	£19.99
Star Trek Invasion	£29.99	£21.99
Nightmare Creatures 2	£29.99	£19.99
Spyro The Dragon 2	£29.99	£19.99
Hogs Of War	£29.99	£19.99
Marvel Vs Capcom 2	£29.99	£19.99
Tomb Raider Last Revolution	£29.99	£19.99
Lucky Luke	£19.99	£14.99
Disney Magical Tetris	£24.99	£19.99
Dave Mirra's BMX Racing	£29.99	£21.99
Football Manager 2001	£29.99	£21.99
Millie Migilia (Racing)	£24.99	£19.99

Recent Releases - Don't be left behind

Tomb Raider Chronicles
You Pay £21.99 SRP £29.99
Release date DUE



You Pay £21.99
Release date NOW
SRP £29.99
WWF Smackdown - PSX



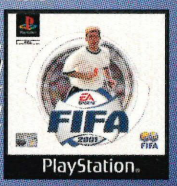
You Pay £21.99
Release date NOW
SRP £29.99
Driver 2 - PSX



You Pay £21.99
Release date DUE
SRP £29.99
Alien Resurrection - PSX



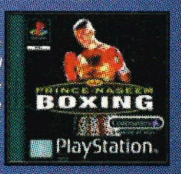
You Pay £21.99
Release date NOW
SRP £29.99
Digimon - PSX



You Pay £21.99
Release date DUE
SRP £29.99
FIFA Soccer 2001 - PSX



You Pay £21.99
Release date DUE
SRP £29.99
LMA Manager 2001 - PSX
Plus Free Memory Card



You Pay £21.99
Release date NOW
SRP £29.99
Naseem Boxing - PSX



You Pay £21.99
Release date NOW
SRP £29.99
Final Fantasy IX - PSX

Special Offers

	SRP	You Pay
Ronaldo's Football	£29.99	£19.99
Syphon Filter 2	£29.99	£19.99
Victory Boxing 3	£29.99	£17.99
Theme Park World	£29.99	£19.99
Dune 2000	£29.99	£17.99
Bugs Bunny Lost InTime	£29.99	£19.99
Cricket 2000	£29.99	£17.99
Die Hard Trilogy 2	£29.99	£19.99
Urban Chaos	£29.99	£19.99
Theme Park	£24.99	£17.99
Dino Crisis	£29.99	£14.99
Road Rash Jail Break	£29.99	£14.99
Theme Hospital	£29.99	£19.99
Tiger Woods USA Tour 2001	£29.99	£17.99
Resident Evil 3	£24.99	£14.99
Need Speed Porsche Challenge 2000	£29.99	£17.99
International Track & Field 2	£29.99	£19.99
Beatmania with Deck	£49.99	£34.99
ECW Hardcore - Wrestling	£24.99	£14.99
Fighting Force 2	£29.99	£14.99
FIFA Soccer 2000	£29.99	£19.99
Super Cross 2000	£29.99	£14.99
Space Invaders	£29.99	£19.99
NHL Face Off 2000	£24.99	£14.99
Jurassic Park Warpath	£24.99	£14.99
Klona	£24.99	£14.99
Knockout Kings 2000	£24.99	£14.99
Grand Theft Auto 2	£24.99	£14.99
Street Skater 2	£24.99	£14.99
KKND Crossfire	£19.99	£14.99
X Files	£29.99	£14.99
Ghoul Panic (Point Blank 3)	£24.99	£17.99
Alundra 2	£24.99	£17.99
Worms Armageddon	£29.99	£19.99

Buy 2 Get 1 FREE £9.99 Each

Actua Ice Hockey 2	Fluid
This Is Football	Formula One '97
Asteroids	Riot
B Movie	Running Wild
Egypt	Spice World
Colony Wars 2	NFL Extreme
Soviet Strike	Psybadek
Mulan Story - Disney	Or Die Trying (O D T)
Grudge Warriors	Virus
Apocalypse	Wipeout 3
Micro Maniacs	Zero Divide 2
Test Drive 6	LiberGrande Football
South Park Rally	Ape Escape
Big Air	360 Degrees
Bloodlines	



£299
VERY LIMITED STOCK!

We are stocking all the latest Games
Prices TBA. Please call for price list.

Pre - Orders Taken on all the latest games

We stock a huge range of games so please call us if you don't happen to see a game advertised.

DELTA | VISA | SWITCH | MasterCard

We accept most major credit cards

All prices are subject to availability

Cut out this order form and send it to:
GAME OVER UK.COM Ltd, FREEPOST ANG7365
Betchley, Milton Keynes, MK2 2XA

Name .....
Address .....
.....
Post Code: ..... Tel: .....

Signature: .....

Cash ☐ Cheque ☐ Postal Order ☐

Card No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Expiry Date ☐☐ / ☐☐ Issue No. Switch Only ☐☐

Item Description	Platform	Prices
		£
		£
		£
		£
		£

Postage is FREE for all games shipped within the uk
All items despatched within 48 hours!
Your card will not be charged until the day your goods are despatched

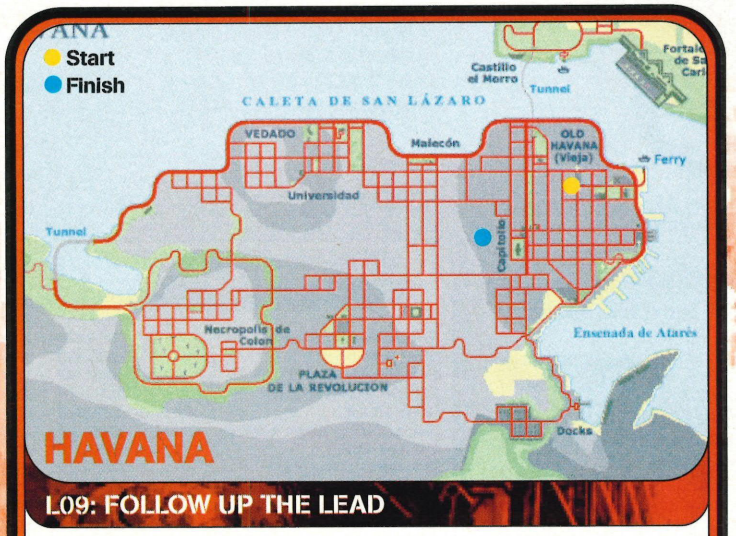
TRADE IN POLICY

To find out how much your games are worth just pick up the phone and call us FREE. If you feel that our trade in prices are fair then please send your goods to the FREEPOST address below, and we will issue you with a credit note off your next order.

GameOver UK.com Ltd, FREEPOST ANG7365,
Betchley, Milton Keynes, MK2 2XA

http://www.gameoveruk.com

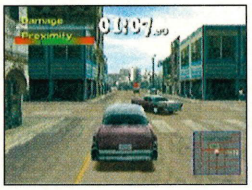
GameOverUK.com Ltd FREEPOST ANG78365, Betchley, Milton Keynes, MK2 2XA



L09: FOLLOW UP THE LEAD

MOB RULES: TAIL THE BRAZILIAN IN THE CAR

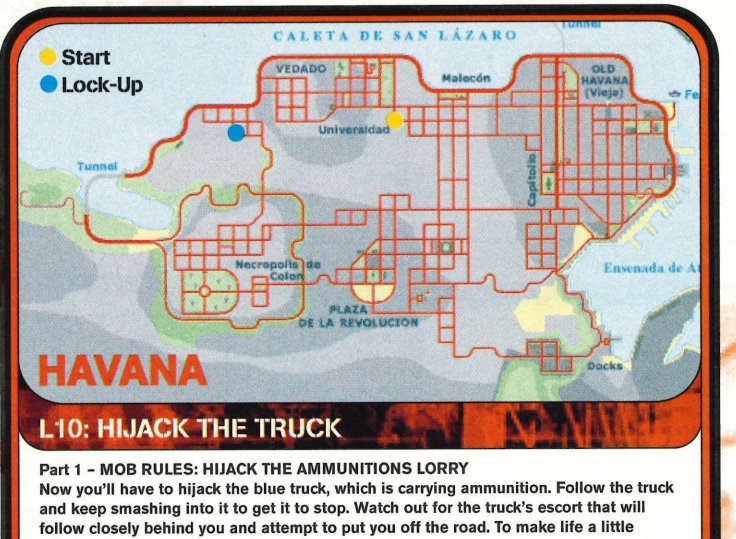
Now in the Cuban capital of Havana, you'll have to tail the Brazilian in the car in front. This is the same as before, but this time the guy you're tailing will stop in the middle of the road if he gets suspicious of you. He won't always take the same route either. Stay in a good range of the Brazilian (check your proximity gauge) and watch his every move as he can turn down slim streets and slow down at any given time.



Don't stray too far from the guy you're tailing. [LEFT]



Keep your eye on the proximity gauge at the top. [LEFT]



L10: HIJACK THE TRUCK

Part 1 – MOB RULES: HIJACK THE AMMUNITIONS LORRY

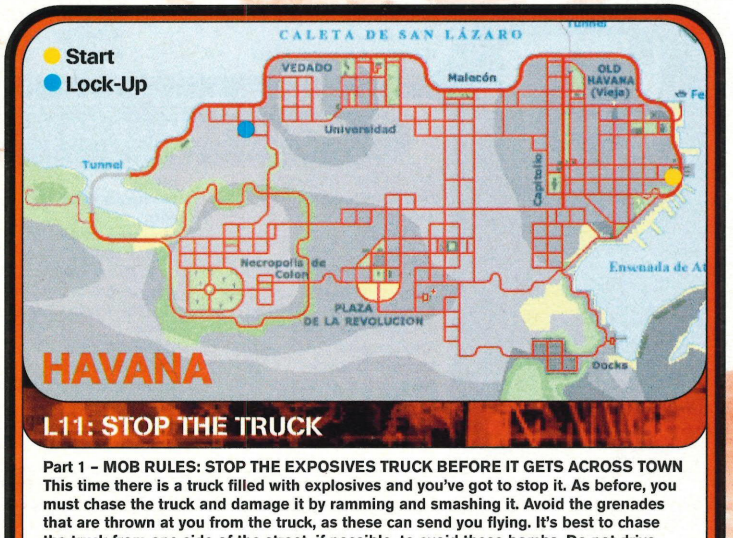
Now you'll have to hijack the blue truck, which is carrying ammunition. Follow the truck and keep smashing into it to get it to stop. Watch out for the truck's escort that will follow closely behind you and attempt to put you off the road. To make life a little easier, try losing the tail by cutting close to walls, lampposts and between cars. Once the escort has been lost, you can concentrate on the truck itself.

Part 2 – MOB RULES: HIDE IT IN THE LOCK-UP

Once the truck has sustained a certain amount of damage, the driver will bail out, leaving the truck behind. Quickly get out of your car and get in the truck. Now you'll have to get it to the lock-up, which is on the northwest side of the city. Trying not to damage the truck any further, get to the lock-up as quickly as you can. Watch out for the Brazilians, who'll attempt to stop you by smashing up the truck. Once you get there, get out of the truck, open the doors by pressing △ on the switch on the left and then drive the truck in. Finally, you should get out of the truck and close the doors, using the switch on the inside of the lock-up.



Chase and stop the truck, then steal it yourself. [LEFT]



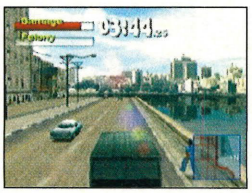
L11: STOP THE TRUCK

Part 1 – MOB RULES: STOP THE EXPOSIVES TRUCK BEFORE IT GETS ACROSS TOWN

This time there is a truck filled with explosives and you've got to stop it. As before, you must chase the truck and damage it by ramming and smashing it. Avoid the grenades that are thrown at you from the truck, as these can send you flying. It's best to chase the truck from one side of the street, if possible, to avoid these bombs. Do not drive directly behind it. Once you've caught up, drive into the side of the truck. After a little while and a few good hits, the driver will jump out, leaving you to get in the truck.

Part 2 – MOB RULES: GET THE TRUCK BACK TO THE LOCK-UP

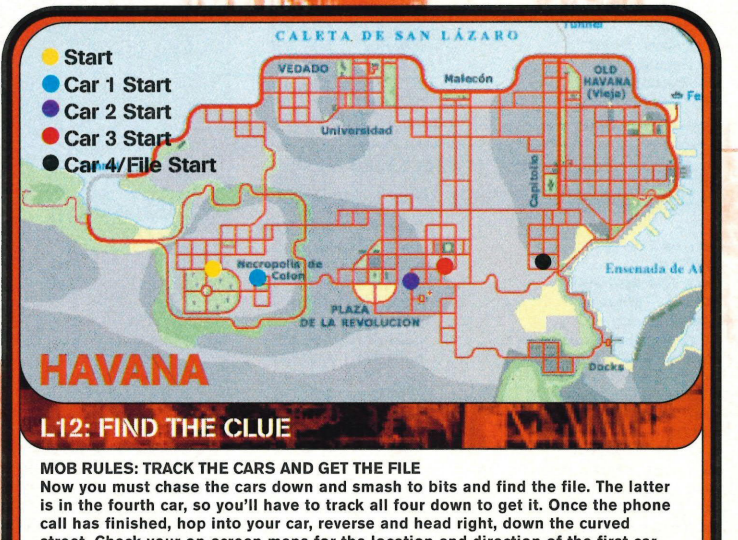
Once the driver jumps out, get in the truck and the timer will be reset. Now you must get back to the lock-up in one piece. That means you can't afford to wreck the truck.



Once the bomb truck is yours, get it to safety. [LEFT]



Watch out for grenades falling from the truck! [LEFT]



L12: FIND THE CLUE

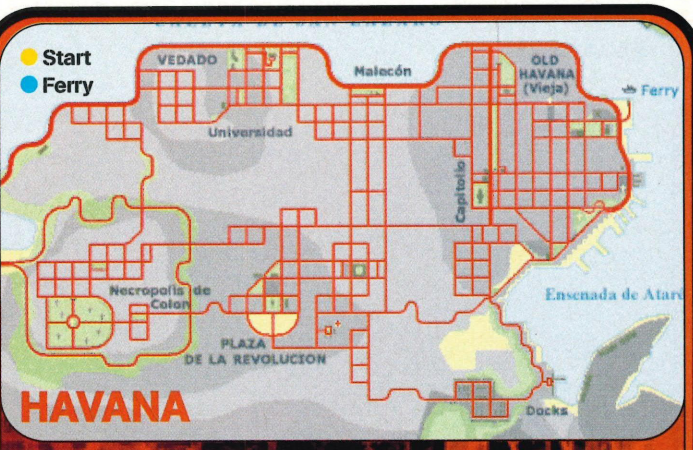
MOB RULES: TRACK THE CARS AND GET THE FILE

Now you must chase the cars down and smash to bits and find the file. The latter is in the fourth car, so you'll have to track all four down to get it. Once the phone call has finished, hop into your car, reverse and head right, down the curved street. Check your on-screen maps for the location and direction of the first car. Don't worry: the drivers of the cars you're chasing must be blind and/or stupid, as they tend to drive into walls and other objects. Also, they're much slower than you, so catching them is relatively easy – but watch out, they're slippery little buggers too. Chase them, using any possible short cuts to get there quicker, and smash the car until it's totally wrecked. Exit your car and search the other car (by pressing △).

If your car is a bit on the damaged side, switch to any nearby one and continue the chase. Find the second car and smash it up, search it and change cars if yours is wrecked. Repeat this for the third car and search it to continue. Now seek out the last car, which is a lot further away this time. Once this car has been wrecked, search it for the file you need.



Chase that car quick: there's three more to write off. [LEFT]



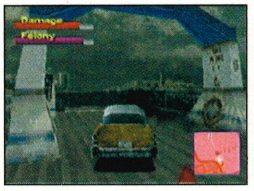
L13: ESCAPE TO THE FERRY

MOB RULES: LOSE THE COPS AND GET TO THAT FERRY

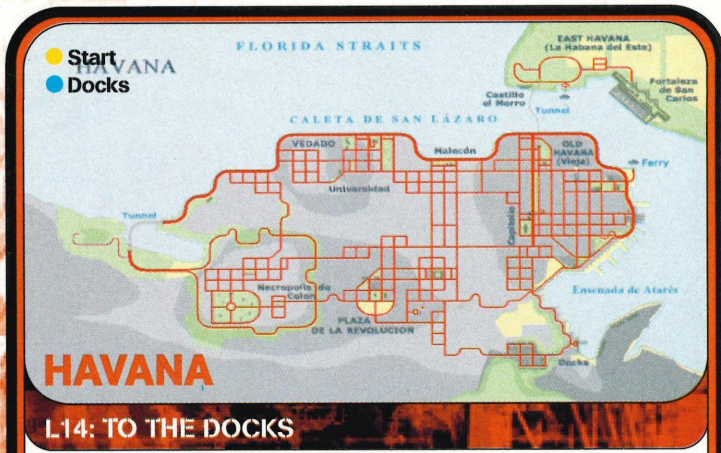
Now you have the file, it's time to escape to the ferry. Although you have no on-screen clock, you have to get to the ferry before it's too late. Even though the distance to the ferry terminal is very short, you'll have to get there pretty fast. It's best not to pick up the police on the way – they'll chase you and batter you at every opportunity. Once at the docks, you must launch off the ramp and land on the ferry. If there is police roadblock at the terminal, break through and head up the ramp – you should still make it. Once on the ferry, brake hard or you'll end up in the water.



Get to the ferry point, quick smart. Move! [LEFT]



You have to jump off the docks to land on the ferry. [LEFT]



L14: TO THE DOCKS

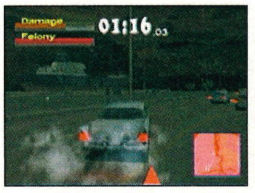
MOB RULES: GET TO THE DOCK ON THE SOUTHSIDE AND FOLLOW UP THE CLUE

Now you'll have to get over to the docks on the south side of the city. Once you're off the ferry, head right and for the tunnel that will take you across the water. The tunnel entrance is the white concrete structure in the centre of the island you're on. Try not to annoy any police on the way and watch out for the roadblocks that appear at most junctions (if you're being chased).

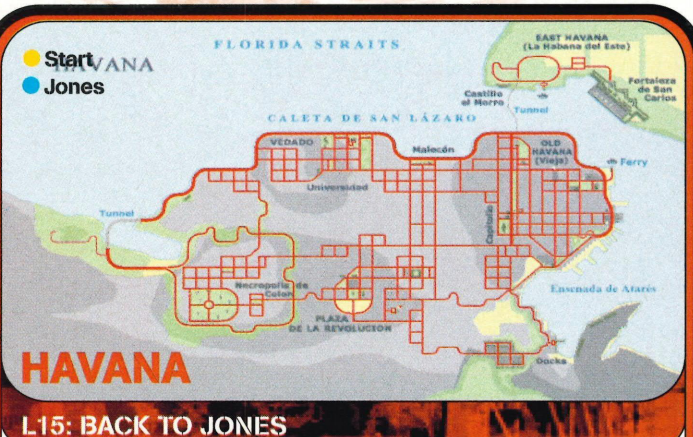
Once on the other side of the water, keep heading down the same road until it ends. Then turn left and head for the long winding road that leads to the docks on the outskirts of the city. Again, watch out for the police. Once you reach the docks, enter and head for the red arrow.



The only way across is through this tunnel. [LEFT]



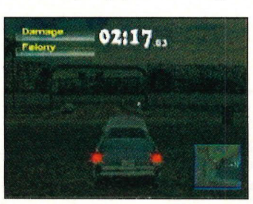
Nearly there. Look, a boat: ain't that the QE2? [LEFT]



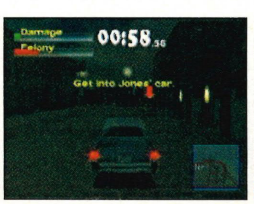
L15: BACK TO JONES

MOB RULES: GET BACK TO JONES BEFORE JERICHO LEAVES TOWN

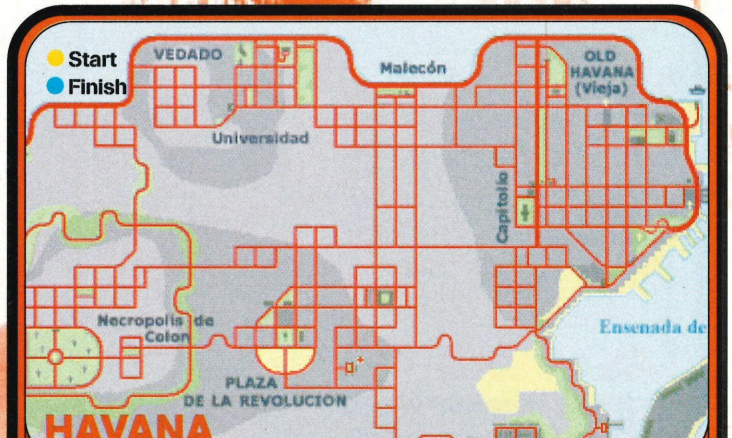
Now you'll have to get back to Jones before Jericho leaves. Jones is on the east side of the city and will be waiting for you. As you start, turn around and jump into the blue car parked a little way off. Then exit the docks and head back up the winding road, turning right at the junction. Once again the cops are on your tail, so it's a good idea to lose them quickly – you won't then be rammed off the road every few seconds. Once you near the right area, check the map to find out exactly where Jones is. To help lose the cops, try cutting in between trees and cars. You won't have that long to get to Jones, so the most direct route is probably the best, even if the cops are on your tail. When you find Jones, stop your car and get into his.



You must now exit the docks and head for Jones. [LEFT]



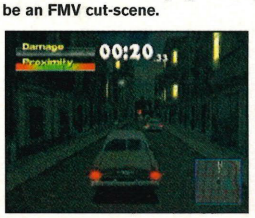
There he is. Now you've found him, get in his car. [LEFT]



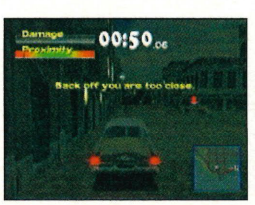
L16: TAIL JERICHO

MOB RULES: FOLLOW JERICHO ACROSS TOWN

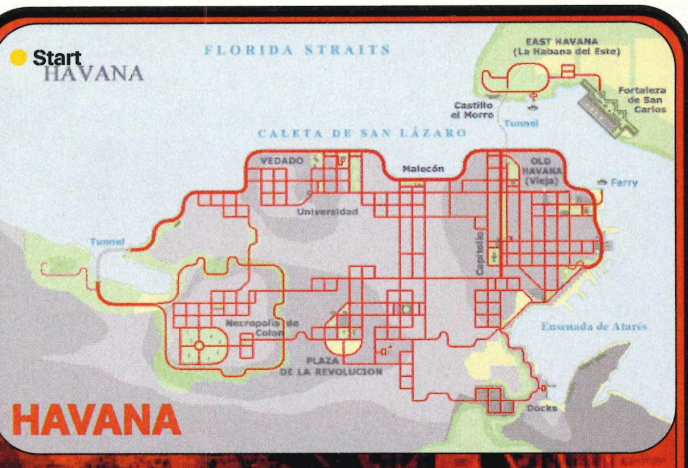
Now this is an easy task. Tail Jericho to the large building near the Old Havana area. Jericho takes a simple route but will always change it, every time you play. Ignore the proximity warning when you go to follow him around a corner (as long as the gauge doesn't completely hit the red on the left), because as soon as you get around the turn, Jericho will be far away again and you'll have to catch up. Once at the building, there'll be an FMV cut-scene.



Tailing Jericho, follow him down the long streets. [LEFT]



Don't get too close or you'll be spotted for sure. [LEFT]

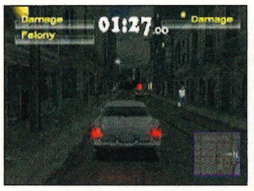


L17: PURSUE JERICHO

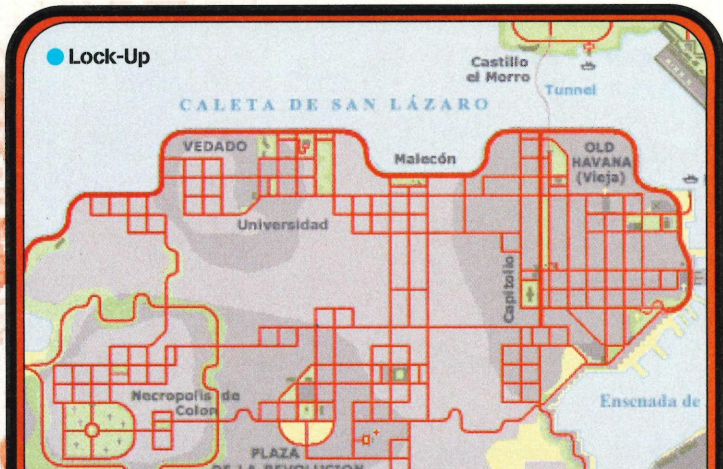
MOB RULES: CHASE JERICHO AND STOP HIM
Now you have to chase Jericho across town and stop him at any cost. Firstly, jump into one of the cars on the left. The closest one will obviously give you a better start. Follow Jericho down the streets and smash him up whenever you can. Jericho is a very good driver and very sneaky to boot. Watch out for small alleys and streets which he heads down. He'll always try to make you drive into posts, walls and other cars, so watch where he drives and don't follow his exact moves or you'll probably crash.



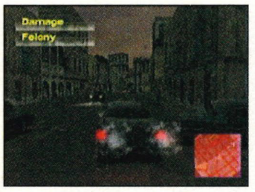
Jericho is a good driver. He'll try to outwit you. [LEFT]



The chase is on. Batter Jericho off the road. [LEFT]

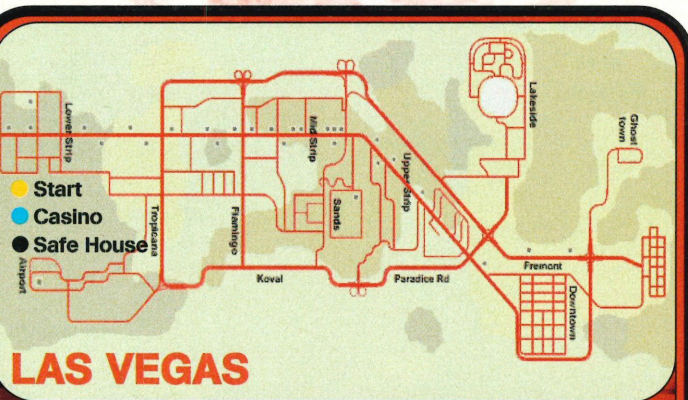


L18: ESCAPE THE BRAZILIANS



Those Brazilians are everywhere so watch your back. [LEFT]

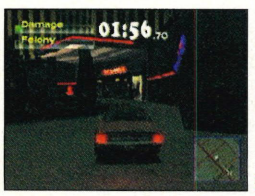
MOB RULES: AVOID THE BRAZILIAN MOB AND GET BACK TO THE LOCK-UP
After catching Jericho, you must now get back to the lock-up in one piece; it's all the way across town on the west side. Get back there the quickest way you can. You don't have a time limit to get there, but you're gonna have to survive. The Brazilians are out in force and they want to stop you dead – literally.



L19: CASINO GETAWAY

Part 1 – MOB RULES: GET TO THE CASINO AND PICK UP THE GANG
You're now working for the opposition and you have to pick up the boys from the casino. It isn't too far away from where you start, so get in the car parked to your right and head along the main road going south. When you get to the casino, look out for the red arrow and drive towards it.

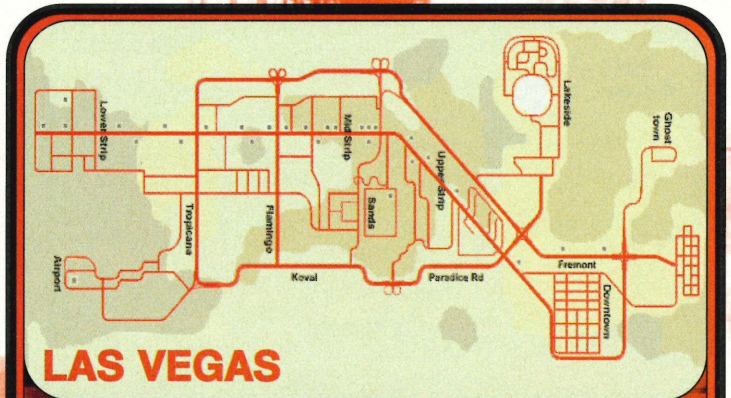
Part 2 – MOB RULES: GET THE GANG BACK TO THE SAFE HOUSE
Once the boys have got in, head south along the main strip road again. The police will chase you at every opportunity, so try and lose them. Drive between cars and close to lampposts and walls to try and evade the cops. Keep heading south until you reach the furthest end of the city. Turn right and head towards the lock-up area. Drive into the disused shopping area and enter the lock-up (the small brown door).



Pick up the gang outside the casino and then scarper. [LEFT]

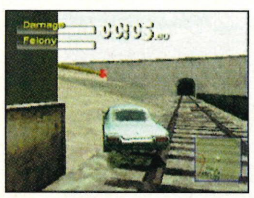


One of the many colourful neon signs in Vegas. [LEFT]



L20: BEAT THE TRAIN

MOB RULES: BEAT THE TRAIN TO THE BRIDGE AND RESCUE THE GANG MEMBER
One of the gang members is tied up in a boot of a car on the bridge far ahead. You have to beat the train to the bridge to save him. As soon as the action starts, race along the side of the tracks and stay close to the train. You must beat the train to the first tunnel to stand a chance. Squeeze through the tunnel and speed along the tracks in front of the train. As long as you stay straight and keep a good speed, you should be able to get enough distance from it. Once at the bridge, slam on the brakes and stop your truck. Now get out and into the abandoned one, which has the gang member in the boot. Now quickly head up to the red arrow on the left before the train squashes you as flat as a pancake.



Once you change cars, head for that red arrow. [LEFT]



You must beat the train through the tunnel. [LEFT]

PRIZEBUSTER

THE HIGHER THE SCORE THE BIGGER THE PRIZE!

Score 30 points or more to start winning! Win Dreamcasts, Mini HiFis, Wrestling T Shirts, Nintendo Games, Databanks, Video Players, PlayStations, Nintendos, Colour TV's and a top prize of a Pentium III computer.

09061 404030 Instant Win

Win Combi TV & Video!

Watch your videos or play with your console.



09069 142609

Win a Year's Cinema Pass!

See all the films that you want at your local UGC Cinema, without having to pay!UGC terms and conditions apply



09069 142607

Win Mobile Phone!

"Pay as you Talk" Vodaphone conditions apply to mobile phone.Call charges not included.



09069 181836

Win a folding City Scooter!

Zip about on this stylish Scooter! Ideal for cruising and looking good!



09069 107989

Win Internet Phone!

"Pay as You Talk" Cellnet conditionsapply to mobile phone.Call charges not included.



09069 107988

Win SEGA Dreamcast!



09061 404035
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 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

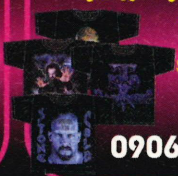
Win Rock Goodies!



Lay the smack down with this competition to win a collection of Rock goodies. Includes vidoes, Shirts and tonnes more .

09069 142605

Win Wrestling T Shirts!



SIX top Wrestling T Shirts with The Rock, Stone Cold and Undertaker.

09069 142606

Win Wrestling Goodies!



Includes Videos, T Shirt, Toy Figures & lots more

09069 142602

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 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 DVD Player!



09069 107985
Instant Win!

Win the NEW PSone!



PLUS our selection of 10 classic games AND when it's available you'll also get the great LCD screen!

09061 404034
Instant Win!

Win Nintendo 64



PLUS our selection of 10 classic games!

09061 404039
Instant Win!

Win £150 Games



£150 of games of your choice

09069 181837
Instant Win!

Win Mini Disc Player!



Listen to your favourite tunes on the go!

09069 107986

PREMIUM CHEATS

WWF Smackdown 2 09063 609021	**FIFA 2000** 09063 609023	**Perfect Dark** 09063 609025	**CM 2000/01** 09063 609033	**Pokemon Yellow** 09063 609028	**Pokemon Stadium** 09063 609020
WWF Wrestlemania 09063 609022	**LMA Manager** 09063 609024	**Tony Hawk's 2** 09063 609034	**Spiderman** 09063 609030	**Pokemon Snap** 09063 609029	**Zelda** 09063 609032

Calls to Premium Cheats cost 60p per Minute

NINTENDO 64
DREAMCAST
PLAYSTATION

FREE CHEATS ON

www.fanz.co.uk

FANZ
www.fanz.co.uk

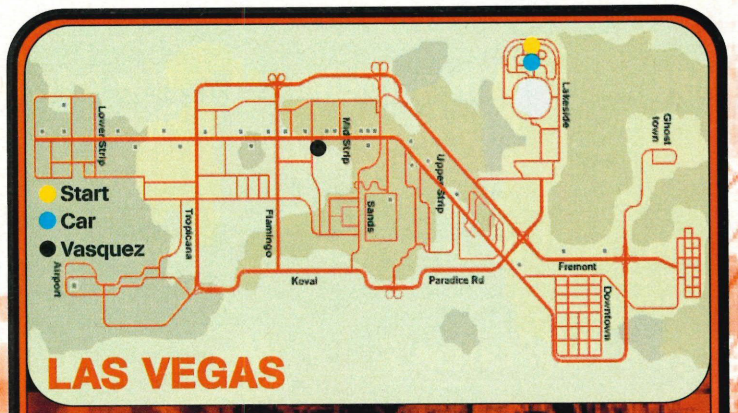
GAMEBOY
PLATSTATION 2
PC

OR call this mobile rate number: 0702 111 75 75 International Callers: +44 702 111 75 70

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

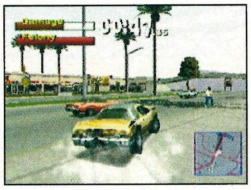


L21: CAR BOMB

MOB RULES: DRIVE THE BOMB-FILLED CAR BACK TO VASQUEZ

The mob have parked a C4-filled car outside your boss's extremely large house (who says crime doesn't pay?). You must drive the explosive car all the way over to Vasquez – gift-wrapped. Firstly, head on foot to the car in the front of your boss-man's house. Then head from the Lakeside area, around the lake and turn right and make your way to the main strip road. Vasquez's casino is near the Mid Strip area of the map, so get the car there and give him back his prezzie.

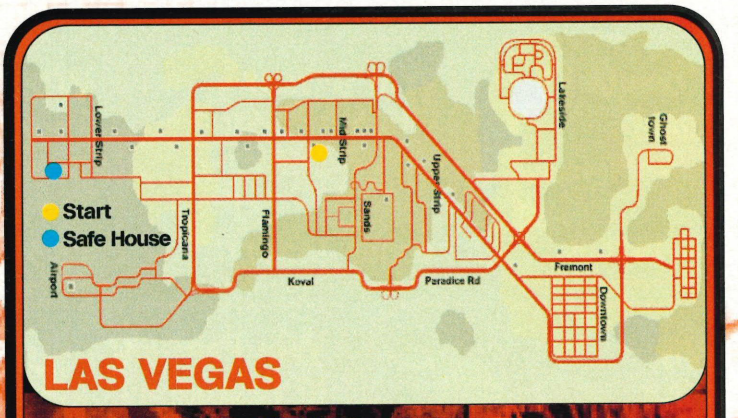
As usual, watch out for police that chase you and remember that the car is fragile (even though it can take as much damage as a normal one) and will explode if wrecked. Once at Vasquez's casino, head carefully through the gardens area and park on the red arrow. Now get out of the car and run down the small alley in front of you, towards the arrow.



You've been a bad boy, haven't you? Oh, who cares! [LEFT]



Head around the lakeside and into the main city. [LEFT]

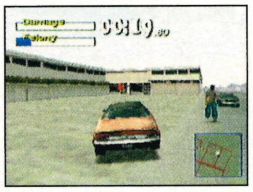


L22: CAR BOMB GETAWAY

MOB RULES: GET YOUR ASS BACK TO THE SAFE HOUSE

After the bomb explodes, you must get back to the safe house without inviting the cops. On foot, head out towards the road and get in the first car that you see – there's an orange one around the right corner.

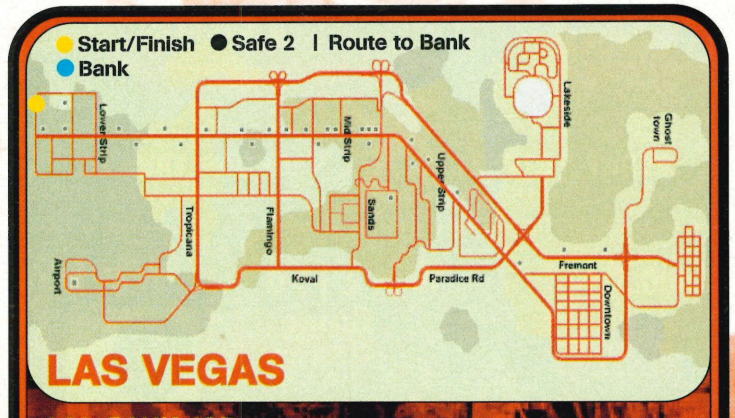
Now drive right and then turn left onto the main strip. Continue down this road until you reach the flashing dot on the map. Turn left and head for the arrow in the courtyard of an abandoned shop. Watch out for cops and try not to draw their attention too much, although you can't really help it – driving twice the speed as the other cars looks a bit obvious. If you are chased, lose the old bill by weaving between cars and crossing sides of the road frequently.



There's the old abandoned shop. That's a safe place. [LEFT]



The cops are behind you. You'd better lose them. [LEFT]



L23: BANK JOB

MOB RULES: RESCUE CAINE'S GANG FROM THE BANK SHOOTOUT.

Jericho and some of the other gang members are trapped at the back in the Tropicana area. You haven't got much time to get there so look at our map for the quickest route there – it's far easier than cutting across town. There are no police chasing yet, so you don't have to worry about them – just about getting there on time.

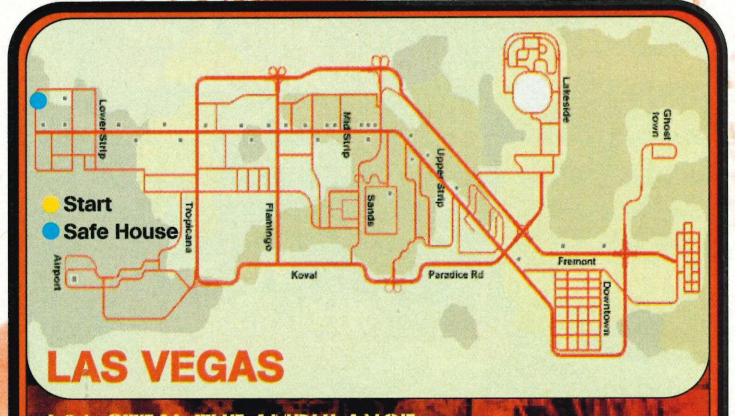
Before anything, you'll have to get out of the lock-up, so open the door (using the switch on the right) and get back in the car and head out onto the main roads. Once at the bank, you'll have to get the boys back to the other safe house, north of where you are. The safe house is very difficult to find the first time around, but search the nearby areas for little alleys and enter the garage where the red arrow is.



The police will try to force you off the road. [LEFT]



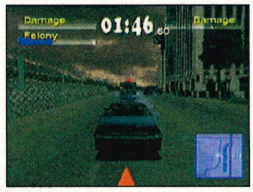
Hey, you didn't signal, did you? Naughty boy! [LEFT]



L24: STEAL THE AMBULANCE

MOB RULES: Steal the ambulance, QUICKLY!

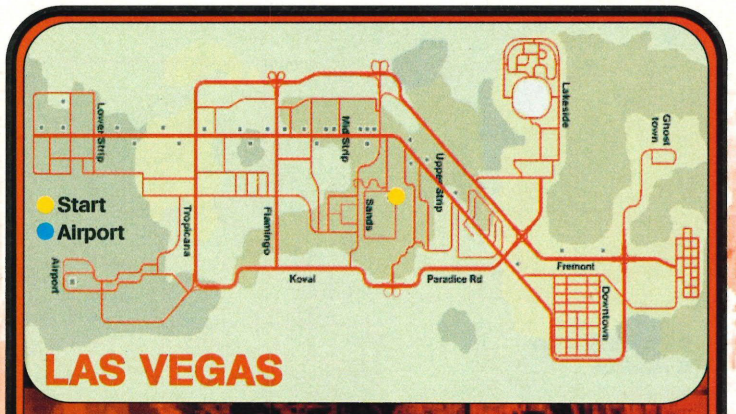
The ambulance must be stopped and stolen – sounds easy, but it ain't! Don't wait for the ambulance to pass, as soon as the action begins, drive out into the road and hit the ambulance as it passes. This will give you a good head start. Now follow the ambulance and hit into it at every opportunity. Remember, the police are part of the convoy too and not only will you have to chase and steal the ambulance, but the unrelenting boys in blue will be breathing down your neck. Once the ambulance is sufficiently damaged, you can get out of your car and steal it. Be careful, though, not to damage the ambulance too much before you steal it, otherwise it'll be an easy target for the cops when you're driving. If you've managed to successfully steal the ambulance and lost the police escort, head back to the lock-up at the south side of town.



Chase the ambulance and get in it. [LEFT]



Press R1 to get the sirens going. Nee-naw! [LEFT]



L25: STAKE OUT

MOB RULES: GET JONES TO THE AIRPORT AND AVOID ALL COPS

You gotta get back to the airport, but the building is surrounded. There are plenty of cops about and you'll never really be left alone for too long, so keep an eye out for those irritating boys in blue and drive well to lose the tails.

The airport is located to the southeast of the city. Get there the fastest and most efficient way you can and, obviously, try to lose the police pursuers as much as possible to make life a little easier. From the starting point, head south and then east along the main road on the outskirts of the city.

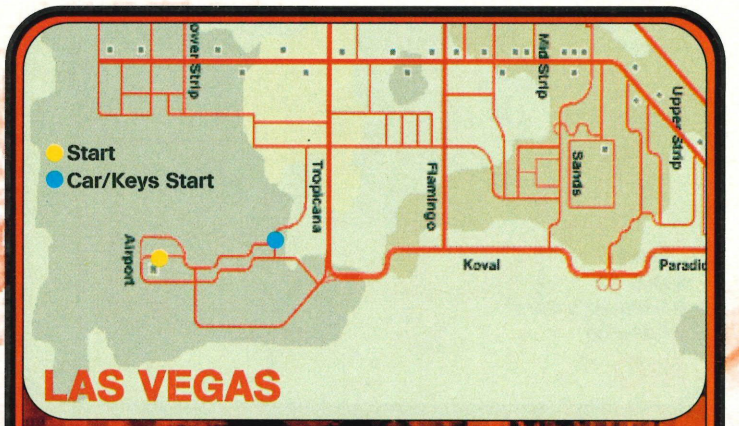
Once at the airport, head to the far west side of the complex and drive towards the red arrow on the thin lane.



Pedestrians will always get out of your way. [LEFT]



Now that's a proper police lineup. Ha, ha! [LEFT]



L26: STEAL THE KEYS

MOB RULES: FIND THE KEYS TO VASQUEZ'S SUPPLY YARD

There is a blue car containing the keys to Vasquez's supplies complex. You must chase and total the car and grab the keys from the wreck. The car starts off just north of the airport where you start.

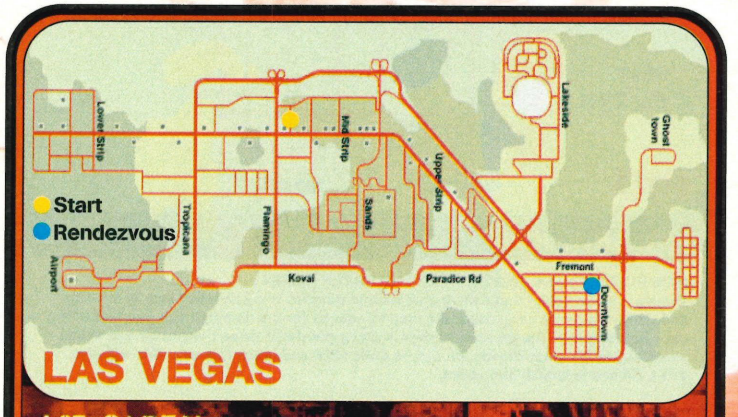
Jump into the car to the right and head out of the airport area towards the Tropicana area. Chase the blue car and, when you've caught up, smash it about a bit – well, a lot! Luckily, once you've caught up with the blue car, he'll drive like a right loony and crash into everything and go really slowly, allowing you plenty of time to give it a bashing. Once you wreck the car, get out and check the other car for the keys.



That car has got the keys to the compound in it. [LEFT]



Got 'em. Well done there. Good going and hurrah! [LEFT]

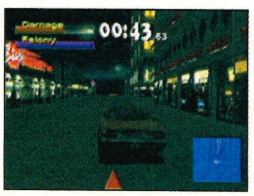


L27: C4 DEAL

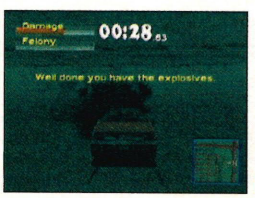
MOB RULES: GET TO THE CAR LOT AND DON'T INVITE THE COPS

There's a deal going down and it's all about explosives and things that go bang – C4 to be exact. You must get to the rendezvous point in the car lot before the deal is blown, and all without inviting the police.

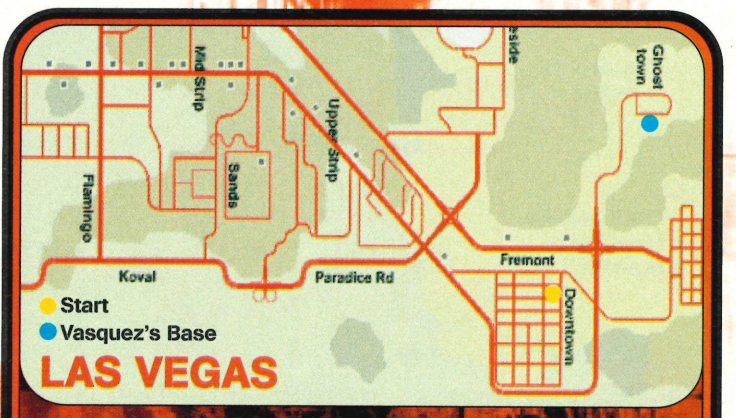
The rendezvous is at the car lot, up in the Downtown area. The easiest way there is to take the main strip. You're right next to it when you start, so head north and lose any cops that follow. If you get to the Downtown area and are still being pursued, lose the cops first before entering the car lot. Use all the usual tactics to shake the tails and make sure you get to that deal on time. Once you're at the car lot, the deal will kick off and the C4 will be yours.



Driving around downtown with the cops in pursuit. [LEFT]



You've done the deal and got the C4. Lovely. [LEFT]

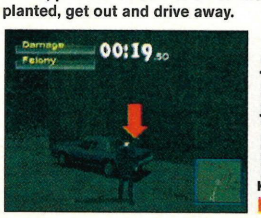


L28: DESTROY THE YARD

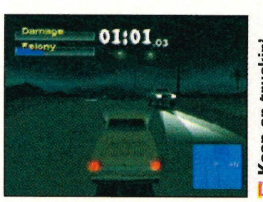
MOB RULES: USE THE C4 TO DESTROY VASQUEZ'S BASE

Now it's time to do want you wanted to do for ages: blow up Vasquez's base. From the start, get into any of the cars or trucks that you like. Then head out of the car lot and left to the east end of the area. Head through the two tall buildings and use the sand ramp to get onto the main road that runs on the outskirts. Head left and follow this road around and past the spaghetti-junction sections, heading on into the Ghost Town area. As always, the pesky cops are on your tail, so lose them before you get to the base.

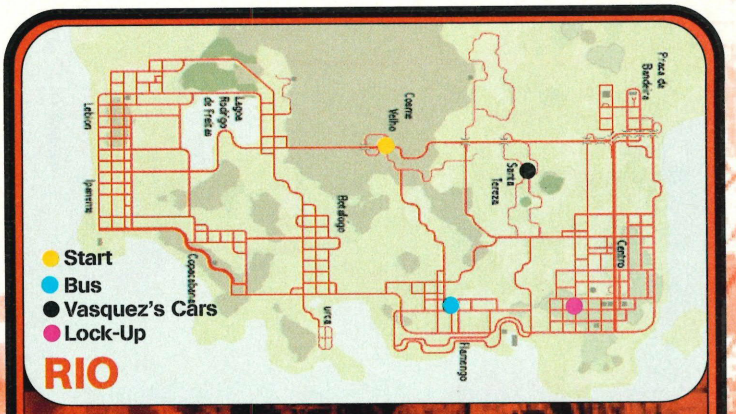
Once at the base area, look for the door with the red arrow outside and get out of your car. Use the key (by pressing △) to open the door and enter the supply base. Inside, plant three sets of C4 on the boxes that are marked. Once all three have been planted, get out and drive away.



Tanner stops to take a quick wee against the car. [LEFT]



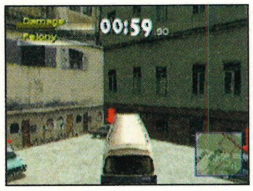
Keep on truckin'. Looks like the Beverly Hillbillies! [LEFT]



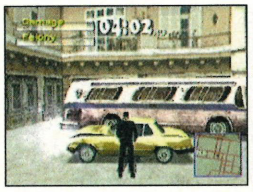
L29: BUS CRUSH

Part 1 – MOB RULES: STEAL THE HIGHLY-STRENGTHENED BUS
Now you are in the Brazilian metropolis of Rio. It's your task to steal a highly-strengthened bus. Firstly, get in to the nearby car and head out onto the streets of Rio. You must find the bus, which is on east side of the city. From the start, head directly east along the winding road and search for the bus.

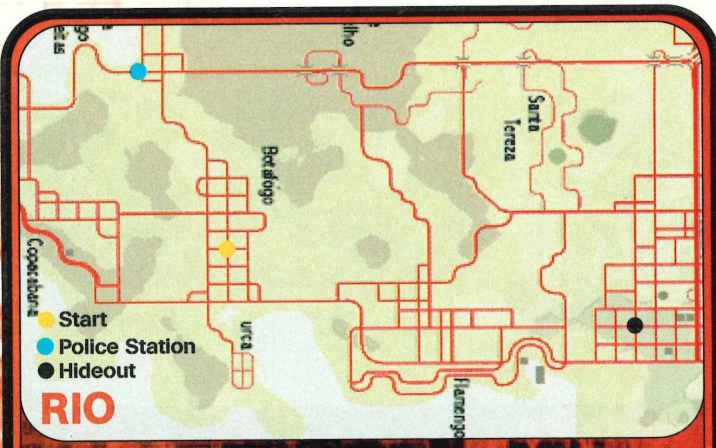
Part 2 – MOB RULES: FIND AND SMASH VASQUEZ'S CARS
Once there, get out of your car and into the bus. Now you must drive to the Santa Tereza area and look out for Vasquez's cars, which are parked outside a hotel. There are five cars to wreck, but you only have to ram each one once with the bus. After all the cars have been destroyed, make your way to the lock-up – at the northeast side of the city. If you stay in the bus, you'll be able to withstand smashes, but you can steal a car if you'd prefer – it'll get you there quicker.



Use the bus to smash the cars up. Loads of fun. [LEFT]



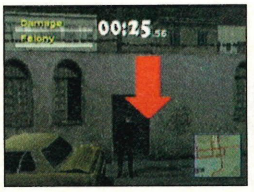
Get in the bus. It's strengthened so it wont get damaged. [LEFT]



L30: STEAL THE COP CAR

MOB RULES: STEAL A COP CAR FROM OUTSIDE THE POLICE STATION
Your task is to steal a police car from the police station and take it to the hideout. The police station is to the southwest and you'll have to get out of the car and open the door once you're there. Inside the police station, get in the police car to the left and the chase is on. You must now get to the hideout at the far north of the city. The Brazilian police car doesn't handle too well and its acceleration is none too good either.

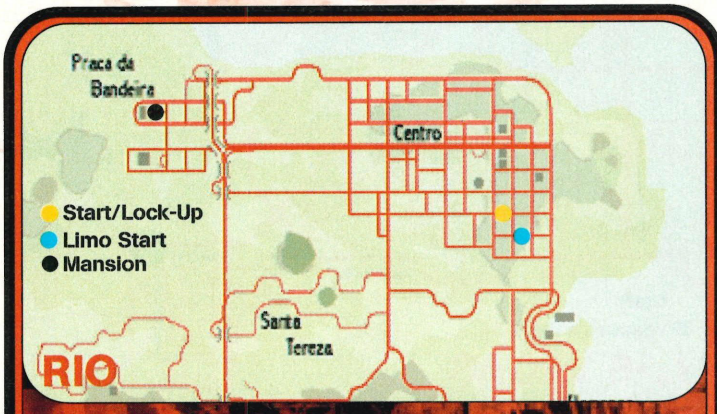
You need to head out of the station and north along the main road that runs on the outskirts of the city.



Open the door to the cops shop and steal a car. [LEFT]



The Brazilian police car is very sluggish. [LEFT]

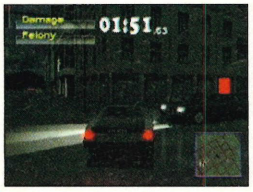


L31: CAINE'S CASH

Part 1 – MOB RULES: STEAL THE LIMO BEFORE IT GETS AWAY
You'll need to stop the black stretch limousine before it gets away. Now this is very easy. Firstly, drive out of the lock-up and head left. Then, when you see the limo at the first junction, stop in front of it. Now get out of the police car and into the limo.

Part 2 – MOB RULES: TAKE THE LIMO TO THE MANSION
The limo is surprisingly fast and handles very well. Watch out for tight corners though, as the limo is twice as long as a normal car and can easily get stuck. Once at the mansion, enter the gates and a cut-scene will kick in.

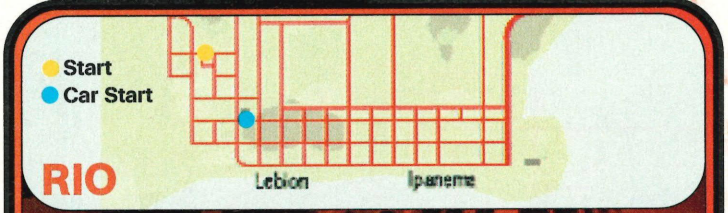
As the cops arrive, you'll have to get out of there and back to the lock-up. With one of Vasquez's gang in hot pursuit, make your way back to the lock-up the same way.



Maybe that Peter Stringfellow is inside the limo? [LEFT]

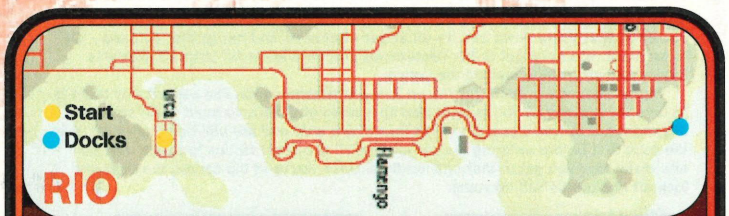


Drive the spooky blacked-out limo to the mansion. [LEFT]



L32: SAVE JONES

MOB RULES: CHASE AND DESTROY THE GREEN SEDAN
There's a green sedan that's driving about and it needs to be wrecked very badly. Find and chase the green car – check the map frequently for the direction and location of the car you're chasing. The green car driver is pretty good and takes risks to try and shake you. Despite the crazy driving, he can be quite slow and tends to crash. This will give you a chance to smash him about.



L33: BOAT JUMP

MOB RULES: GET TO THE DOCKS
This is a simple mission: just get to the docks as quick as you can. Get into the car in front of you and head out onto the main road that runs around the city, heading north. Once at the docks, drive in and onto the ship opposite. Get out of your car and plant the detonators on the three crates – you'll have extended time to do this. Once all three bombs have been planted, it's time to leave. Drive up the ramp and land on the docks.

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

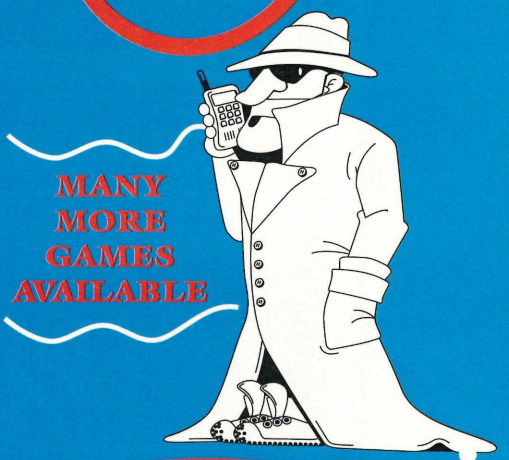
U
Unreal
Urban Chaos

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

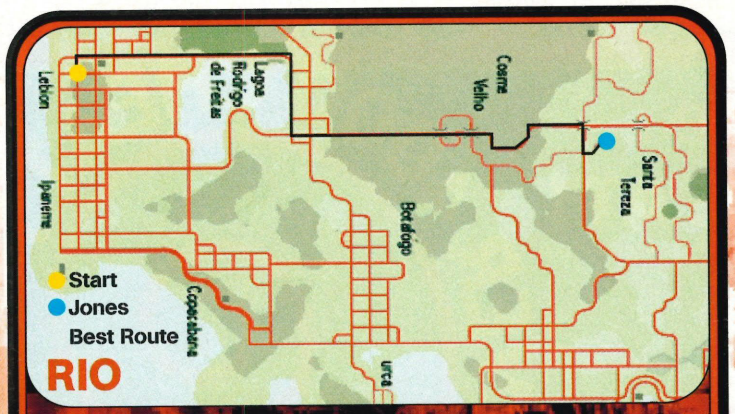
OVERSEAS +44 (0)702 167 0002
CUSTOMER SERVICE NBR 0702 160 0010

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

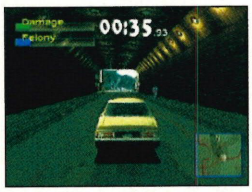


L34: JONES IN TROUBLE

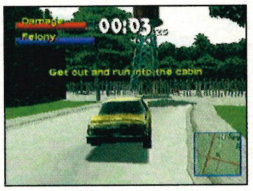
MOB RULES: GET OVER TO JONES BEFORE VASQUEZ DOES

Jones is at the water tower and he's in trouble. Vasquez has found him out and he's pretty annoyed about it. You'll have to get to Jones before they do. The water tower is just to the south of the Santa Tereza area, at the end of an old lane. Watch out for cops – they tend to hit you head on and stop you in your tracks – the gits!

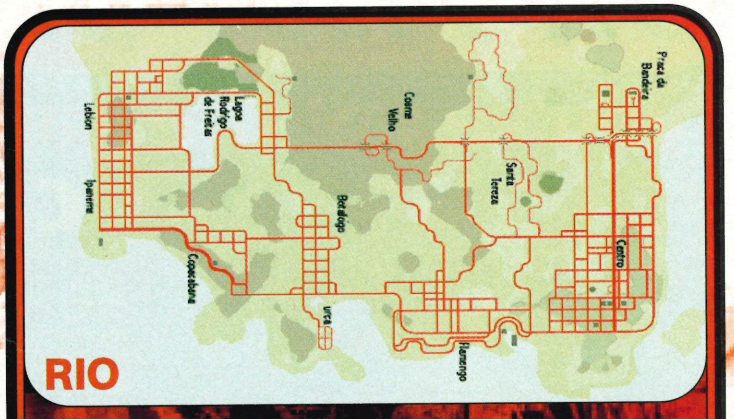
Also, as the roads are so windy and narrow, you'll have to watch out for lampposts and telegraph poles sticking out into the road. These can easily be misjudged and crashed into. Once at the destination, quickly get out of the car and run through the small opening to the cabin in the water-tower grounds. The quickest way to the water tower is shown on our map, so follow it all the way.



Head through the tunnel to get to the water tower. [LEFT]



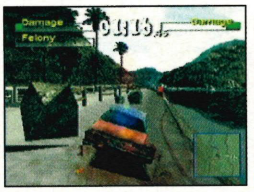
There isn't much time left. Head for the red arrow. [LEFT]



L35: CHASE THE GUNMAN

MOB RULES: CHASE THE GUNMAN AND RUN HIM OFF THE ROAD

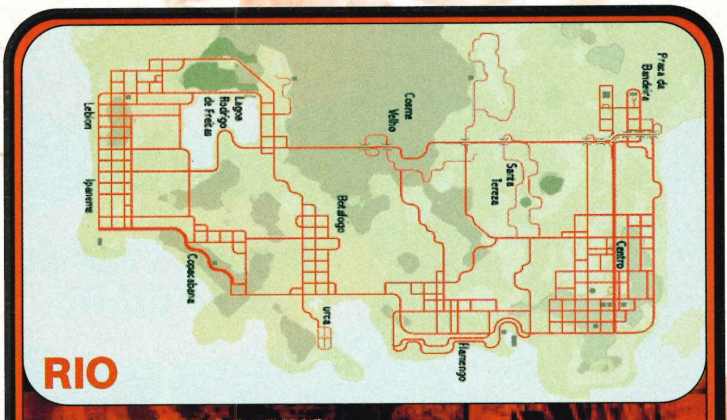
After the cabin shootout, you'll have to chase the gunman who's driving the other car. As soon as you start, jump into the car in front of you by the gate and head off after him. The gunman is a very good driver and can easily weave in and out of dangerous situations, leaving you behind. He's very fast and will risk any short cut or reckless act to slow or stop you. He'll take you down some really thin lanes filled with traffic galore. The roads that run around the lake are particularly tricky to manoeuvre around but you can shortcut the corners by driving through the brown fences. It'll be a hard chase as the time limit is tight, but if you're right behind him you can push him into other cars – this will do more damage to him than a normal crunch.



Watch out for the rocks on the side of the lake. [LEFT]



Chase the gunman who shot Jones. He's a good driver. [LEFT]



L36: LENNY ESCAPING

Part 1 – MOB RULES: GET TO JERICHO, QUICK SMART!

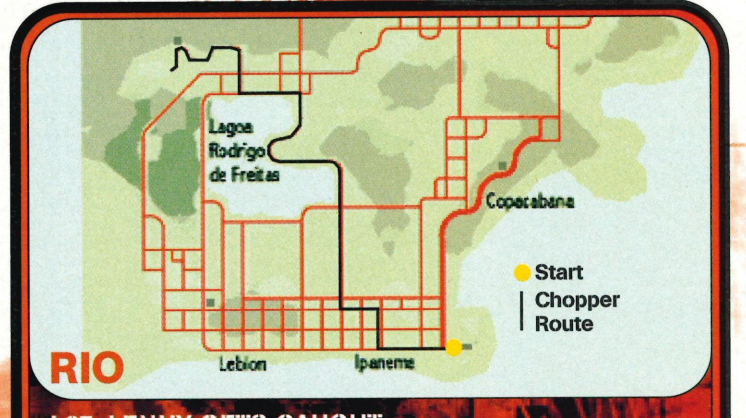
You need to get to Jericho as quickly as you can, and the cops are on your tail. As soon as the action begins, hop in the car opposite you and head down the road you'll be facing. Do not head up the ramp onto the flyover – instead follow the main road through the winding town area. Watch out for cops and stupid drivers who cross your path. The cops will crash head-on if they can, which will damage your car and might send you spinning into a building. As soon as you get near the building where Jericho is, drive down the alleyway that runs down the centre and get into his car.

Part 2 – MOB RULES: GET TO THE HELICOPTER AND STOP LENNY

Once in Jericho's car, it's time to get to that helicopter and stop Lenny from leaving once and for all. The helicopter is in the far southeast corner of the city, just out from the roads. – check our map for the exact location. Just head south, avoiding the cops as you go. Follow the coast road all the way until you reach the southernmost part of the city. Now turn left and enter the seaside villa area. Head up the ramp and through the archway and you'll see cannons along the path as you head for the waiting chopper.



Head up the ramp to catch the helicopter. [LEFT]

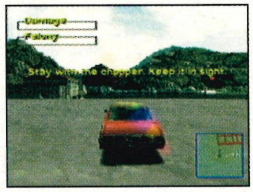


L37: LENNY GETS CAUGHT

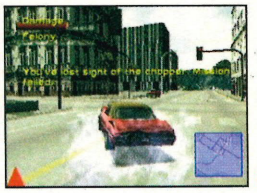
MOB RULES: KEEP THE CHOPPER IN SIGHT AT ALL TIMES

Now with Lenny's chopper shot and flying around the city, you must follow the exact route that the chopper takes to catch it when it inevitably crash-lands. You'll start at the same point where you finished the last mission. Now that Jericho knows you've double-crossed them, his boys are after you and they mean business.

The usual evasion tactics still apply, so lose the tails as quickly as you can. Follow the helicopter route on our map to stay one step ahead. Jericho's boys are everywhere and they're not as obvious as the police cars. Just look for the cars that can't wait to crash into you and purposely head straight for you, ramming you into buildings and other cars (it's a good sign!). Follow the helicopter all the way to the tower at the end of the lane and it'll crash-land. Once there, it's a job well done.



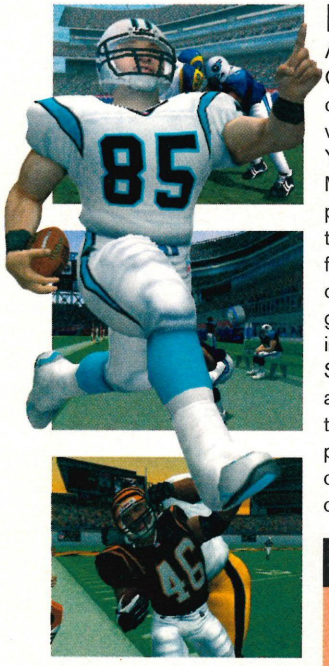
Stay close to the chopper. Follow the red arrows. [LEFT]



Bad luck! At least you can try again, can't you! [LEFT]

MADDEN NFL 2001

IF YOU'RE FOURTH AND INCHES AND LOOKING FOR SOME ADVICE, OR YOU'RE WONDERING HOW TO GET ALL THE MADDEN CARDS, THEN CALL TIME OUT AND EYEBALL OUR PLAYBOOK...

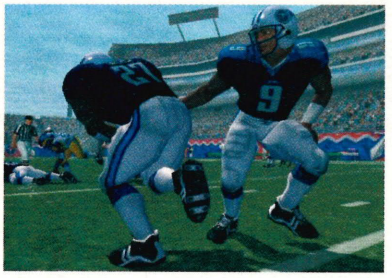


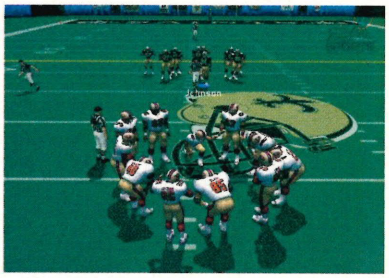
MADDEN CARDS

A unique feature of *Madden 2001* is the Card mode. During play you can attempt to complete challenges. Each challenge is worth a number of points when complete. You can trade in 40 points for a pack of 15 Madden Cards. Depicted on the cards are previous teams, Madden teams, strange teams, different stadiums, cheats, hall-of-fame players and current players. Cheats are only active for one game, but can give you a good boost whilst they are on, assisting you in the completion of other challenges. Stadiums and extra teams remain selectable, as do hall-of-fame players, which are added to the Free Agent pool. If you get a regular player card, he'll get a stats boost for the current game, depending on the quality of card. Gold will give a 15% bonus, silver 6% and bronze 3%. There are 296 cards to collect. Good luck – you'll need it.

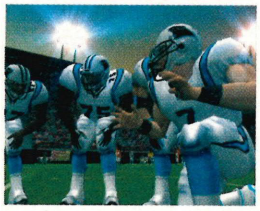
CHALLENGES

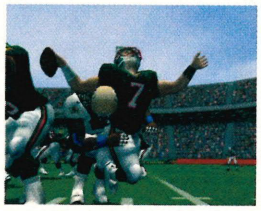
To activate Card mode you must have your user profile loaded up and ready to roll. Don't forget to enable the cards on the Options screen. There are 20 challenges on each of five levels. Points are awarded depending on which difficulty setting you're playing at, with higher points given for greater difficulty.

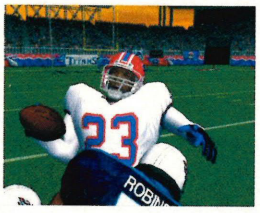


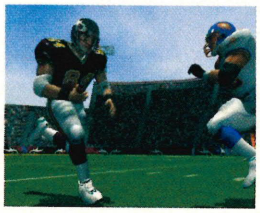


[Above] Don't be afraid to consult with the in-game coaches for advice on what play to choose. A well chosen offensive play can change the face of the game.









LEVEL 1 CHALLENGES

Difficulty	Points Per Challenge
Rookie	1
Pro	2
All-Pro	3
All-Madden	6

1. Three different members of your team catch a pass.
2. Catch five consecutive passes.
3. Score a 45-yard field goal.
4. Don't turn over the ball in an entire game.
5. Single player gets at least four tackles.
6. Complete 30-yard pass.
7. Sack opposing Quarter Back.
8. Don't fumble ball in entire game.
9. Run 20 yards in a single play.
10. Score 21 points in a single game.
11. Prevent opponent from scoring more than 7 points.
12. Quarter Back not sacked in entire game.
13. No incomplete passes in a 20-minute game, making at least five attempts.
14. Beat 99 Titans at Tennessee in a 24-minute match.
15. Beat Colts at Indianapolis in a 24-minute match.
16. Prevent opponent from sacking Quarter Back in entire game.
17. Quarter Back completes two touchdown passes in a single game.
18. Catch one interception.
19. Recover a fumble.
20. Drive 200+ yards in offence, in a single game.

LEVEL 2 CHALLENGES

Difficulty	Points Per Challenge
Rookie	2
Pro	4
All-Pro	6
All-Madden	12

1. Single player achieves 100+ yards rushing.
2. Single player receives 100+ passing yards.
3. Quarterback scores 300+ passing yards.
4. Quarterback hits four touchdown passes.
5. Win a game by scoring 28+ points.
6. Two sacks using a single player.
7. Get three defensive turnovers.
8. One receiver gets two touchdowns
9. A single player gets six tackles in a game.
10. Hit 10 consecutive passes.
11. Average 30+ yards on at least two kick returns.
12. Average 30+ yards on at least two punt returns.
13. Commit no penalties in a 20 minute game.
14. Score 42+ points in a 24 minute game.
15. One running back rushes for three touchdowns.
16. One receiver averages 20+ yards reception, with at least three passes.
17. Average 10+ yards rushing with one player after five attempts.
18. Stop opponent achieving more than 150 yards in a 20 minute game.
19. Have 80% pass rate after at least five attempts.
20. Beat '72 Dolphins with any of the regular teams, in a 24 minute match.

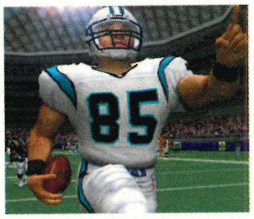
LEVEL 3 CHALLENGES

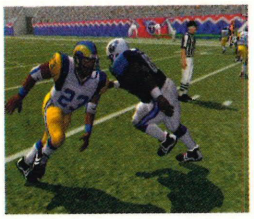
Difficulty	Points Per Challenge
Rookie	3
Pro	6
All-Pro	9
All-Madden	18

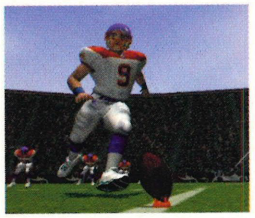
1. One player gets eight tackles.
2. One player gets 3 sacks.
3. Recover two fumbles.
4. Opposing team scores nothing in a 20 minute match.
5. Score 55 points in a 24 minute game.
6. One player gets two interceptions.
7. Hit 15+ consecutive passes.
8. Drive 400+ total yard on offence.
9. Run for 40+ yards in a single play.
10. Hit a 60+ yard pass.
11. One player rushes 150+ yards.
12. One player receives 150 yards of passes.
13. One player gets four knockdowns.
14. Rush ball 10+ times with two players.
15. Average 10+ yards on interception returns.
16. One player gets 10+ receptions.
17. Punt ball out of bounds from your own five yard line.
18. One player rushes 100+ yards and receives 50+ yards.
19. Using a normal team, stop the '99 Rams from hitting 75+ passing yards.
20. Rush 150+ yards against the '75 Steelers, in a 24 minute game.

IN YOUR FACE

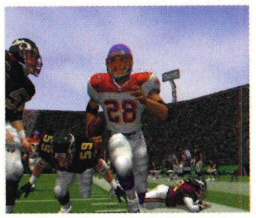
What would scoring a touchdown be if you couldn't rub it in. Hit these buttons when you score, to really annoy human opponents.
Truffle Shuffle: L1+R1
Pelvic Thrust: L1+ ■
Praying Mantis: L1+ ▲
Slam Dunk: L1+R2
Spike Ball: L1+×
Leap Then Spike: L1+ ●

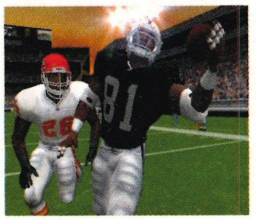












LEVEL 4 CHALLENGES

Difficulty	Points Per Challenge
Rookie	4
Pro	8
All-Pro	12
All-Madden	24

1. Quarterback completes 500+ yards of passes in one game.
2. One player receives 200+ yards of passes.
3. One player rushes for 200+ yards.
4. Ball punted 65+ yards.
5. Intercept ball then return it for a touchdown.
6. Score a 55+ yard field goal.
7. Complete six two point conversions in a single game.
8. 25+ pass completions by one quarterback.
9. Get seven sacks on opposing quarterback in a single game.
10. Win game by 56+ points in a 24 minute game.
11. Get a safety.
12. Run 60+ yards in a single play.
13. Inflict six turnovers on downs.
14. Drive 650+ offensive yards in a single game.
15. Seven different players catch a pass.
16. Score five 45+ yard field goals.
17. Convert 20 first downs with a minimum quarter length of six minutes.
18. Using two different running backs, rush for 100+ yards.
19. Return kick off for 70 yard gain.
20. One receiver scores 150+ yards after catch.

LEVEL 5 CHALLENGES

Difficulty	Points Per Challenge
Rookie	5
Pro	10
All-Pro	15
All-Madden	30

1. Two quarterbacks pass for 200+ yards.
2. Return punt for a touchdown.
3. Return kick off for a touchdown.
4. Run 80+ yards in a single play.
5. Complete 20 consecutive passes.
6. Block field goal attempt or punt.
7. After throwing 10 passes, quarterback has 100% passing.
8. Return fumble for a touchdown.
9. Score two safeties.
10. Rush 250+ yards with a single player.
11. Stop opponent from driving 50+ yards in a 24 minute game
12. Score two touchdowns by converting two interceptions, using a single player.
13. 200+ punt return yards, run by a single player.
14. 200+ kick return yards, run by a single player.
15. After three attempts have a running back average 20+ yards.
16 Quarterback scores three running touchdowns.
17. Convert 10 fourth downs.
18. In a minimum game of 24 minutes score 84 points.
19. Have three receivers score 100+ rushing yards apiece.
20. One running back has 100+ rushing





NOTABLE CARDS

CHEATS:

Card No.	Name	Cheat
167	Lightning	Players run at double speed
171	Mr Mobility	Quarter Back immune to sacks
172	Big Money	TDs worth 10 points, FGs worth 7
173	Overdrive	Speed burst has velocity increased
174	Men At Arms	A stiff arm knocks opponents flying
176	Shady Deal	CPU refuses all penalties
180	13 O'Clock	Removes all clocks

STADIUMS:

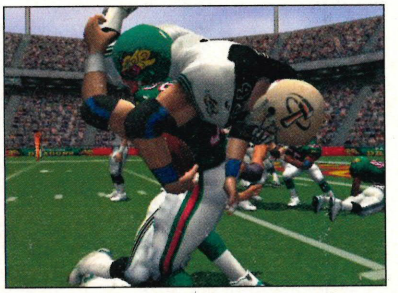
Card No.	Stadium	Location
232	Dodge City	The Wild West
233	Christmas	North Pole
237	Cosmobowl	Space
238	Gridiron	Industrial City
239	Salvage Field	Scrapyard
240	Tiberium	Command & Conquer

TEAMS:

Card No.	Team
262	Madden Super Bowl Team
271	Egyptian Mummies
272	Industrial City
273	Poisoned Vipers
274	Junkyard Dogs
275	Wild West Marshals
276	Space Comets

MADDEN Y2K TEAM

Card number 000 is the all-star Madden millennium team. To get this ultra-secret squad, you must attempt the toughest task on the planet: get all 296 Madden Cards in gold! Once this is done, you can select them from the main menu.



[Above] When in defence keep the pressure on and go all out for a sack.

WE BUY, WE SELL
WE EXCHANGE

TRADING BY POST IS EASY

GAMESTATION

UK'S LARGEST INDEPENDENT VIDEO GAMES RETAILER WITH 29 STORES NATIONWIDE NOW GOES MAIL ORDER OFFERING YOU A HUGE SELECTION OF NEW AND USED GAMES

WHERE IT'S NEVER GAME OVER

ALL GAMES PRICES INCLUDE P&P

TO BUY SELL OR TRADE.....CALL

0870 876 1444

OPENING HOURS MON-SAT 9AM-6:30PM

WE OFFER EXCELLENT CASH & TRADE PRICES

BIRMINGHAM BRADFORD
BRISTOL BROMLEY CAMDEN
COVENTRY CROYDON DERBY HULL
IPSWICH LEEDS LEICESTER LUTON
MANCHESTER NEWPORT
NORTHAMPTON NOTTINGHAM
PETERBOROUGH PLYMOUTH
PORTSMOUTH READING
SOUTHEND SUTTON WAKEFIELD
WALSALL WATFORD WEMBLEY
WOLVERHAMPTON YORK

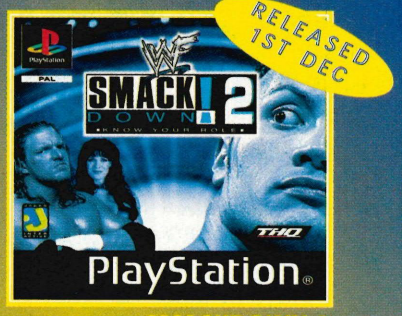
TOP TEN NEW RELEASES



	NEW	USED
ALIEN RESURRECTION	£27.99	£23.99
BLADE	£27.99	£23.99
DINO CRISIS 2	£27.99	£23.99
DRIVER 2	£27.99	£23.99
FIFA 2001	£27.99	£23.99
MEDAL OF HONOR UNDERGROUND	£27.99	£23.99
PRINCE NASEEM BOXING	£27.99	£23.99
SPIDERMAN	£27.99	£23.99
TONY HAWK'S 2	£27.99	£23.99
WORLD IS NOT ENOUGH	£27.99	£23.99

ACCESSORIES





SMACKDOWN 2
NEW £27.99



PSONE & WHO WANTS TO BE A MILLIONAIRE

PSONE & A FREE BUDGET GAME

1000S OF USED GAMES AVAILABLE

BEST SELLERS.....		CALL FOR OTHER TITLES	
ALIEN RESURRECTION	£21.99	PRINCE NASEEM	£21.99
ANNA KOURNIKOVA	£7.99	RESIDENT EVIL 2	£8.99
DAVE MIRRA BMX	£9.99	RESIDENT EVIL 3	£11.99
DINO CRISIS2	£13.99	SILENT HILL	£11.99
DIE HARD TRILOGY	£7.99	SPIDERMAN	£23.99
COLIN McCRAE 2	£6.99	S-TREK INVASION	£22.99
CRASH BANDICOOT 2	£4.99	SYPHON FILTER 2	£14.99
CRASH BANDICOOT 3	£6.99	TEKKEN 3	£11.99
DRIVER	£2.99	TOMB RAIDER 2	£7.99
DRIVER 2	£3.99	TOMB RAIDER 3	£7.99
DINO CRISIS	£11.99	TOMORROW NEVER DIES	£11.99
FINAL FANTASY VII	£9.99	WORLD IS NOT ENOUGH	£23.99
FINAL FANTASY VIII	£11.99	WORLD TOURING CARS	£16.99
FIFA 2001	£23.99	WWF SMACK DOWN 2	£23.99
FIFA 2000	£11.99	TEKKEN 2	£9.99
GRAN TURISMO 2	£11.99	TONY HAWK'S 2	£23.99
MEDAL OF HONOR	£11.99	MILLIONAIRE	£14.99
METAL GEAR SOLID	£11.99	X-MEN	£19.99

PRICES.....0870 876 1444 /PHONE FOR CASH+TRADE

We Pay CASH for your old Games and consoles. You can also save money by trading them in

PS 2 PRE ORDERS RING 0870 876 1444



PLAYSTATION 2 TITLES

£37.99 each incl. p&p

TEKKEN TAG
RIDGE RACER 5
FIFA 2001

SPECIAL OFFERS £13.99 EACH

CRASH BANDICOOT 3
DINO CRISIS
DRIVER
FINAL FANTASY 8
GRAN TURISMO 2
MEDAL OF HONOR
METAL GEAR SOLID
RESIDENT EVIL 3
TARZAN
TOMORROW NEVER DIES
TONY HAWK'S SKATEBOARD
TOMB RAIDER 4



2 BUDGET GAMES FOR £15.99 (PICK ANY TWO)

ANNA KOURNIKOVA TENNIS
BATTLE ARENA BOMBERMAN
CASTROL HONDA RACING
C+C RED ALERT
CROC
DIE HARD TRILOGY
GRAN TURISMO
GRAND THEFT AUTO
MICRO MACHINES V3
ODDWORLD: ABE'S ODDYSEE
PGA GOLF
RAYMAN
RC STUNTCOPTER
RESIDENT EVIL
RONALDO V FOOTBALL
RUGRATS-SEARCH FOR REPTAR
SHADOWMAN
SOULBLADE
SOUL REAVER
SOUTH PARK
SOUTH PARK RALLY
THIS IS FOOTBALL
TIGER WOODS '99
TOSHINDEN 3
WCW MAYHEM



FOR CASH AND TRADE PRICES CALL.....0870 876 1444
A POSTAGE CHARGE OF £4.95 APPLIES TO ALL HARDWARE SALES
GAMESTATION PO BOX 47 YORK Y030 4YF

A000

GAMESTATION
FREEPOST NEA10297
YORK
YO30 4ZZ

GAMESTATION

Live out your fantasy with a life size Lara Croft store mannequin

Enter our free prize draw by filling out the coupon below

YES, PLEASE ENTER ME IN TO THE FREE PRIZE DRAW

.....Name

.....Address

.....

.....Postcode

.....Tel

.....e-mail

If you wish to place an order by post please fill out details below

GAME TITLE	PRICE
P&P	FREE
TOTAL	

☐ Cheque ☐ Postal-order ☐ Card

Card no...../...../...../...../ Issue no...../....

expiry date...../.....

CHEQUES PAYABLE TO "GAMESTATION"

POSTAGE IS FREE FOR ALL GAMES WITHIN THE UK

THANK YOU

☐ Please tick this box if you do not wish to receive any further mailings

COMPETITION RULES THE COMPETITION IS ONLY OPEN TO RESIDENTS OF THE UK AND EXCLUDES EMPLOYEES OF GAMESTATION, THEIR RELATIVES AND ANYONE PROFESSIONALLY CONNECTED TO THIS COMPETITION. THE PRIZE DRAW CLOSES ON 31/12/00. PROOF OF POSTAGE IS NOT PROOF OF RECEIPT. GAMESTATION ACCEPTS NO RESPONSIBILITY FOR LOST DELAYED OR INCOMPLETED ENTRIES. NO CASH ALTERNATIVE WILL BE OFFERED AND PRIZE IS NOT TRANSFERABLE. PRICES CORRECT AT THE TIME OF GOING TO PRESS. FOR FULL TERMS AND CONDITIONS APPLY

PRICES SHOWN APPLY TO MAIL ORDER SHOPPING ONLY AND ARE NOT IN STORE

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.

PS2

We now do PS2 software. Call our office for further details - 0113 3830420

LOOK! Latest games for under £20.00

Call 0906 2242200 for all items



Gran Turismo 2



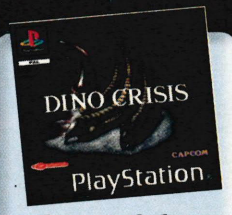
Resident Evil Nemesis



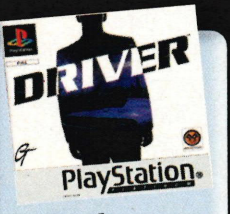
Martian Gothic Unification



Silent Hill



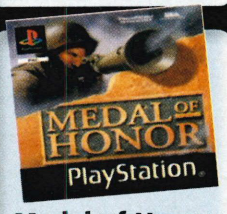
Dino Crisis 2



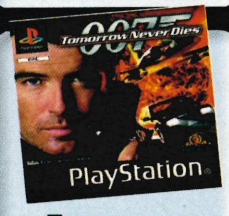
Driver



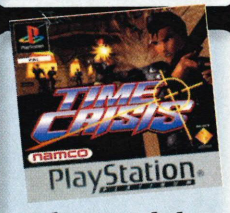
Tekken 3



Medal of Honor



Tomorrow Never Dies



Time Crisis



Tony Hawk's Skateboarding



Soul Reaver



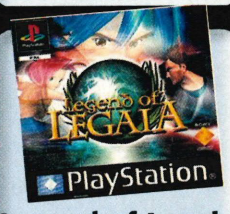
Metal Gear Solid



Mickey's Wild Adventure



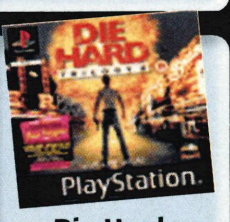
Power Rangers Lightspeed Rescue



Legend of Legaia



Crash Bandicoot 3



Die Hard Trilogy 2

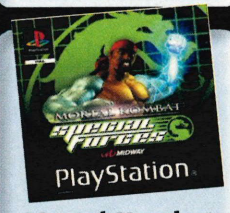
WIN A PS2!

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

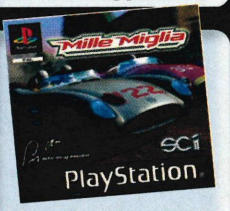
All entries must be received by December 10th 2000. Calls cost £1 per minute and the maximum call cost is £3.00. Winners will be notified by post. Send a SAE for full competition rules to Game:24/7 Ltd, PO Box 293, Leeds, LS2 7AG. Ask the billpayer's permission.



Mortal Kombat Special Forces



Spyro 2



Mille Miglia



Army Men Sarge's Heroes 2



Medievil 2



GTA 2

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.



Action Man Destruction X



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

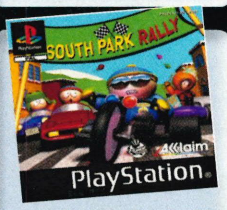
0906 3334442

Persons under 16 should call **0906 3334443**

Calls cost 60 pence per minute.



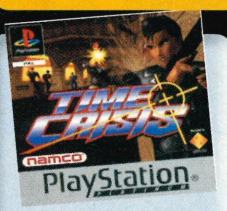
Army Men Operation Meltdown



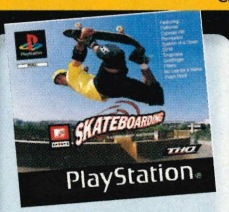
South Park Rally



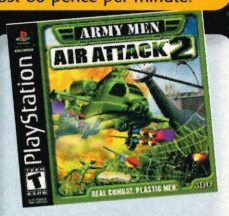
Nicktoons Racing



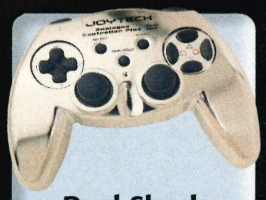
Time Crisis



MTV Skateboarding



Army Men Air Attack 2



Dual Shock & 1 Meg Card



24 Meg Memory Card



Recoil Light Gun & Reload Pedal



Air Pad

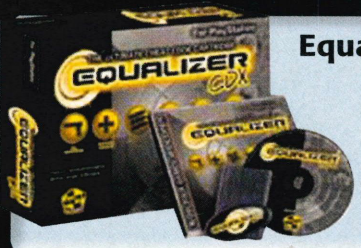
Unique Motion Reflex Technology responds to every movement - now you can lean into bends and twist your way out of trouble.



P 99K



Game Station



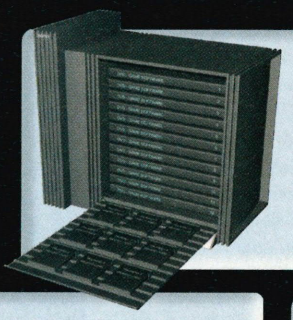
Equalizer CDX

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

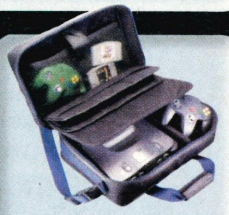


TopDrive GTO Dual Shock Compatible Wheel



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

Now available DVDs all at £19.99 just call 0906 2223311

NEW NEW NEW

Writers Mark Crawley, Kendall Lacey, Nerys Coward, Simon Cann

WIRED UP

INCOMING GAMES LATEST REPORTS **NEWS**

Silent Hill 2

No one can here you scream in Silent Hill





expected release date
NOV 2001

PUBLISHER Konami

GENRE Adventure

1 **Player**

25% **Complete**

Anticipation

★★★★★





Konami's first foray into the survival horror genre was an understated masterclass in terror. With a plot featuring elements of the mad and macabre *Silent Hill* eschewed the schlock-horror content of its contemporaries and instead delivered one of the most psychologically unnerving videogames ever witnessed. This PS2 bound sequel looks set to take things a step further with the power of Sony's new console allowing the developers to run riot with their warped imaginations. The game is once again set in the eponymous town of Silent Hill, although this time round players will control a new character who goes by the name of James Sanderland.

The game sees James drawn into the ghostly town after receiving a letter from his wife, nothing strange there you might think, except for the fact that Sanderland's spouse has apparently been dead for three years. As the tale proceeds you'll encounter a variety of bizarre characters including a sinister young girl and a character known only as Maria, who looks uncannily like Sanderland's wife. Those who played the first game will know that nothing is what it appears to be in *Silent Hill* and the only thing that can be expected is the unexpected. *Silent Hill 2* is still in the early days of development but already it looks set to provide one of the most terrifying experiences yet seen on PS2, expect more on this potential blockbuster over coming months.

Those who played the first game will know that nothing is what it appears to be and the only thing that can be expected is the unexpected...

ISS 2000

The beautiful game makes yet another Playstation appearance...

The popularity of football-based videogames continues unabated, with most fans being in agreement that Konami's *ISS* titles are at the top of the virtual Premiership. This latest instalment of the series looks set to offer the definitive PlayStation simulation of the sport and should keep the legions of *ISS* fans stuck in front of their televisions during the dark winter months. Sadly, and much to the chagrin of the PLAY team this *ISS 2000* is not a conversion of the Japanese title *Winning Eleven 2000*, instead Konami have chosen to bring us a conversion of the N64, which, playable as it is, currently lacks the fluidity of the aforementioned Japanese release. With that said this plays a solid game of football, the graphics are up to the usually high standards with some glorious player animation adding to the feeling of immersion. The already excellent controls have also been tightened up, allowing for some awe-inspiring runs to be put together.

It's almost a foregone conclusion that this will be the best PlayStation footy game to date, but to find out for certain check out a forthcoming review.

expected release date
DEC 2000
PUBLISHER Konami
GENRE Sport
1-4 **Player**
95% **Complete**
Anticipation ★★★★★









[Above] When up close character detail on the players is of an impressively high quality.

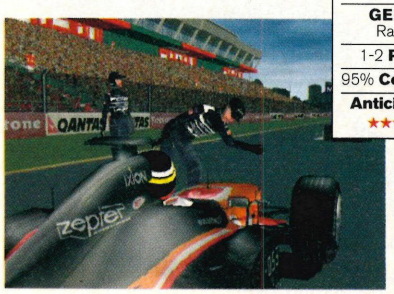


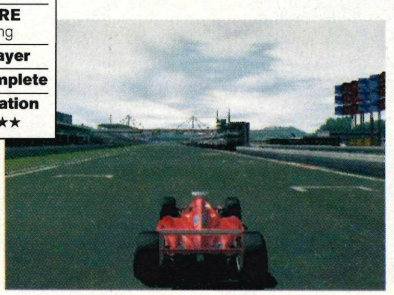
F1 Racing Championship

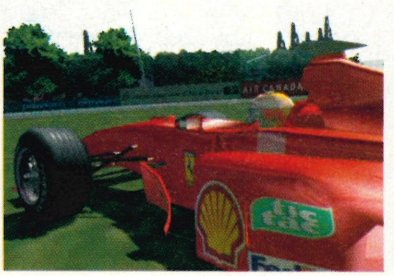
PS2 Formula One game full of Garbage!

Just as night must follow day, so too must some strikingly homogeneous F1 games follow the launch of a new hardware platform. Consequently we find ourselves faced with the prospect of not one but yes two near identical F1 games burning their way onto the Sony's fledgling super console. F1 Racing Championship has been developed by Ubisoft and based on the preview code we've received looks set to deliver one of the most comprehensive simulations of the sport yet seen on console. Sadly the game is based on the 1999 season, so don't expect to see the likes of Jenson Button in the 22-driver line-up. However, aside from this slight oversight the game looks to have all the bases covered, with a stunning next gen graphics engine ensuring that both the cars and the tracks they drive around look unnervingly realistic. Everything you'd expect to find in a game of this type is present and the subtle blend of arcade and simulation should appeal across the board. Oh, and by the way Scottish rockers Garbage are providing the soundtrack. Expect a review next issue.

expected release date
NOV 2000
PUBLISHER Video Systems
GENRE Racing
1-2 **Player**
95% **Complete**
Anticipation ★★★★★







mini view

Woody Woodpecker Racing



One thing the PlayStation is not short of is comedy kart racing games. However, this hasn't stopped Konami from throwing its hat into the ring (or should that be letting the bird out of the cage) and releasing *Woody Woodpecker Racing*. The game follows the usual formula and sees the titular woodpecking hero and his pals racing around a series of fantastical courses and collecting various power ups. Not particularly original but it's looking quite polished. A certain bandicoot could have some competition on his hands.

Continued

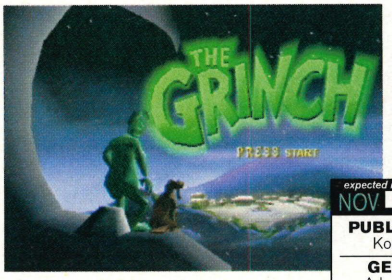
The Grinch

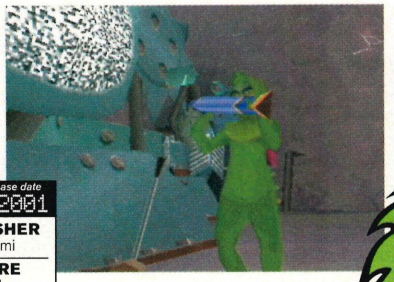
Movie tie-in tries to steal Christmas

The Grinch first stole Christmas way back in 1957, brought to us by the same genius who spawned such childhood literary classics as *The Cat in the Hat* and *Green Eggs and Ham*. This year The Grinch looks set to take the box office by storm with *The Grinch Who Stole Christmas* starring Jim Carrey, and, if Konami have their way, storm the PlayStation charts with a blockbusting adventure/platformer. But can this cartoony movie tie-in steal the Who-pudding from the clutches of the more 'serious' titles?

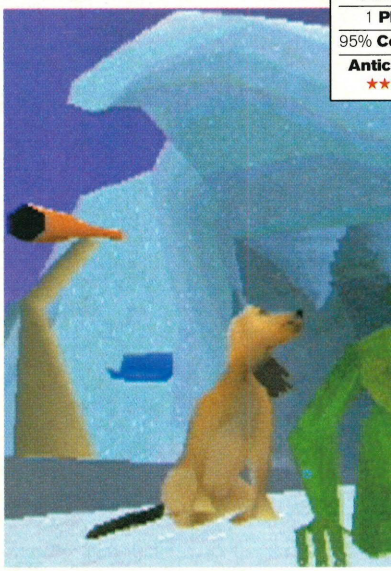
Surprisingly enough, *The Grinch* is a captivating game whose theme and style seems alarmingly well suited to PlayStation gaming. In keeping with the style of the book and the film, *The Grinch* sets out to devastate the festive celebrations of a nation of Who's by smashing and stealing all manner of Xmas merchandise. But not only do you set about smashing, stealing and trashing, but you have to collect a series of blueprints which, when fed into a machine in the correct order, create an arsenal of weapons only The Grinch could have thought of: a Rotten Egg Launcher, an Octopus Climbing Device and a Marine Mobile. The gaming is mission based, with five or six objectives for each of the levels.

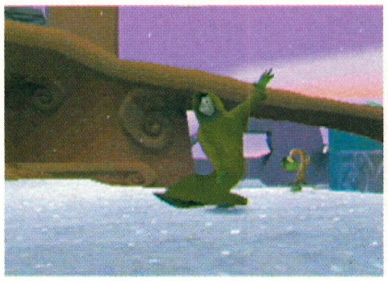
The Grinch's graphics are fairly basic, but brightly coloured and high spirited in a way that, much like the rest of the game, should enchant the Suessophile in all of us. The game gains from the fact that it features a rhyming narrative from a gravel-voiced narrator and a large green creature of indeterminate ancestry loping around a cartoony environment, precisely because it is so well in keeping with the style of Dr Seuss' creations. We hope the finished game turns out to be at least a cut or two above current glut of 'platforming by numbers' kiddy-disc releases.

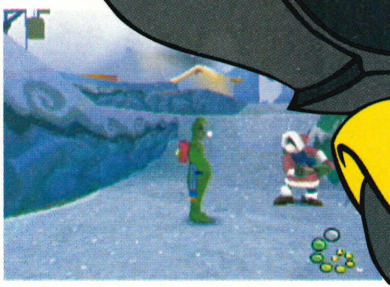












expected release date
NOV 2001

PUBLISHER Konami

GENRE Adventure

1 **Player**

95% **Complete**

Anticipation
★★★★★

mini view
Crash Bash



Crash makes his fifth PlayStation appearance in a 'party game' that plays like a hybrid of the N64's *Mario Party* games and *Bishi Bashi Special*. Essentially Crash and his loveable chums must partake in a series of increasingly bizarre mini-games. These include a pogo competition where the player must bounce over more tiles than their rivals and a variation on the Namco classic Motos where the objective is to knock your foes from an icy arena. This should prove to be a suitably manic swansong for the iconic PlayStation hero.

Tyco R/C Assault With a Battery

Thank God! A game with a pun as a title!

This game presents us with the postmodern position of playing a game which involves behaving as someone playing a game. Odd.

Still, it seems to be a trend worth following, since *ReVolt* spawned the monsters *R C De Go* and now *Tyco R/C*. From what we've seen, Tyco is the most promising so far, with beautifully rendered tracks and a realistically jerky remote control feel to the settings. *Tyco R/C* crosses the line between simulation and fantasy and gives it's vehicles impressive looking 'zapping' powers and the ability to shrink other vehicles on the track. A miniaturized mix of *Monster Trucks* and *Muppet Racemania*? You bet ya.

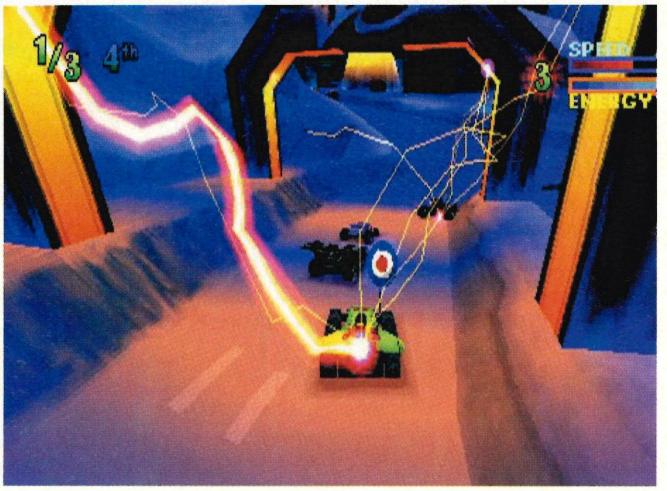
As well as this, the game makers promise the Remote Control fanatics out their (come on, we can see you, you know. Don't try and hide in those anoraks) the opportunity to control some of the most popular vehicles in R/C history, including *Super Rebound* and *Nitro Dozer*. Now you're interested, eh?

expected release date
DEC 2000
PUBLISHER Mattel Interactive
GENRE Mini Racing
1-2 **Players**
80% **Complete**
Anticipation ★★★★★

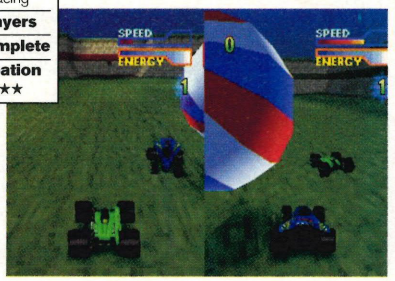


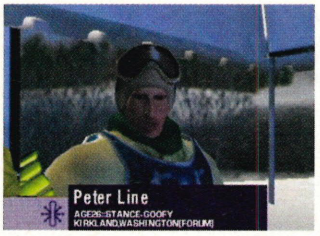


[Below] You get the opportunity to play God and send out those forks of lightning whenever you damn well please.







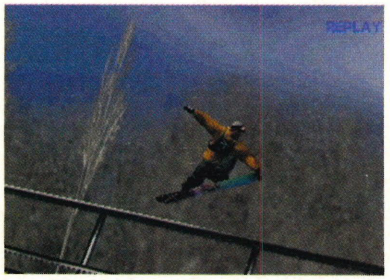


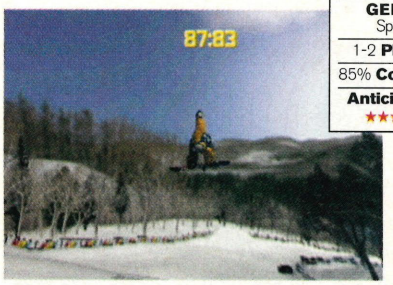
ESPN X Games Snowboarding

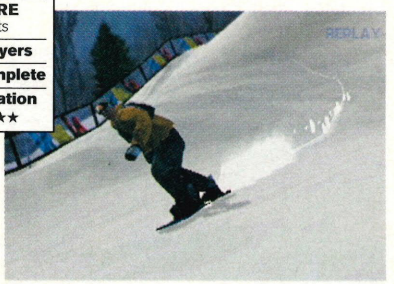
Konami take the piste with this extreme release.

Following on from EA's superb *SSX Snowboarding* comes this latest release from Konami and based on what we've seen so far this could well take the coveted extreme sports crown. The game features a plethora of play modes including Big air, Half pipe, Slalom and Freestyle. Each of these events will test the players' abilities in different areas for example the big air stage requires the player to amass a huge score from one single jump. The title seemingly takes a more serious approach to its subject sport compared to EA's offering, but players are still able to pull off a massive range of gravity defying stunts and tricks. An enjoyable two-player mode should also add to the game's longevity. In terms of graphics this is looking highly polished, each of the boarders is excellently animated and the various tracks on offer are all richly detailed. Sadly the snow effects lack the quality of those seen in SSX, but with that said work is still to be done on the game before it hits shelves in December.

expected release date
DEC 2001
PUBLISHER Konami
GENRE Sports
1-2 **Players**
85% **Complete**
Anticipation ★★★★★

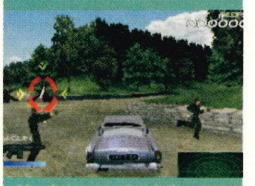






mini view

007 Racing



Having acquired the much sought after Bond license EA on typical money grabbing form are set to deliver this tie-in which bears about as much relevance to the Bond Universe as the Anglo Saxon Chronicles. The player controls 007's Aston Martin over a series of objective-based missions. As you progress through the game you'll acquire increasingly powerful weaponry such as Stinger missiles that can bring down enemy helicopters. Oh, by the way, despite the title this has precious little to do with racing.

Burstrick Wakeboarding

If there is such a thing as wakeboarding: it's here!

Before the craze has even entered into the public consciousness, JVC has created a game based on the soon-to-be-fad, Wakeboarding. Yes! Even before the seagoing extreme sportsmen have proclaimed wakeboarding as the next big thing, the Wake has hit the Station.

Wakeboarding involves riding the waves behind a speedboat, much in the manner of a water skier; except that in this particular sport, you crest the waves with a surfboard strapped to your feet.

Burstrick offers you two gaming modes: an enchanting 'obstacle' race, which involves racing against the clock, leaping obstacles and collecting rings, and a trick section, in which you can perform an array of overtly 'outlandish' tricks.

There are over 14 courses to race through, which feature recognisable areas such as the waterways of Venice and the jungles of Africa. PLAY can't swear that these have been faithfully replicated; nor can it swear to having been impressed by the gaming concept behind *Burstrick*. However, us cynical gaming hacks like nothing better than being proved wrong, and look forward to reviewing the more polished version in the next issue.







expected release date
DEC 2000
PUBLISHER JVC
GENRE Sports
1 **Player**
90% **Complete**
Anticipation ★★★★★

mini view
Looney Tunes Racing



Hey guess what kids? That's right, not satisfied with inflicting the abysmal *Wacky Races* on us, Infogrames has seen fit to release *Looney Tunes Racing* on PlayStation. This is yet another entry into the massively over-subscribed karting genre and features the likes of Bugs Bunny, Wile E Coyote, Marvin the Martian and Tasmanian Devil. To be fair this looks far superior to the aforementioned *Wacky Races*, but the action is somewhat formulaic to say the least. Expect a review next month.

mini view
Army Men: AirAttack 2



Who am I? Why am I here? Oh, that's right I'm supposed to be telling you about the PS2 destruction fest that is *Army Men: Air Attack 2*. Having dirtied its nest on PlayStation, 3DO look set to do the same on Sony's new console, by releasing a next gen instalment of its *Army Men* franchise. Rather than controlling little green men, you're flying a little green helicopter. In essence this looks like a reworking of EA's enjoyable *Strike* games and fingers crossed this could represent a new beginning for this previously disappointing series.

Dancing Stage Euro Mix

Song and dance for Europe!



It seems that not a month passes without the release of yet another in the ludicrously long line of dance-'em-up games. Leading this rhythmic charge has been Konami who has to all intents and purposes made the genre its own. For those of you unfamiliar with such games, the formula is simplicity itself. The player must keep in rhythm with a series of scrolling icons that flow up the screen, this takes place to the background of some insanely catchy tunes which in this case include tracks from Gloria Gaynor, The Buggles and best of all over camp Eighties funkmeister, Cameo. To be honest this doesn't look set to break any new ground, however, what it does it does well. The graphics are functional but do their job and if the idea of jiving away to the immortal lyrics of Word Up appeals to you then this should be right up your alley. Expect a comprehensive review in the next issue of PLAY.

expected release date
DEC 2000
PUBLISHER Konami
GENRE Dancing
1-2 **Players**
95% **Complete**
Anticipation ★★★★★







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

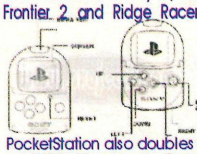
PROJECT K

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

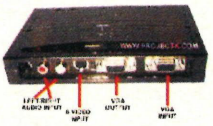
£39.99

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 £399

Japanese Ps2	
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. Compatible with ALL Dreamcast Consoles...UK, USA or JAP. Button layout is the same as a DC Joypad!!! RUMBLE function WORKS TOO. Now comes with VMS slot



DREAMCAST JOYPAD ADAPTOR

£24.99

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



Be part of the SeeD Mercenary Group with the EMBLEM found only in the FF8 COLLECTORS BOX 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



FINAL FANTASY 8 SPECIAL COLLECTION

10.5 inch Squall Leonhart Model

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

SQUALL LEONHART'S GUN BLADE FINAL FANTASY VIII

KEYCHAIN £6.99

Final Fantasy VIII Music CD

(Four to Collect)



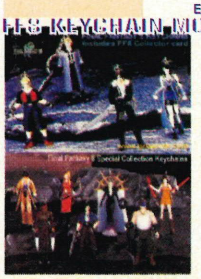
FF8 Disc One
FF8 Disc Two
FF8 Disc Three
FF8 Disc Four

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
Yuffie £5.99
Tifa £5.99
Cloth £5.99



Vincent £5.99
CID £5.99
Sephiroth £5.99

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 .....

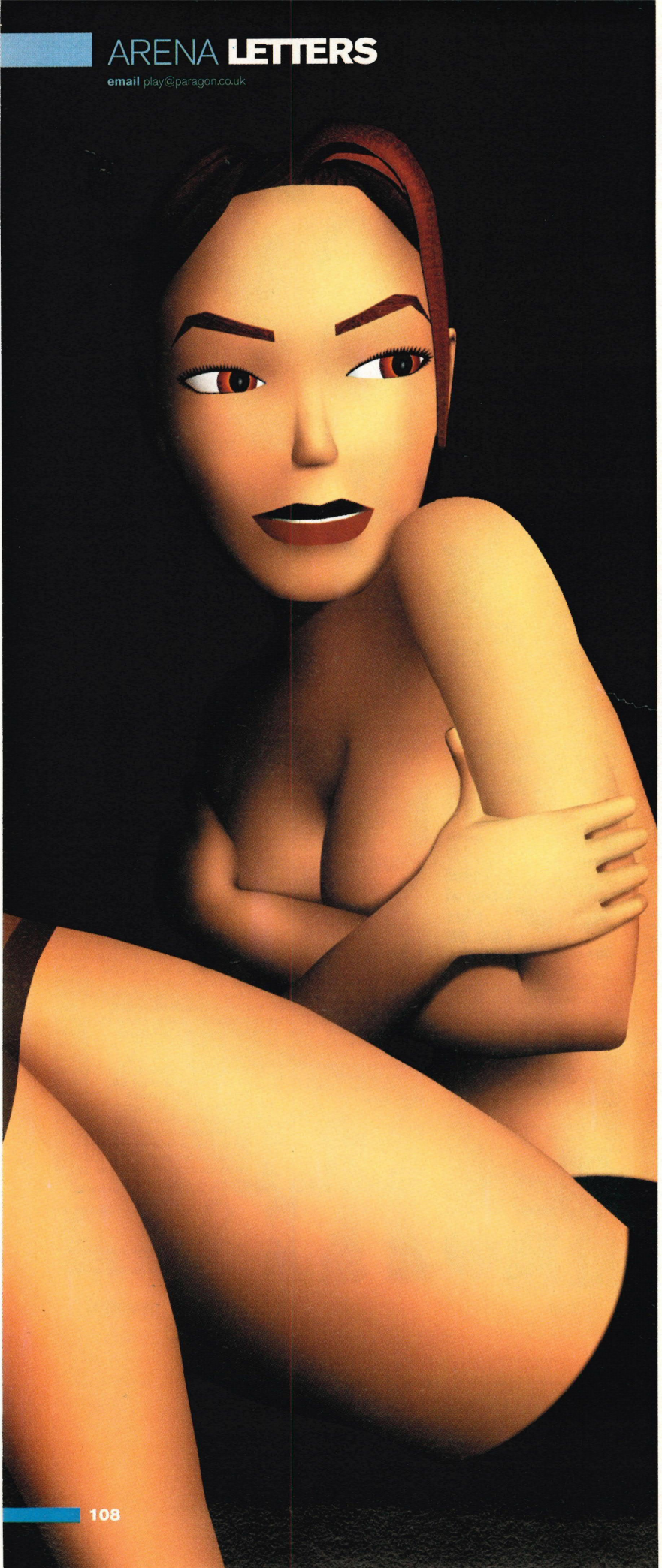
ITEM	QTY	ITEM TOTAL
P+P		
TOTAL		

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



play@paragon.co.uk

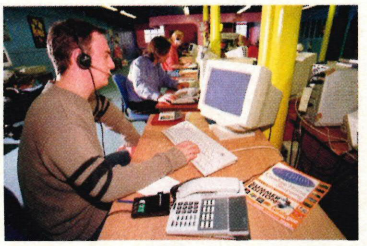
arena
PLAY MAGAZINE
PARAGON HOUSE
ST PETERS ROAD
BOURNEMOUTH
DORSET BH1 2JS

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!



CONSOLABLE ABOUT CONSOLE

With all the current talk being about PS2, I am reminded of the present government advert, which enthuses about staying on at school with the tagline, "don't leave now, things are just getting interesting." This is the plight of the original PlayStation, as many people will turn towards the PS2 for gaming Nirvana. Why? Better graphics, sound, DVD etc. Sure, but what's wrong with what you've got? The PlayStation is already understood by programmers who are capable of extracting 100 percent out of the little beauty. The games are great; *Metal Gear Solid, Final Fantasy VII* and *VIII*, *Tekken 3*, the *Resident Evil* series... Many of these games have gone Platinum with some stores offering two for £30. Bargain. Don't forget the well established second-hand market either. I know that for a new console to succeed people need to support it, but the continual trend of introducing a new console every couple of years is pants. The games made for them are often poor and for every one that becomes established, two fall by the wayside. Put it this way, if someone offered you a PlayStation with £200 worth of games, or a PS2 with none at the same price and you were console-less and inconsolable, what would you choose? That is all I have to say.

Johnathan Millen, Bath

We'd say we get our machines and games for free and then we'd just laugh. That is all we'd have to say. Then we'd think again and just say that the PSone is currently selling extremely well which means software support for some time yet. That is all.

BLOODY WELL PLAYED

Right, I'll get to the point. After reading the letter from Manus McGonigle in last month's mag, I have four words to say: shut the **** up. Basically, if there's no violence in games, there is no game. If you think about it, every game has a bit of violence. Example: *Driver*. You don't get any guns to go and blow peoples heads off, but you're allowed to drive around the streets bashing in cop cars and trying to run people over. It's fun. And that's all it is – FUN. I believe that kids should get a bit of violence in the games they can buy because it reflects the world they live in. I don't mean with weird creatures and aliens, but with death and violence. I think they should get a bit of a taste of the world outside the front door. And that's all I have to say on the matter.

Adam Turner, Email

If kids took life lessons from violent games then what would they be? Take a punch in the gut from Paul Phoenix and you'll just

get pushed backward in a puff of dust. Cop some knuckles to the spleen from a drunken fifteen year-old and you could end up in hospital with a drip in your nose. If we relied on games to help teach us about the world we'd be in real trouble. If we relied on violence for inspiration for all games we'd drown in a hideous sea of Thrill Kill.

DIVIDE OVERFLOW ERROR *03F

First of all Congratulations on producing the best PlayStation Magazine around – it's always at the top of my magazine list! Anyway, I want to ask your opinion. I know that the PS2 is going to be very powerful and that lots of people will have it at the top of their Christmas list, mine included. I have heard how Microsoft is bringing out a certain little thing called the XBox. I had a look on the Internet and managed to get the full spec of the PS2 and XBox and I must say the XBox is much more powerful. Here are the CPU clock speeds: PS2 300MHz Xbox 733MHz. The XBox can also move significantly more polygons: PS2 66,000,000/sec. XBox 150,000,000/sec. I know that the PS2 has lots of developers for it eg EA, Codemasters, etc, but then again so does Microsoft. Could you please tell me if the XBox will steal PS2 sales.

Yours Faithfully
Frankie Paterson, Hucknall

The XBox wouldn't be the first console on Earth to be technically superior to a greater selling opposition and the N64 is definitely not the last. XBox's problems could come from many areas including a lack of identity. Is it a PC in a box? People buy PCs and consoles for different reasons as outlined by Mark Nash's letter. On a technical note, the XBox is bound to make heavy use of its hard drive and this could be its downfall since hard drives need to be looked after and can eventually corrupt. That's it – our crystal ball has run out of juice





and this session is over.

NOT AGAIN

I would like to complain about the ton of sequels on the PSone. I know you have no power over the matter, but I need my point to be heard and this is the best place to shout. If you look at the shelves at your local store it's hard to find an original title. I mean, take *Tomb Raider* for example. The first game was great. The second was good. After the third I thought surely that's it. I didn't even bother with the forth game and I hear it is crumpets. Surely game designers can come up with an original title? Anyway, speaking of sequels I can't wait until the release of *Smackdown 2: Know Your Role*! I know it is a result of a long line of sequels but I am a big wrestling fan and love all WWF games. Well, that's all I have to say, so know your role and shut your damn mouth. That's the bottom line 'cause Pottsy69er said so.

Ryan Potts, County Antrim

By the time you read this *Tomb Raider* will, yet again, be everywhere and with a movie coming out next year do we smell a game tie-in of a movie based on a game? It's possible. Anyway



[Above] A 'nice', non-violent game for all you pacifists – Oooohh, aaaahhhh...

Ryan, why should anyone spend time researching original ideas when you can invent an icon that can be used to sell anything from sugary drinks to third rate arcade adventures? We can think of at least one sad man in Holland who will definitely buy anything Lara-esque and he's just the tip of this very depressing iceberg. Here's to Vib Ribbon and the wonderful *Bishi Bashi Special*!

IN THE REAR WITH THE GEAR

I would like to start with what a great mag PLAY is. Sony, I think, has gone about selling the PS2 all wrong. I believe they could have gone about it in a much more professional manner. Firstly, they have released the PS2 in Japan eight months before the UK release date and seven months in the US. I think they could have waited an extra six – eight months before releasing it anywhere. The only good thing about releasing it earlier in Japan is that all problems have been corrected before release elsewhere.

The first problem was the area zones for the DVD player; any DVD could have been played on any console around the world. The second problem was *Ridge Racer V* because it mucked up the DVD player. These are problems they could have corrected if they took longer manufacturing and testing.

Third was the pre-order forms – what they hell was all that about? Could anyone who wanted a PS2 get one? I doubt it very much. All the pre-order forms that were given ⏭

arena winner £150 from GAMEPLAY

WHO STOLE THE SOUL?

You have a great mag that I buy if I have spare change kicking about, but here comes my moan. Why are there so many poor games on the PlayStation at the moment? I know the PS2 will be out soon but that is no excuse. Since *ISS Pro Evolution* the PS market has been dead. And to be quite honest, the PS2 games don't look much different apart from the graphics. I am a big games fan, but PC games are getting all my attention because of their sheer quality. The PS has produced absolutely classic games like *Metal Gear Solid* and *Final Fantasy VIII*, but good games are now few and far between. I guess my point is that every time a new game comes out, it is either poor or is a sequel to a great game that I'm bored of. Thanks for listening, great mag.

Michael, Email

Although we are inundated with mindless pap that masquerades as a quality sequel, there still are a few gems to be found. If you haven't seen a game you like since way back in issue 55 then it sounds like you have just lost your faith. Take a week off from gaming. Treat yourself to seven days of mud-wrapped baths and Turkish massage and come back revitalised and ready to deal with our Playlist, where you will find a whole host of high-ranking games of all genres. Go on, it sounds like you deserve it.





[Above] What a magnificent structure it is too... eat your heart out Empire State!

⏭ out, official or not, were given out in excess. What if someone was away or couldn't make it to a shop? What were they supposed to do when they found all the forms had gone?

Next came the add-ons for the PS2. I read a piece in my friend's mag where they had a possible price list for the add-ons. The memory card is approximately £27.50 and the stands (apparently they don't come within the package) are about £10. What a rip off! And they don't even cover the base width. That's so cheap. Please don't get me wrong, I am getting a PS2 and I hope that it will be a great machine. No, no, it WILL be a DREAM machine that knocks every other crap console off the market. That's if there are enough of them to knock 'em off!

Kris Parsons, Email

It's not so much that the Japanese get the PlayStation2 before us as much as we get it after them. Fair enough really, they built it. For Japan to hold on until Sony had manufactured enough PS2's for a world-wide release just so us Europeans wouldn't be so envious would be an incredible test in pointless logistics. The history of the PlayStation is one of continuous tweaking and for the European market it's a double-edged sword. We get a machine that can't easily play Region 1 DVDs (which would be nice) but we do get the additional hard drive and modem bay. Official peripherals have always come at a prime cost. The original PlayStation memory card cost around £20 when first released, and held only one Megabyte of information, while PlayStation2's has eight meg as standard. This may be seen as some form of progress, but £10 for a plastic stand? Oh well, at least the chance of an 'official' piece of plastic breaking is virtually nil.

QUALITY LEAP

Last Christmas I found myself without a console and was forced to rely on my PC for gaming pleasure. Although the games were graphically supreme and eye-wateringly fast, they lacked the instant accessibility of a console. So, I got a PlayStation and my brother got an N64. For a start, my PS1 came with five games for under £150, whilst my brother's came in at £90 with only one game. It didn't take long to amass a quality selection of games including *Metal Gear Solid, Wip3out, Gran Turismo, Tekken 3, Quake II, Medal of Honor*, and *GTA 2*. Not bad for what must have been under £250. My brother had only five games of mediocre quality, although the fabulous *Goldeneye* was included in there.

The point of this letter is not to point out the inadequacies of the Nintendo machine but to highlight my reasons for buying a PlayStation a year from when it was due for upgrading.

The R&D team at Sony are geniuses for making sure that the PS2 is backward compatible. That way they avoid flagging sales in 2000 because people will be buying games for an obsolete system. I loved the way that games were under £30, and there was a huge selection of pure quality that has set the standard for its genre on all platforms. I can still see myself buying games right up until I buy a PS2, which won't be 24 November, because I will wait for the price cut. I am absolutely and totally satisfied with my PlayStation, and I don't see the logic in the complaints from N64 and Dreamcast owners that I was buying the technologically inferior console.

Mark Nash, Bedford

The backward compatibility of the PS2 is certainly a fine little sweetener. Not only does it stop you having to lose out on all the classic PlayStation games already out there; you can enhance them too. Playing *Vagrant Story* with smoothing enabled is pure joy and even the classic shooter *R-Type Delta* manages to gain some small cosmetic enhancements. You can carry on amassing games for your PlayStation with confidence, because when the time comes for you to take the plunge and upgrade to PS2, you'll have a solid collection that looks better than ever.

£50 arena winner from GAMEPLAY

Name change range

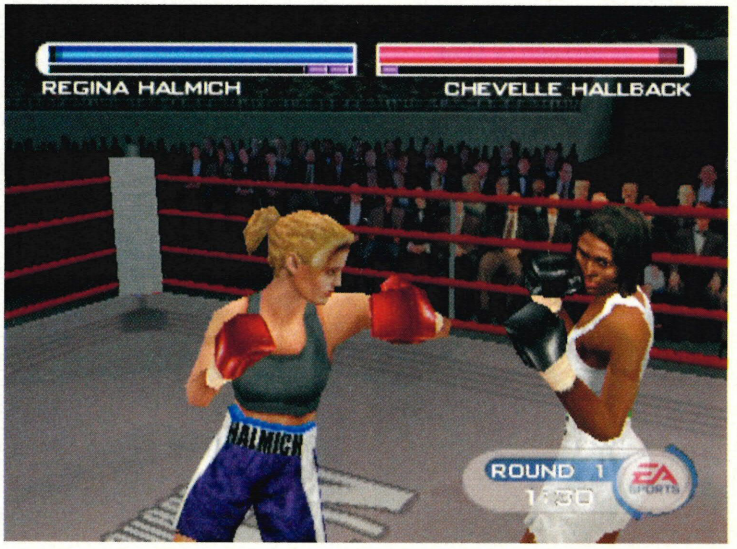
My son is a PLAY magazine fanatic and I need your help. We bought him a V3 steering wheel earlier this year but he hates it and won't play on it. Could you tell me where I could buy the Top Gear wheel by Logic 3 that you rave about? I have scanned the stores and can't find it.

I am such a desperate mum that I have enclosed an SAE for your reply.

Thank you,
Desperate Mum, Sheffield

The reason you're having trouble locating Logic 3's Top Gear wheel is because it doesn't exist anymore. To avoid legal difficulties with a certain well-known and thoroughly arrogant TV show, its name has changed to the far more affable Top Drive GT+. It's basically the same wheel, but you can now use it for both PlayStation and Nintendo 64. Thanks for bringing this to our attention. We would like to take the time out of our busy day to reply to your letter personally, but have decided to just send your our own GT+ wheel instead.

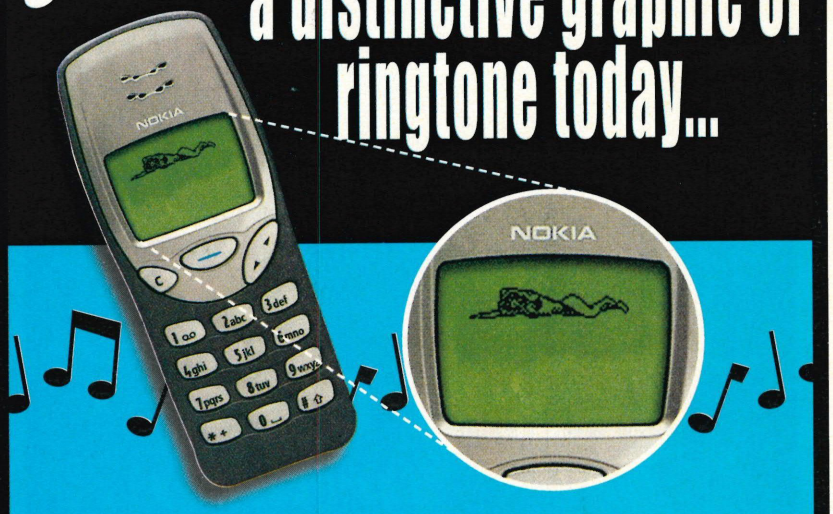




We reserve the right to edit your letters and regret that in most cases we cannot reply to them personally.

GET THE *VERY LATEST* GRAPHICS & RINGTONES

Give your Nokia Phone a distinctive graphic or ringtone today...



Just choose a new ring tone or graphic from the selection below, or for more see the website. Then call the order line on 0907-787-0121 and follow the instructions.

Calls last 2 minutes on average.

CHOOSE A RING TONE...

257 - 2 Times - Anna Lee
268 - Angel - Robbie Williams
280 - Believe - Cher
283 - Blue - Eiffel 65
284 - Boom boom boom - Venga Boys
299 - Don't call me baby - Madison Avenue
317 - Genie in a bottle - Christina Aguilera
340 - Livinlavidaloca - Ricky Martin
342 - Mambo No.5 - Lou Bega
346 - Millennium - Robbie Williams
382 - Sweet like chocolate - Shanks & Bigfoot
395 - Thong song - Sisqo
402 - What a girl wants - Christina Aguilera
296 - Crazy - Britney Spears
312 - Flying without wings - Westlife
274 - Baby one more time - Britney Spears
355 - King of my castle - Wamdue Project
397 - Tragedy - Steps
259 - I only kiss when the sun don't shine - Vengaboys

CHOOSE A GRAPHIC...

1054 (659) | 1817 (438) | 2055 (410)
282 (845) | 289 (1034) | 3mad (596)
3smile (587) | 488 (455) | 529 (731)
65 (1355) | 673 (1219) | 750 (827)
78 (1222) | 824 (1364) | 84 (1367)
856 (1271) | 951 (835) | chess (715)

For 1,000s more graphics and tones see the website

www.mobile-tone.co.uk

or use the faxback service by calling 0702-16-00-831

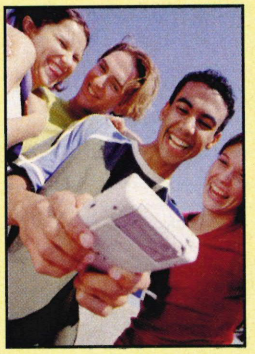
The following Nokia handsets can receive both tones and graphics:

Nokia 3210, Nokia 61xx series, Nokia 71xx series, Nokia 81xx series, Nokia 8210 series, Nokia 88xx series, Nokia 9000/9110. The Nokia 51xx can only receive graphics.

This service is available to Nokia users on the Vodafone and Orange network. Calls cost £1.50 per minute, maximum cost is £3.00.
I.L.N. SERVICES, PO BOX 107, KNUTSFORD CHESHIRE, WA16 6AG.

SwapServe.com
Your local swap shop

SWAP OR SELL GAMES FOR FREE!!

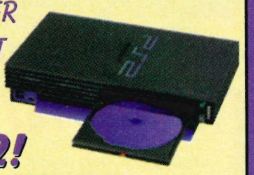


THE EASY WAY TO SWAP OR SELL ANY OF YOUR STUFF ANYWHERE IN THE UK!!!

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!

CHEATS UNLIMITED
THE WORLD'S NUMBER ONE CHOICE FOR GAMING HELP

CHEATS & TIPS FOR OVER 3000 GAMES

PROBABLY THE BEST CHEATS & TIPS SERVICE IN THE WORLD



All logos are trademarks of their respective companies

THE ABOVE LIST IS JUST A SAMPLE OF WHAT'S ON OFFER
PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER
09066 098 226
CALLS TO THE ABOVE NUMBER COST 60P PER MINUTE

PERSONS AGED UNDER 16 MAY CALL THIS NUMBER
09066 098 319
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 3 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

www.kogames.com 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!

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 PS 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
PSX Driver 2	£24.99
PSX Smackdown 2	£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
Dreamcast In Stock SPECIAL OFFER	£139.00

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



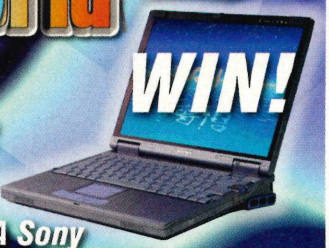
Tel: 0870 787 5078

Trade Enquiries Welcome
Cheques/POs made payable to KOTECH Ltd

Free Delivery

A Digital World

WIN!



NEW HARDWARE



Reviewed By DVDREVIEW.NET

DVD review

A Sony Notebook Package Worth £5000

YELO 800 DVD Player Multi - Region

£190 inc VAT

PLAY



UEFA Champions League 2001 (PSX)

~~£24.99~~

£18.99

Chart CDs £9.99 Inc VAT

DVD VIDEO | Dreamcast | PlayStation | PC CD ROM

PlayStation 2

Lo Call 0845 345 23 24

ADIGITALWORLD.CO.UK

CHEATS UNLIMITED

THE WORLD'S NUMBER ONE CHOICE FOR GAMING HELP

CHEATS & TIPS FOR OVER 3000 GAMES

A Bug's Life	Darklight Conflict	Felony 11-79	Men In Black	Shadowman	Tekken 1, 2 & 3
Abe's Exoddus	D. M. Freestyle BMX	FIFA Series	Metal Gear Solid	Silent Bomber	Tenchu 1 & 2
Abe's Oddysee	Destruct. Derby 1&2	Final Fantasy 7 & 8	Mission Impossible	Silent Hill	Theme Hospital
Ace Combat 2 & 3	Diablo	Galerians	Mort. Kombat Series	SimCity 2000	Theme Park & World
Action Bass	Die Hard Trilogy 1&2	Gran Turismo 1 & 2	Need 4 Speed Series	Soul Reaver: L. of K.	This Is Football
Alien Resurrection	Dino Crisis 1 & 2	GTA 1, 2 & London	No Fear D'hill MBK	South Park & Rally	Thrasher: Skate & D.
Alien Trilogy	Discworld Noir	Hogs of War	Pac Man World	Soviet Strike	Time Crisis
Alundra 1 & 2	Doom	In Cold Blood	Parasite Eve 1 & 2	Space Invaders	TOCA 1, 2 & WTC
Army Men Series	Dracula Resurrection	Int Track & Field 1&2	Player Man. Series	Spec Ops	Tokyo H'way Battle
Brian Lara Cricket	Dragonball Z	Iron Man XO M'owar	Populous: Beginning	Spiderman	Tomb Raider 1,2,3 & 4
Broken Sword 1 & 2	Driver 1 & 2	ISS Pro '98 & Evol	Porsche Challenge	Spyro 1 & 2	Tombi 1 & 2
Chase the Express	Duke Nukem Series	Jackie Chan	Premier Man. '98 & '99	Star Trek Invasion	Tom. Never Dies
Civilisation 2	Dukes of Hazzard	Jade Cocoon	Quake 2	Star Wars: Jedi P. B.	Tony Hawk's 1 & 2
Colin McRae 1 & 2	Eagle One Harr. Att.	Jurassic Park Series	Rainbow Six	Star Wars: P. Menace	Toy Story 2
Colony Wars Series	ECW Anarchy Rulz	K'out Kings Series	Rayman 1 & 2	Street Fighter Series	Transport Tycoon
Comm & Conq Series	ECW Hardcore Revol.	LMA Manager	Ready 2 Rumble	Suikoden	UEFA Champ League
Constructor	FA Manager	Magical Tour Racing	Resident Evil 1, 2 & 3	Syndicate Wars	Urban Chaos
C. Bandicoot 1, 2 & 3	FA Prem. Man. 2000	MDK	Res. Evil: Survivor	Syphon Filter 1 & 2	Vagrant Story
Crash Team Racing	Fade to Black	Medal of Honor	Roadsters	T'ai Fu	Vampire Hunter D
Croc 1 & 2	Fear Effed	Medievil 1 & 2	Ronaldo V Football	Tarzan	WWF Smackdown

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

All logos are trademarks of their respective companies

LAZER MUSIC WORLD

PRICE BUSTER

LAZER MUSIC WORLD

At Unbelievable Prices

Free Next Day Delivery

IT'S YOU!



Call Now For Your Entertainment Stockists

Tel: 01233 661355

Or Apply To Lazer Music World
Freepost:
SEA 2233
PO Box 216
Ashford
Kent
TN24 8WF

What do points make? That's right prizes!
Lazer collection points guarantee you a fortune saved on everything that we stock!
So go ahead and order today.

To advertise in

PLAY

Call

Sarah Bolingbroke on 01202 200254

Marcus Reeves on 01202 209366

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

NAPLES GAME GEAR

Dreamcast
PC CD Rom
Nintendo 64
PSone
Gameboy
PlayStation 2

1000s Of Games Always In Stock

We Guarantee To Get You Any Game, Any Machine, Any Country (Euro, USA, Jap)

Delivered To Your Door
Free First Class Post For All UK Customers

New Releases From £19.00
Platinums From £14.00
Classics From £8.00
All Prices Include VAT

All Hardware Available

CALL US FREE ON
08000 851279
Order With Confidence

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.

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 Console (9002 Series)
PSone 1/3 Size Console
UK PlayStation2 Console (Pre Order)

UK PlayStation Games
Tony Hawk's: Pro Skater 2
Speedball 2100
Ultimate Fighting Championship
Formula One Racing Championship
Driver 2
Tomb Raider 5
Alien Resurrection
Star Wars Demolition
ECW Anarchy Rulz
Prince Naseem Boxing
Dave Mirra Freestyle
Tomorrow Never Dies
Dino Crisis 2
FIFA 2001
NBA Live
Medal of Honor Underground

US PlayStation Hardware
US PSone 1/3 Size Console
US PlayStation2 Console

US PlayStation Games
Chrono Cross
Wild Arms 2
Final Fantasy XI
Mike Tyson Boxing
Wild Wild West
WWF Smackdown 2
Ducati World Tour
Knock Out Kings 2001
Medal of Honor Underground
Dragon Valor
Breath of Fire IV
Tomb Raider Chronicles
Moto Racer World Tour
Kasparov Chess
Evil Dead: Hail the King
WCW Backstage Assault
Spyro Year Of The Dragon

US PlayStation2 Games
Armoured Core 2
DOA2: Hardcore
Madden NFL 2001
SSX Snowboarding
Super Bust-A-Move
Swing Away Golf
Moto GP
X-Squad
Knockout Kings 2001

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
Dragon Ball Z: Legend
Dragon Ball Z: Ultimate Battle 22
Dragon Quest VII
Fist Of Northstar
RPG Maker

Jap PlayStation2 Games
Moto GP
Cross Fire
Keyboard Mania
Beatmania 11
Dance Summit 2001
Silent Scope
Slipheed: The Lost Planet
Dark Cloud
Cool Boarders Code Alien
Top Gear Dare Devil
Win Back
Choro-Q HG
Goemon
Gran Turismo 3 (2000)
Shutokou Battle 0

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

Sales Hotlines- (020) 8445 3325 / (020) 8445 6037 / (020) 8445 4416
Finchley House 707, High Road, Finchley, London, United Kingdom N12 0BT

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

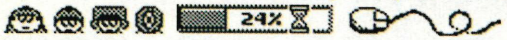
RINGTONES & GRAPHICS
NEW!
FOR YOUR MOBILE PHONE!!



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
WWW.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

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

NEW AGE CONSOLES

RETAIL SALES: 0208 - 686 - 1680
283-283A The High Street, Croydon, Surrey, CRO 1QH

UNIVERSAL PSX(used)	£50	UK CONSOLE	CALL	IMPORT CONSOLE (used)	£95	USED CONSOLE	£35
PSX DANCE MAT	£20.00	US CONSOLE	CALL	UK CONSOLE (used)	£95	N64 PASSPORT	CALL
NTSC/PAL CONVERTER	£14.00	JAP CONSOLE	CALL	COLOUR CASES	£20	POKEMON GOLD US	CALL
EXTERNAL CHIP	£10.00	PS2 COLOUR CASE	£20	4MB MEMORY CARD	£15	POKEMON SILVER US	CALL
COLOUR CASES(various)	£12.00	MULTI TAP (official)	£35	VGA CABLE	£15	POKEMON TRADING CARDS	£29.99
		DUAL SHOCK 2 PAD	£35	OFFICIAL COLOUR VMS	£20		
IMPORT SOFTWARE		8 MEG MEM CARD	£35	DREAMCAST MODCHIP	£8	IMPORT AND UK SOFTWARE	
		PS2 STEPDOWN	£20	IMPORT GAMES			
DINO CRISIS 2 (US)	£44.99	PS2 MODCHIP	CALL	DINO CRISIS JAP	£44.99	ZELDA 2 US	CALL
CHRONO CROSS(US)	£44.99			VIRTUA ATHLETE JAP	£27.99	ZELDA 2 UK	CALL
FINAL FANTASY 9(US)	£CALL	JAP SOFTWARE		SNK VS CAPCOM JAP	£47.99	MARIO TENNIS US	£54.99
DAVE MIRRA BMX(US)	£CALL	CROSSFIRE	£65	BIOHAZZARD LAST ESCAPE JAP	£47.99	KIRBY 64 US	£44.99
CALL FOR OTHER TITLES		THE LOST PLANET	£65	18 WHEELER JAP	£47.99	ROCKMAN DASH JAP	CALL
		GUN GRIFFON 2	£65	MARINE FISHING JAP	CALL		
WE HAVE OVER 500 NEW AND USED PLAYSTATION GAMES AND PERIPHERALS FOR SALE ON OUR NEW WEBMEGASITE FOR YOU TO BROWSE AT LESUIRE.		WINBACK	£65	SHEN MUE US	£49.99		
		SILENT SCOPE	CALL	SPAWN US	CALL	WE HAVE MANY MANY MORE NEW AND USED NINTENDO PRODUCTS AVAILIABLE FOR YOU TO BROWSE AT YOUR LESUIRE ON OUR NEW MEGASITE.	
		DYNASTY WARRIORS 2	£65	JET SET RADIO US	CALL		
		THE GETAWAY	CALL	HALF LIFE US	CALL		
		GRAN TURISMO 2000	CALL	QUAKE 3 US	CALL		

Buy online @ www.newageconsoles.com

fax: 0208-686-0200
trade: 0208-686-7700

The UK and Europes NO1 Video Game Importer
*prices are subject to change without prior notice

opening hrs http/website 24hrs
9-6.30pm mon/sat:10-3pm sun
powered by entechnica.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 RECORDED

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.

To advertise in PLAY
Call
Sarah Bolingbroke
on 01202 200254
Marcus Reeves
on 01202 209366

CREDIT CARD BILLED
£2.99/min
Girls are waiting for your call
24/7 08704 556610
LIVE GIRLS LIVE CHAT LIVE NOW
1-2-1 08704 556694
Talk live or just listen
call now 08704 559117
GIRLS Ready and willing to chat 08704 559118

GIVE ME CONDOMS.COM
- Heavily discounted Mates & Durex condoms
- Save 30% - 40% off RRP/RSP
- Free delivery within 2 working days (UK orders)
- All transactions secure through BT
- Very discreet service

www.givemecondoms.com

xtremeplaystation.com
Absolutely the UK's lowest prices.
We are nothing if not the UK's cheapest!

Ronaldo V football	£ 13.99
Tekken 3	£ 11.99
Resident Evil 3	£ 14.99
World Champ Snooker	£ 20.49
Um Jammer Lammy	£ 11.99
Tomb Raider 4	£ 11.99
Ridge Racer 4	£ 9.99
Parappa the Rappa	£ 11.99

£18.49 £22.99 £21.49 £22.99 £22.99 £21.99
plus many more top titles!
UK's Lowest Prices
Prices falling continuously
FREE 1st class recorded delivery
14-day money back guarantee
Secure Online Ordering
Daily special offers
Super Bargains
Weekly auctions
Visit Our Web Site Now!
www.xtremeplaystation.com
08702 414150

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



Playlist

UPDATED EVERY MONTH

NEW REVIEWS

Medal Of Honor Underground
Driver 2
Spider-Man
Star Trek Invasion
Spyro Year Of The Dragon
Incredible Crisis
Aladdin
Prince Naseem Boxing
Disney's Dinosaur
Equestriad 2001
Jungle Book Rhythm & Groove
Tunguska
Dragon Quest VII
Rhapsody
RPG Maker
Threads Of Fate

dvd spy 118
Nice new films reviewed

fave... 120
Collectible videogame toys

head to head 121
Who will be the victor?

internet zone 122
Wise web words

trivia corner 122
Answer me!

new peripherals 123
Plug and play

game hero 124
Be triumphant in *Tekken Tag*

most wanted 125
Games on the horizon

PS2 software directory 126
Our top five PS2 games...

millennium games 127
The best games... ever!

new fads 128
Trends exposed

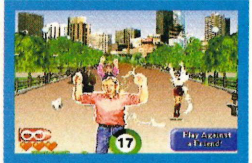
muso disc 128
Music videos on PS2

hard copy 129
Read yourself clever

on the cards 129
Revealing our saved games

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.
Aladdin in Nasira's Revenge	1	●							●	69	46%	Below average cash-in.
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.

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 practise in before the sequel!

TOP10 sports games



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

TOP10 strategy/adventure

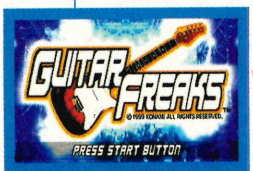


01 **METAL GEAR SOLID** – The best PlayStation game of all time!
02 Final Fantasy VIII
03 Resident Evil 3 Nemesis
04 Syphon Filter 2
05 Tomb Raider Last Revelation
06 Dino Crisis
07 Resident Evil 2
08 Vagrant Story
09 C&C: Retaliation



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

TOP10 puzzleparty

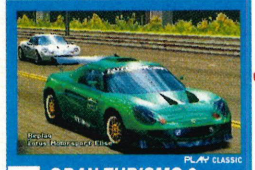


01 **GUITAR FREAKS** — *Learn to play tiny guitars!*
02 Um Jammer Lammy
03 Kurushi Final
04 Super Puzzle Fighter 2 Turbo
05 Worms Armageddon
06 Bishi Bashi Special
07 Hogs Of War
08 Bust-A-Groove
09 Bust A Move 4



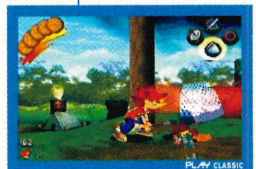
10 **MICRO MANIACS** — *As Prescott says – it's better on foot!*

TOP10 racing games



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

TOP10 platformers



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



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

GAMETITLE		issue	SCORE	WESAY...
Beatmania European Edit	1-2	59	80%	*Fun for a while, but it's harder than house!*
Big Hurt Baseball*	1-2	09	81%	*Moderately successful sports conversion.*
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

This is where we look at the biggest DVD releases every month, both here in the UK and abroad. Why not build up a collection ready to watch on your new PlayStation2?

New DVD movies reviewed from home and abroad...



Region 1 *US import* NTSC

Toy Story
'ULTIMATE TOY BOX' COLLECTOR'S EDITION

Being 100% digital in their creation, *Toy Story 1* and 2 are perfect movies for DVD. This luxurious three disc boxset, the Ultimate Toy Box, showcases the format with the highest resolution image possible and THX sound. In addition to both great films, which feature Pixar commentary, over *six hours* of supplemental material is included. Hubba hubba.
rating ★★★★★



Region 1 *US import* NTSC

Office Space

Based on the Milton comic strip, *Office Space* is a comedy built with contempt for today's stale bureaucratic workplaces in mind. The beautifully observed exasperations of the office and the quirky characters toiling within will only truly be appreciated by viewers with first hand experience of similar Hells. Very enjoyable.
rating ★★★★★



Region 1 *US import* NTSC

Final Destination

In a breathtaking disaster scene, Alex Browning foresees his own death, and that of his classmates, aboard a plane to France. He and his friends cheat death by getting off the flight before take-off and from then on fate keeps trying to do away with them. Edge of the seat stuff, plus more extra features than should be legal.
rating ★★★★★



Region 2 *UK Retail* PAL

Ghost Dog

A film about a modern day assassin who's obsessed with Japanese culture sounds just the job, right? However, you soon spot the Channel Four logo on the casing, just before oddly plump Forrest Whitaker waddles on screen attempting to convince us that he's a finely tuned killing machine. Perfectly good 16:9 enhanced picture though.
rating ★★★★★



Region 1 *US import* NTSC

Pitch Black
DIRECTOR'S CUT

A distant planet has three suns which keep it in eternal daylight, but every 22 years there's one hell of an eclipse. Guess when our cast crash lands on said planet? It all goes dark, big CG bats come out and muscular murderer Riddick, played by Vin Diesel (voice of The Iron Giant) saves the day. Weird pace. Two commentaries, making of etc.
rating ★★★★★



Region 1 *US import* NTSC

Shanghai Noon

Another update of the East meets West culture shock comedy pairs fast fighting Chinese imperial guard Jackie Chan with amateur outlaw Owen Wilson in an old West setting, with hilarious consequences! Jackie's looking old and a bit slow, but Lucy Liu provides retinal nourishment. Nice outtakes and a couple of quizzes.
rating ★★★★★

Want to know more? Issue 19 of DVD Review, the country's leading DVD magazine, is on sale now.

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.
Devil's Dice	1-5	43	84%	Devilishly difficult, but fiendishly fun!

TOP10 platinum



01 **METAL GEAR SOLID** – *The greatest game ever – for 20 quid!*
02 Tekken 3
03 Gran Turismo 2
04 Resident Evil 2
05 Colin McRae Rally
06 Driver
07 Crash Bandicoot 3: Warped
08 Die Hard Trilogy
09 Final Fantasy VII



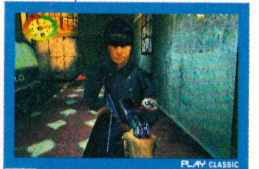
10 **RIDGE RACER TYPE 4** – *Still well worth a look at this price!*

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 Medal Of Honour UG
03 Alien Resurrection
04 Quake II
05 Duke Nukem
06 Forsaken
07 Lifeforce Tenka
08 Final Doom
09 Resident Evil Survivor



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

FAVE Figures

This month: videogame action figures!

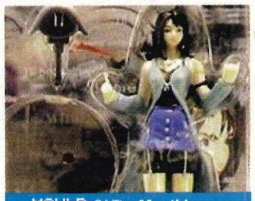
If you're a true fan of a certain videogame, or even better, a whole videogame series, then there's nothing better than wandering into a sci-fi store or Web site and finding armies of exquisite little action figures crafted to resemble your favourite characters. We've got lots of them, but these are our favourites...



Final Fantasy VIII

The Japanese import of Rinoa Heartilly from Bandai's supreme Final Fantasy VIII *series is divine. Rinoa looks very feminine (if a tad pale) with that fetching flowing blue cardy and yards of thigh.*

Otaku ★★★★★



MOULD Of The **Month!**

Tekken 3

Our favourite fighting series (and hopefully yours) was honoured with nice, chunky, eight inch figures of the famous feuders. Not really for playing with, most come with replacement fists and varying accessories.

Otaku ★★★★☆



Quake II

The problem with Quake II *figures, nice as they are, is that QII on PlayStation didn't have any heavily defined character to become obsessed with. Hence, we have 'Marine' who stands six inches tall.*

Otaku ★★★☆☆



Front Mission 3

Yes, as the pictured Zenisley proves, the Front Mission 3 *robots look very nice, but they're $29 a pop and many other Japanese mechs out-do them for detail and design. Nice try though.*

Otaku ★★☆☆☆



GAMETITLE		issue	SCORE	WESAY...
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's Dinosaur	1	69	19%	A game that would patronise a fossilised embryo.
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 Quest 7*	1	69	40%	Looks and plays like a game of the early Nineties.
Dragon Valor	1	63	74%	A sadly wasted opportunity. Should have been big.
Driver	1	50	94%	Believe the hype, a fantastic game.
Driver 2	1-2	69	89%	More marvellous motoring mayhem!
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!
Equestriad 2001	1-2	69	70%	Essentially just a way of training the gentry to hunt..
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!

* Indicates an import review

arcade shoot-'em up | beat-'em-up | first-person shooter | party/puzzler | platformer | racing game | sports title | strategy/adventure

GAMETITLE									issue	SCORE	WESAY...
F1 2000	1-2				●			●	62	91%	For a corking current F1 game, look no further.
Formula 1	1-2			●		●			11	84%	Exhilarating and glorious F1 sim!
Formula 1 '97	1-2				●	●		●	26	90%	Well upgraded and stuffed with excitement!
Formula 1 '98	1-2			●	●	●		●	41	68%	Enormously disappointing – just rubbish!
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 Crisis	1							●	69	82%	A hugely innovative collection of mini-games.
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!

HEAD-TO-HEAD

Ginger The Chicken vs Solid Snake

Is stealth really just a man's game? We investigate.



Ginger

With self-preservation as her motivation, we find it hard to embrace Ginger as a bona-fide hero. And, to be honest, her being a succulent chicken really doesn't help [dribble]. Still, she wants to take everyone with her, bless, and organising the gagglesome hordes does indicate laudable leadership qualities. There's also the, not inconsiderable, achievement of concealing the true intellectual level of poultry from the Tweedys for so long – covert skills which are only complimented by an uncanny knack of being "one with the environment" when necessary. Unfortunately, despite such an uncharacteristic talent for sneaky skulduggery and, er, talking, we can't escape the fact that Ginger's plans to bust out of her farm are, in all fairness, pap. We don't want to ruin the film for anyone, but there's definitely a reason why chickens' bodies are so bulbous in comparison to their heads... it's because they're built for eating, not thinking. They can go about their business with a wrung neck for hours, don't forget. It's therefore a sad fact that her incredulous escape to free-range bliss only makes Ginger all the more palatable. Yum!

Tasty Chicken!



Solid Snake

We can appreciate that Snake's a brave fella, infiltrating an enemy base with nothing to back him up save his own shadow – but Lordy, can this guy talk or what? Blahdee-blahdee-blah: woe, angst and the nature of existence are all valid distractions for Snake as he breaks off from the comparatively minor affair of STOPPING A NUCLEAR DISASTER in order to reflect on the inexplicability of "self" with his chums. We're surprised his codex transmitter lasts the distance as he seems to spend about four of the whole six-hour adventure warbling on like a shell-shocked buffoon.

When we get lectured about the meaning of life we want it to be by someone with a white beard and a name like Professor Archibold Tidkiss, not a stubbley mercenary called Dave. Er... no offense mate.

Still, he can afford such intellectual indulgence, being such a legendary operative and able to coolly wander through the base, casually snapping his enemies' necks whilst insanely humming a stirring folk tune. It does, after all, take a nutter to defeat a bunch of nutters, and we can't deny Snake's effectiveness. Well done, you socially retarded, scary man.

No Turkey!

BUYER'S GUIDE PLAYLIST

The greatest guide to PlayStation games in the world

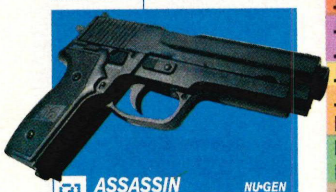
GAMETITLE										issue	SCORE	WESAY...
ISS Pro Evolution	1-4	●	●						●	55	97%	*Quite simply the greatest footie game ever made!*
Int Track & Field	1-4	●	●							09	85%	*Superb multiplayer sports special!*
Int Track & Field 2	1-4	●	●						●	59	90%	*Better than the first, with a wider variety of events!*
Iznogoud	1									33	34%	*An exceptionally bad platformer.*
Jade Cocoon	1	●							●	54	86%	*A stunning, if simple, adventure game.*
Jackie Chan Stuntmaster	1	●			●				●	63	74%	*Hi-flying hi-jinks with the king of kung-fu!*
Jedi Power Battles	1-2	●			●				●	63	67%	*Once again the good name of Star Wars is mud.*
Jeremy McGrath Super Cross '98	1-2	●			●					37	70%	*Plenty of options, but not as good as Moto Racer.*
Jersey Devil	1	●							●	30	83%	*Devilish gameplay, well worth a look!*
Jet Rider	1-2	●								18	85%	*Super-fast jetbikes, poor graphics.*
Jet Rider 2*	1-2	●			●				●	31	78%	*Fun, but essentially more of the same.*
Jet Rider 3	1-2	●			●				●	58	53%	*Puke-evoking and terribly ugly!*
Jimmy White's Cueball 2	1-2	●			●				●	63	62%	*More like a pub sim than anything else*
Johnny Bazookatone	1	●								04	71%	*He's supposed to be cool. He's not.*
Jo Jo's Bizarre Adventure*	1-2	●							●	57	70%	*An extremely odd beat-'em-up!*
Jonah Lomu Rugby	1-2	●	●							20	86%	*Accurate and enjoyable rugby sim.*
Judge Dredd	1-2	●						●		28	62%	*Fantastic licence, disappointing game.*
Jumping Flash	1	●								01	87%	*Highly imaginative first-person platformer.*
Jumping Flash 2*	1	●								08	86%	*Psychedelic sequel to the above (only better).*
Jungle Book Rhythm 'n' Groove	1-2	●							●	69	80%	*Onlookers will just think you're dancing like your dad.*
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!*

TOP 5 joypads



01	DUAL SHOCK	SCEE
	Still the best pad available...	
02	Viper	BLAZE
03	Analogue+	JOYTECH
04	Dual Impact	NU-GEN
05	Shockhammer	THRUSTMASTER

TOP 5 lightguns



01	ASSASSIN	NU-GEN
	Closest to murder this side of the law...	
02	P99K Light Blaster	LOGIC 3
03	G-Con 45	NAMCO
04	Falcon	BLAZE
05	Scorpion	BLAZE

TOP 5 joysticks



01	PRO SHOCK	BLAZE
	Easy on the eye, responsive to the touch.	
02	Twin Shock Arcade	BLAZE
03	EagleMax	ACT LABS
04	Arcade Stick	NAMCO
05	PS Arcade	INTERACT

TOP 5 wheels



01	TOP GEAR	LOGIC 3
	Still the best wheel we've used.	
02	Dual Force	GAMESTER
03	Jordan GP V2	JOYTECH
04	Racing System	ACT LABS
05	V3 Racing Wheel	INTERACT

TRIVIA corner

1. How much does **PlayStation2** sell for at retail price in **The United States of America**?
2. Which **virtual idol** is set to star in a new **PS one** game which will **chronicle** her life?
3. Name the two dimensional **feline** with its own forthcoming **puzzle game**?
4. Polyphony Digital has renamed **Gran Turismo 2000**. What have they called it?

The answers are at the bottom of page 124.

INTERNET ZONE Getting Wired

The best sites on the Web reviewed and rated...



Best *Videogame* Site

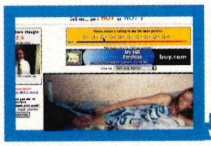
bookmark www.ffshrine.com

Final Fantasy Shrine

It seems that every day we are inundated with postcard upon letter, all asking about the same series of games. How do you get the Black Materia? I think Squall Lionheart is really good looking – does this make me gay? Yes indeed, *Final Fantasy* is, paradoxically, the bane and joy of many of your lives. If there is a question about the games or the forthcoming movie, then one of you lot has asked it and here is the site you need. Final Fantasy Shrine sets out to appease all you *FF*-fanatics. It features page upon page of information about every *Final Fantasy* game. You want to see what wondrous paintings a *Final Fantasy* addict is capable of? Then log on. Not only do you get to examine large renderings of their innocent masterpieces – you get to read some junior-school-art-teacher style criticisms. "I'm loving the motion in the hair," writes one online critic about a sketch of Sephiroth. This is a site by obsessive people for obsessive people. If you don't believe us then just try out the Final Fantasy Shrine's chat rooms. Now that is intense.

rating ★★★

Limitbreakicious!



Best *Totally bizarre* Site

bookmark www.amiHotorNOT.com

AmiHotor Not

If you're one of the ever-increasing number of people out there who suffer from low self-esteem, this is the site for you. The idea is simple; watch a slideshow of photographs and award each picture a mark out of ten. Easy. But these aren't just pictures of any old thing. They're pictures of real people – particularly of people who want to know if they're hot or not. So there you sit, comfortable in your house, judging this menagerie of freaks and it feels good. Photographic quality ranges from *Silence of the Lamb*-style home glamour shots, through to truly hideous images of fantastically ugly people that will stick in your mind until you die. If you are truly adventurous you can even place your own image online. Unfortunately you can only do this by providing an address to the picture on your own webpage. Shame really, as the opportunity to stick your own or a friends picture up for world-wide criticism should not be sniffed at. But be warned. Due to the remote nature of the process, the marks are generally low. Feeling hideous? Check out these darlings and give your ego one hell of a boost.

rating ★★★★

Passportphotoriffic!



Best *Non-Videogame* Site

bookmark www.modplug.com

Modplug Central

"Tracking" was born of a need by programmers to create music for games and demos both swiftly and easily. Over the years a variety of Tracker programs have been developed for a number of platforms, meaning that anyone running a system from the 16-bit era or later can get in on the act.

Trackers are special for a number of reasons – to begin with Tracking has retained its "scene ethic" remarkably well as time has passed, meaning that a good deal of the associated music production tools are free. Secondly, the MOD format in which music is saved includes the actual instruments as well as the notation, making your work highly distributable. Finally, data is displayed and edited more efficiently (in computational terms) than traditional staff and stave notation... mainstream musicians may well balk at the way Trackers present their work, but computer users will rapidly fall in love with such a wicked system.

That's not to say mastering the Tracker is easy, so Modplug Central provides the perfect guide with an amazing home-grown editor, reams of resources and a supportive community who're happy to help out newbies. Click 'em a hit, and get creative!

rating ★★★★★

Sound as good as it sounds!

GAMETITLE		issue	SCORE	WESAY...
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!
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.
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...
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!
Medal of Honor	1-2	57	95%	A deeply engrossing GoldenEye clone. Brilliant.
Medal of Honor Underground	1-2	69	94%	The Playstation's definitive first-person shooter.
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.
Metal Gear Solid	1	42	97%	The best PlayStation game ever released!
MGS: Special Missions	1	54	92%	The perfect compliment to the greatest game ever!
Metal Slug*	1-2	26	74%	Top maiming action, but not enough of it.
Michael Owen's WLS '99	1-4	43	88%	A good game, spoilt by the presence of bugs.
Mickey's Wild Adventure	1	12	79%	Standard cartoon platformer. Yawn!
Micro Machines V3	1-8	19	92%	Blistering racing game. Fantastic!
Micro Maniacs	1-4	61	86%	Manic fun in multiplayer mode!
Midnight Run	1	31	60%	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.
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.

LATEST game9adgets

Tons of new 'things' appear in the shops all the time, trying to tempt you away from such necessities as... well food! Read on to discover which add-ons are really worth such a mighty sacrifice...

P99K Light Blaster Gun

Made by LOGIC 3

There are definitely more Light Guns now than there are Light Gun games, which must serve as some kind of symbol of corporate market capitalisation or something(?!). Anyway, the P99K – closely modelled on Bond's current weapon of choice as of Tomorrow Never Dies, the Walther P99 – is a solidly constructed piece. It sits nicely in the hand, bucking powerfully each time the trigger is pulled and the topslide slaps back. The recoiling action is distractingly noisy but, thanks to the wonders of technology and doubtlessly a few mirrors, no batteries or power supplies are required to operate it! Good shootin' Logic 3!

rating ★★★★☆

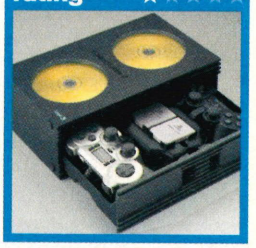


Games Station 2

Made by LOGIC 3

This big, um, box from Logic 3, aims to provide a unique storage solution for all your PS2 bits and pieces. The Games Station 2 is moulded in imitation PS2 styling; it even comes with a vertical stand to fit in with your setup. What seems impossible to fathom is why there's only enough room in this contraption for TWO discs! What purpose does this serve? Two pads and cards fit snugly inside but closing the whole thing back up after depositing your peripherals is so stressful that the thought of repeating the action every night is unbearable.

rating ★☆☆☆☆



Lucy Liu Doll

Made by KIDS BIZ

If you've been blind enough to miss her in Ally McBeal and Shanghai Noon passed you by, you won't be able to avoid her in Charlie's Angels this winter. We're talking about Lucy Liu, the Queens born Asian star whose almond eyes and angular features have bewitched our Editor for some time. Now Lucy's available in doll form, thanks to some clever Charlie's Angels merchandising, and boy she looks fantastic in plastic! Kids Biz seem to think just young girls are going to be buying these... they're wrong! Terrific.

rating ★★★★★

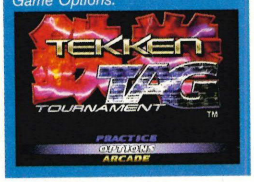


GAME HERO

Open all those bonus characters in *Tekken Tag Tournament*...

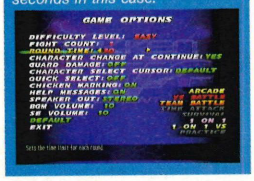
step 1

Right, this is a bit of an old trick, or a 'classic' as we say, but some of you new PS2 folk will be in the dark about Tekken's *little secrets. Skip the intro movie after loading TTT and navigate to the Options screen, then choose Game Options.*



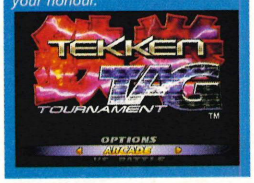
step 2

All you need are the top three variables – don't worry about the rest of this screen. Change the difficulty level until it reads Easy, then move the fight count down a notch to one. Finally take the round time as low as it goes, 30 seconds in this case.



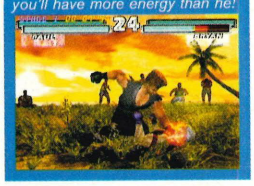
step 3

Select Exit from the bottom of the Game Options screen, then pick Exit again from the main options screen. You'll be back at the title screen, where you should select the Arcade mode from the menu. Prepare to lose your honour.



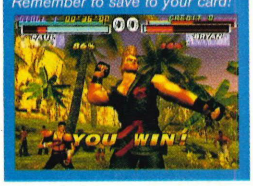
step 4

Choose your tag team and get fighting. Just swan in really hard and place a few good hits on your Easy level opponent, then hang back and block. You merely have to injure them to win, because the match will finish very quickly and you'll have more energy than he!



step 5

Repeat this brief cycle on the forthcoming opponents and you shall finish the game in no time, unlocking a nice new secret character. Do this with all the standard characters and you'll have a full house in no time! Remember to save to your card!



Trivia Corner answers: 1. $299 to you sir **2.** A young lass named Lara Croft **3.** Hello Kitty **4.** Gran Turismo 3

GAME TITLE		issue	SCORE	WE SAY...
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!*
Muppet Race Mania	1-2	62	90%	*Racing so good, it's silly!*
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!*

GAMETITLE										issue	SCORE	WESAY...
Perfect Weapon	1	●								19	65%	Slothful 3D adventure, lacking visual flair.
Pet In TV	1	●								40	77%	The best virtual pet in the land!
PGA Tour '96	1-8	●								02	86%	Well, it's golf innit. Buy the updated version.
PGA Tour '97	1-4	●								13	81%	Extremely able golfing sim. It's got the lot.
PGA Tour '98	1-4	●	●							28	63%	Best-looking golf, yet hampered gameplay.
Phat Air Extreme Snowboarding	1-2	●			●					35	22%	Very shoddy game in a saturated market.
Philosoma	1	●								02	85%	Great looking shoot-'em-up, but badly dated.
Pitball	1-4	●	●							15	66%	Rough and confusing futuristic sports.
Pitfall: Beyond the Jungle	1	●								33	70%	An above average 3D platform romp.
Player Manager	1-2	●				●				14	74%	Banal management game. No frills and slow.
CLASSIC Player Manager 2000	1-2	●				●			●	62	92%	Not as user-friendly as LMA, but just as rewarding!
Pocket Fighter*	1-2	●								38	84%	Rehashed formula, but still immensely satisfying.
PO'ed	1									07	87%	Scrappy Doom clone, meant to be humourous.
CLASSIC Point Blank	1-2	●						●		36	90%	Addictive gun fun... and it's legal.
Point Blank 2	1-2	●						●		52	80%	You like Point Blank? You'll like this!
Pool Academy	1-2	●						●		64	53%	The worst of the pool sims.
Pool Hustler	1-2	●							●	44	83%	Very playable, but not as authentic as Pool Shark.
Pool Shark	1-8	●	●			●			●	42	85%	The most realistic pool simulation on any format!
Pop 'n' Tanks*	1-2	●			●				●	54	80%	Enjoyable cutesy tank destruction!
Populous : the Beginning	1	●							●	46	70%	An excellent game, marred by slowdown.
Porsche Challenge	1-2	●			●		●		●	20	82%	Superb looking, technically brilliant. Too slow.
Powerful Baseball*	1-4	●							●	54	60%	Light-hearted multiplayer ball-hitting action!
Power Instinct 2*	1-2	●								03	52%	Cheap and nasty beat-'em-up – stay well clear.
Powermove Pro Wrestling	1-2	●								16	51%	Men in tights, absolutely awful game.
Powerplay Hockey '97	1-4	●	●							08	82%	Yet another hockey game, actually quite good.
Power Soccer 2	1-4	●	●						●	29	63%	Basically, not much fun at all!
Poy Poy	1-4	●	●							33	84%	Original and odd multiplayer shenanigans!
Poy Poy 2	1-4	●	●							46	69%	Been there, done it, quite liked it.
Premier Manager '98	1-4	●				●			●	36	76%	A decent game, but far too shallow.
Premier Manager '99	1-4	●				●			●	45	78%	Slightly improved, but not different enough.
Premier Manager 2000	1-4	●							●	61	85%	Not as good as LMA Manager, but worth a look...
Primal Rage	1-2	●								04	41%	Claymation-based beat-'em-up. Poor now.
Prime Goal EX*	1-2	●								02	62%	Very average sprite based footie sim.
Prince Naseem Boxing	1-2	●							●	69	75%	A quality boxing title.
Pro 18 World Tour Golf	1-8	●	●						●	45	34%	Snottier than a double bogey. Avoid.
Pro Pinball: Race USA	1-2	●		●						45	80%	Decent enough, but not as good as the others!
Pro Pinball: The Web	1-2	●								10	79%	Great, addictive fun, but a bit dated now.
CLASSIC Pro Pinball: Timeshock	1-2	●								34	90%	The best pinball game available for PlayStation.
Project Overkill	1	●								13	89%	Violent, bloody, but repetitive and no two-player!
Psybadek	1	●							●	42	52%	Bug-riddled hover-boarding boredom...
Psychic Detective	1	●								06	61%	Wholly FMV erotic fantasy. Utter tosh.
Psychic Force	1-2									21	73%	Unusual floating beat-'em-up. Nothing special.
Psychic Force 2	1-2	●							●	60	65%	Big in bulk, but devoid of any long-term thrills.
Puma Street Soccer	1-8	●	●						●	48	61%	Too limited for mass market appeal.
PunchiCarat	1-2	●			●				●	53	66%	Enjoyable, but limited Arkanoid clone.
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!
CLASSIC Quake II	1-4	●	●		●	●			●	55	98%	A truly stunning accomplishment. Amazing!
Quarterback Club '96	1-8	●	●							04	80%	Yet again, who cares?
CLASSIC 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.
CLASSIC 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....

HOTTEST incoming

Here are some of the games we're most looking forward to receiving in the near future here at PLAY. Read on for our wish list, in no particular order...

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 ★★★★½

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 ★★★½★

EXPECTED RELEASE DATE ■ November

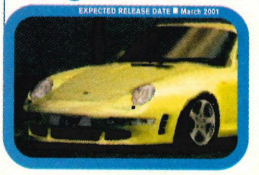


Gran Turismo 3

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 ★★★★½

EXPECTED RELEASE DATE ■ March 2001



PS2

The games we at Play recommend for your PS2...



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!



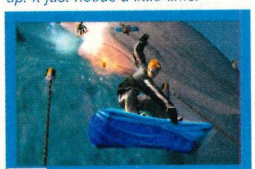
02 Ridge Racer V

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.



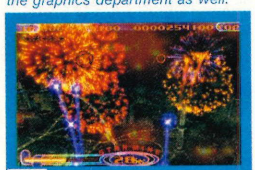
03 Tekken Tag

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 SSX

Wipeout on a snowboard! Streak down impossibly angled mountain faces and fantasy tracks at bonkers speeds. You get ages in the air during the many jumps, so there's plenty of time do those crazy stunts too. What a rush! Lots going on in the graphics department as well.



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...

Silpheed *Simple shoot-'em-up continuation of the Mega CD title from normally dependable Capcom. This is, however, horrid.*

EX Billiards *Much like* Pool Master, *which is out officially, but with the option of wacky custom tables and a working jukebox!*

GAMETITLE		issue	SCORE	WESAY...
Rebel Assault 2*	1	18	60%	*Star Wars shoot-'em-up. Boring and repetitive.*
Reboot	1	33	68%	*Easy on the eye, short-term fun.*
Rescue Shot	1	64	83%	*Bunny filled gunning mayhem. Go figure!*
Resident Evil	1	08	95%	*Gothic horror adventure – recommended!*
Resident Evil: Director's Cut*	1	27	83%	*Not worth getting if you already own the original.*
Resident Evil 2*	1	32	96%	*A truly spectacular sequel and utterly terrifying!*
Resident Evil 3 Nemesis*	1	55	90%	*Removed as a sequel, but more action-packed!*
Resident Evil Survivor	1	61	80%	*Innovative, but cheaply produced and repetitive...*
Retro Force	1-2	46	43%	*Don't even go there! A really bad shoot-'em-up.*
Return Fire	1-2	07	84%	*Average 3DO split screen army romp.*
Re-Volt	1-2	53	64%	*Messy and quite unplayable in places.*
Revolution X	1-2	08	40%	*Dire Aerosmith mouse shoot-'em-up. Bad.*
Rhapsody: A Musical Adv.*	1	69	75%	*RPG that can be fully recommended to import connoisseurs.*
Rhythm and Face	1-2	64	65%	*Mad bad memory game. Weird or what?*
Ricky Carmichael's Motocross	1-2	56	65%	*A must for enthusiasts, but otherwise tiresome.*
Ridge Racer	1	01	75%	*Launch game, now looking very sad indeed.*
Ridge Racer Revolution	1-2	04	84%	*A better game, with link-up and nicer cars.*
Ridge Racer Type 4	1-4	47	92%	*Frighteningly fast arcade racing game.*
Riot	1-2	18	72%	*Moribund futuristic sports – like* Rollerball.
Rise 2: Resurrection	1-2	05	88%	*Hideous robot beat-'em-up. A bad date.*
Risk	1-4	29	35%	*Boardgame – there's no contest.*
Rival Schools	1-8	44	89%	*Not as fast and fluid as the Japanese version.*
Rival Schools 2*	1-8	52	78%	*Fast-paced but hollow school scrapping.*
Roadsters	1-2	56	80%	*Fast and furious arcade racing, but lacking depth.*
Road Rage	1-2	17	24%	*Detestable and trashy shoe-box sim. Ugh!*
Road Rash	1-2	05	75%	*Dodgy visuals, but fast and fun. Now cheap.*
Road Rash 3D	1	36	76%	*Disappointing sequel with no guts.*
Robopit	1-2	12	55%	*Abominable robot beat-'em-up.*
Robotron X	1-2	15	85%	*Classic gameplay, very fast, we prefer the original.*
Rock & Roll Racing 2	1-2	31	55%	*Banal blaster with some two-player appeal.*
Rockman Battle & Chase*	1-2	21	41%	*Basic and unrewarding cartoon racer.*
Rockman Dash*	1	31	80%	*Enjoyable 3D adventure. For smash get* Dash!
Rogue Trip	1-2	41	92%	*Motoring madness with knobs on.*
Rollcage	1-2	46	87%	*Stomach-churning racing mayhem at its finest.*
Rollcage Stage II	1-2	60	75%	*Good fun, but not a vast step-up from the first.*
Ronaldo V-Football	1-2	64	70%	*Speedy but one for beginners!*
Ronin Blade	1	55	80%	*Great hack 'n' slash fun, but very limited.*
Rosco McQueen	1	26	88%	*You play with fire, you get this sizzling game!*
RPG Maker*	1	69	88%	*It's like owning an RPG Lego Kit.*
Rugrats	1	46	50%	*Made for kids, but it's still rubbish.*
Runabout*	1	20	77%	*Highly playable racer, but way too short.*
Runabout 2	1-2	58	83%	*An improvement over the last one.*
Running Wild	1	46	38%	*A feeble attempt at a themed racing game.*
Saga Frontier 2	1	62	70%	*Too dull, even for a role-playing game!*
Salamander Deluxe Pack	1-2	25	74%	*Aged, but enjoyable Eighties shoot-'em-up.*
Sampras Extreme	1-4	09	90%	*One of the best tennis games on PSX. Slick.*
Samurai Showdown*	1-2	13	62%	*Should be called* Samurai Slowdown!
San Francisco Rush	1-2	41	45%	*Not quite the worst racing game of all time.*
S.C.A.R.S.	1-8	39	82%	*A fine, albeit rough-looking Gridiron game.*
Sensible Soccer	1-2	44	52%	*A pointless, almost sacrilegious release.*
Sentient	1	19	84%	*Absorbing and intelligent adventure. Bizarre.*
Sentinel Returns	1	39	61%	*Rough-looking and very repetitive strategy game.*
Shadow Madness	1	58	62%	*Fun but unrewarding adventuring.*
Shadow Man	1	53	27%	*A stinking, crusty turd of a game...*
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!*
Soul Blade*	1-2	17	96%	*The best weapons-based beat-'em-up on PSX!*
Soul Reaver: Legacy Of Kain	1	50	92%	*Better and darker than* Tomb Raider...

GAMETITLE			issue	SCORE	WESAY...
South Park	1-4	● ● ●	56	24%	Exceedingly lame and repetitive.
Soviet Strike	1	●	14	83%	Decent helicopter shoot-'em-up, rough looking.
Space Debris	1	● ●	57	62%	Frenetic, but tiresome 3D shooter...
Space Invaders	1-2	● ●	56	48%	Addictive for a couple of hours, after that forget it!
Space Hulk	1	●	10	84%	Claustrophobic and intense 3DO strategy game.
Space Jam	1-6	●	21	39%	Pants cartoon basketball game, based on the film.
Spawn: The Eternal	1	●	34	49%	Dull and imaginative adventure from hell!
Special Ops: Stealth Patrol	1	●	64	85%	War fans'll love it. Rainbow Six is beaten. (Not hard.)
Speedball 2100	1-2	● ●	68	69%	A hugely disappointing update of a 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.
Spider-Man	1	● ●	69	82%	A fine, yet flawed super-heroic experience.
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.
Spyro The Dragon 2	1	● ●	55	90%	Builds on the original to become a classic!
Spyro: Year of the Dragon	1	● ●	69	80%	Same parcel, different bow.
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 Trek Invasion	1-2	● ●	69	67%	Engaging initially, but in the end... no!
Star Wars: Episode One	1	● ●	54	70%	Disappointing and crude-looking action adventure.
Star Wars: Masters of Teras Kasi*	1-2	●	30	74%	A great licence, but somewhat wasted.
Starwinder	1	●	13	77%	Linear space-based racer. Lacks excitement.
Steel Harbinger	1	●	13	80%	Controlling a violent nympho isn't much fun.
Steel Reign	1-2	● ● ●	30	58%	One to rent, not to buy!
Streak	1-2	● ● ●	42	59%	Pretty bad hoverboarding game...
Street Fighter Alpha	1-2	●	07	88%	Classic 2D beat-'em-up, now been replaced.
Street Fighter Collection	1-2	●	29	67%	Some stones are best left unturned!
Street Fighter EX Plus	1-2	● ●	25	91%	It's absolutely EX-cellent!
Street Fighter EX2 Plus	1-2	● ●	62	82%	Seems a bit dated now, but still pretty solid!
Street Fighter: The Movie	1-2	●	01	35%	Utter crap.
Street Fighter Zero 2*	1-2	●	12	89%	Simple, colourful graphics – total gameplay!
Street Fighter Zero 3*	1-2	●	45	93%	The best Street Fighter game ever released!
Street Racer	1-8	● ● ● ●	14	84%	Childish Mario Kart wannabe, good multi-player.
Street Skater	1-2	● ●	48	78%	Good for a laugh, but not challenging enough.
Street Skater 2	1-2	● ●	62	74%	Mild fun, but it's still no Tony Hawk!
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!
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.
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!
Syphon Filter	1	● ● ● ●	48	93%	A vast, sprawling adventure that rocks!
Syphon Filter 2	1-2	● ● ● ●	60	93%	A sequel to surpass all sequels!
T'ai Fu	1	● ●	47	72%	A bored, lazy moggy of a game.
Tail Concerto*	1	● ●	59	74%	Harmless and enjoyable adventure.
Tail Of The Sun*	1	●	22	84%	Innovative caveman adventure. Badly presented.
Tales Of Destiny*	1	●	42	77%	Endearing Japanese role-playing hokum.
Tarzan	1	● ●	55	50%	Uninspired platform-by-numbers. Dull.
Tank Racer	1-2	● ●	47	79%	Crushingly good, action-packed fun...
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.
Tekken 2*	1-2	●	07	95%	Brilliant 3D beat-'em-up – an essential purchase!
Tekken 3*	1-2	●	34	97%	Undoubtedly the greatest beat-'em-up around.
Teletubbies	1	● ●	59	60%	Toddler-pleasing tubby fun!
Tenchu	1	● ●	40	77%	Dark and deadly assassination action.
Tenchu 2	1	● ●	66	91%	Superlative snooping. Spectacular!
Tennis Arena	1-4	● ● ●	28	84%	Slick, addictive and playable...

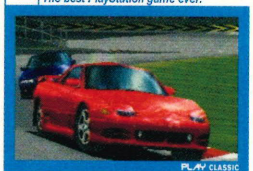
TOP30 of the Millennium

Here we have the all important results of the best of the millennium survey Paragon magazines conducted with the invaluable help of their readers...





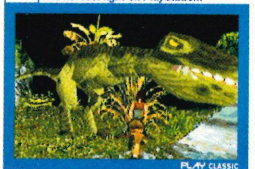
01 METAL GEAR SOLID
The best PlayStation game ever!



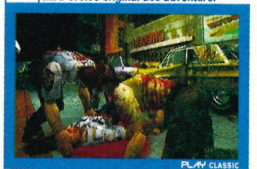
02 GRAN TURISMO
The undisputed king of the road!



03 TEKKEN 3
The fiercest fight on PlayStation!



04 TOMB RAIDER
Lara Croft's original ace adventure!



05 RESIDENT EVIL 2
Still the best of the bunch!



06 FINAL FANTASY VII
It made RPGs popular with the masses!

TOP30 all format Winners

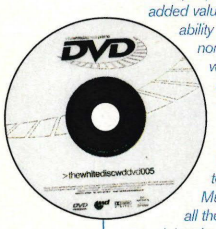
01	GoldenEye	N64
02	Metal Gear Solid	PlayStation
03	Gran Turismo	PlayStation
04	Tekken 3	PlayStation
05	Tomb Raider	PlayStation
06	Resident Evil 2	PlayStation
07	Sonic The Hedgehog	MegaDrive
08	Final Fantasy VII	PlayStation
09	Worms	PlayStation
10	Driver	PlayStation

11 Resident Evil	21 Super Mario World
12 Final Fantasy VIII	22 Grand Theft Auto
13 Zelda 64	23 Silent Hill
14 Street Fighter II	24 WWF Attitude
15 Super Mario Kart	25 Super Mario 64
16 Mario Kart 64	26 Tony Hawk's
17 Quake II	27 FIFA '99
18 Tomb Raider III	28 Dino Crisis
19 Tomb Raider II	29 Syphon Filter
20 FIFA 2000	30 Tomorrow Never Dies

Thanks for all the votes readers!

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. Disc 012 is the latest in the series, which lets you study Samantha Mumba's midriff among other things. Here's the full list:

All Saints – Black Coffee; Chicane – Autumn Tactics; Jazzy M – Jazzin' The Way You Know How; Gabrielle – Should I Stay; Johnny Corporate – Sunday Shoutin'; Alice Deejay – The Lonely One; Atomic Kitten – Follow Me; Supersister – Coffee; Timo Maas – Ubik; Zombie Nation – Kerkraft 400; York – Farewell To The Moon; Samantha Mumba – Body II Body; Twin – A New Day; Frisky – I Like The Way; Martine McCutcheon – I'm Over You; Precious – New Beginning; Me 1 – In My Room; Damage – Rumours; Aaron Carter – Aaron's Party; Vengaboys – Cheekah Bow Bow; Lily Ray – Wonderin'; David Gray – Please Forgive Me; Barry White & Punk Star Deluxe – Let The Music Play; Nelly – Country Grammar; Kent – Zoom Zoom Zoom.

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...



Now we examine BUTTOCK ENDORSEMENT. The problem? Scores of limelight-seeking singers are basing their whole fragile career on the shape of their rear.

Jennifer Lopez managed to force herself upon a disinterested public, sparking a new wave of Latin music in the process, with a combination of relentless record company funding and a sensational new dance partner: her ass.

A year later pop's petite princess Kylie Minogue cynically relaunched her career with what was essentially a showreel for her butt, the Spinning Around video. Can nobody sing anymore? Shame on you all.

GAMETITLE		issue	SCORE	WESAY...
Ten Pin Ally	1-6	18	60%	Dismal and utterly pointless bowling sim.
Test Drive Off-Road	1-2	24	35%	A turkey! Tarnishes the Test Drive name.
Test Drive 4	1-2	28	86%	Enough to blow your gasket!
Test Drive 5	1-2	42	75%	Pipped at the post by the opposition.
Tetris Plus	1-2	30	81%	Addictive, but antiquated puzzler.
Theme Hospital	1	32	88%	More fun than a hospital could ever be!
Theme Park	1	01	86%	Build your own Alton Towers – very in-depth.
Theme Park World	1	61	84%	A complex, yet thoroughly rewarding sim!
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.
Threads of Fate*	1	69	82%	A fusion of slashing, RPG and even platforming elements...
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!
Tunguska: Legend of Faith	1	69	13%	Tunguska makes us reflect on the futility of life...
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.

GAMETITLE										issue	SCORE	WESAY...
Vandal Hearts II	1	●							●	61	84%	Engrossing and very playable adventure game.
Vib Ribbon	1	●							●	65	91%	Truly unique dancing platformer.
Victory Boxing	1-2	●								13	79%	Fast and smooth rendition of the 'sport.'
Victory Boxing 2	1-2	●							●	40	84%	Frantic flying fist action in a corking sequel.
Victory Boxing Challenger	1-2	●							●	62	80%	Crap to look at, but still enjoyable to play.
Vigilante 8	1-2	●			●				●	36	94%	Big guns, huge explosions, gigantic appeal!
Vigilante 8: Second Offense	1-2	●			●				●	59	83%	More of the same with little improvement.
Virtual Golf	1-4	●								09	61%	Drab golf sim, Actua Golf 2 is much better.
Virtual Pool	1-2	●				●				17	68%	Great PC game, awkward and slow on PSX.
VMX Racing	1-2	●			●					35	45%	Dodgy-looking and, frankly, unplayable racer,
V-Rally	1-4	●			●		●			23	87%	Fast and accurate rally sim with great split-screen.
V-Rally 2	1-4	●			●		●		●	51	93%	World class action, an absolute must!
Viva Football	1-4	●	●						●	45	79%	Some good ideas included, but the controls are odd.
Viper	1	●							●	38	46%	Dark and linear helicopter shoot-'em-up.
Vs	1-2	●								36	72%	Slick, but simplistic street fighting.
V-Tennis	1-2	●								21	75%	Bland tennis game. Get Sampras or Smash Court.
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

That crucial selection of books are available to gamers who feels the need...

SECRETS OF PS2

Amazon.co.uk ■ £6.24

The world of PlayStation2 exposed for your pleasure... by a girl?



ISBN 0743413024

You won't find much in here that hasn't been covered in the hardest hardcore PlayStation mag (you're holding it) save for the few embarrassing inaccuracies immortalised by the author.

However, there's something to be said for having all mainstream knowledge (there are no real secrets revealed as the title suggests will be) presented in one volume.

Huge text and spacious layout perhaps reveal the cynical plot of an insubstantial cash-in, but we're pleased that it's been written by a girl and we'd like her to be our girlfriend.

ON THE Cards

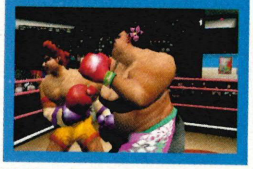
TOPS saveslots



The games we have been playing, saved lovingly to our office memory cards.

01 READY 2 RUMBLE 2

Simon couldn't be dragged away from this comedy boxing smash. Literally.



02 ISS

A month spent trying to convince ourselves this was as good as the PS1 version.



03 DEAD OR ALIVE 2

One of PS2's best games arrived in anti-aliased PAL form, hence further play!



04 AQUA AQUA

The zinging hi-res reworking of a modern classic puzzler just won't let go! More!



05 X SQUAD

Everyone say bad, Mark say good. Much testing must be done.



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!

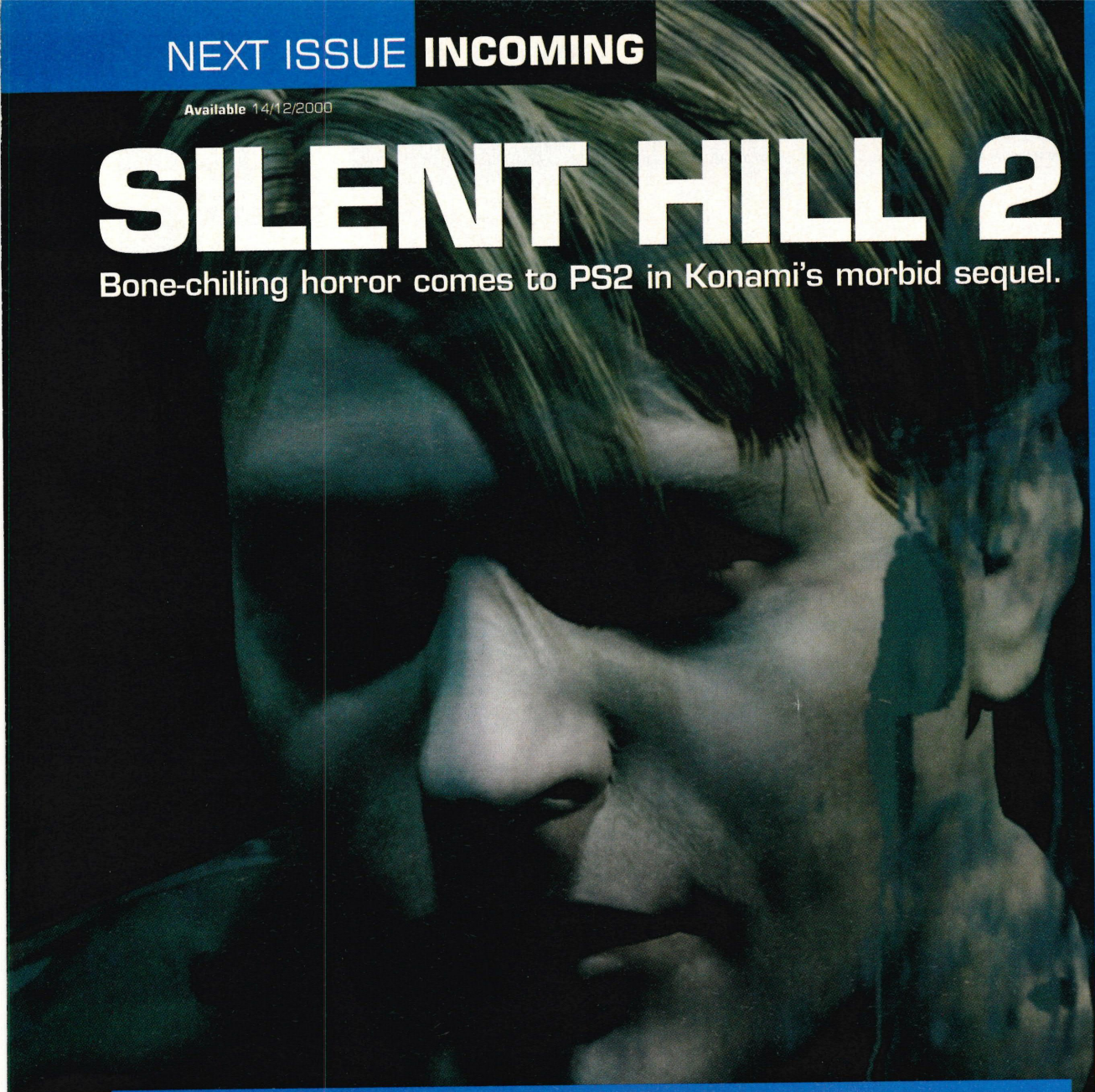
A-Z of reviews

NEXT ISSUE INCOMING

Available 14/12/2000

SILENT HILL 2

Bone-chilling horror comes to PS2 in Konami's morbid sequel.



Moto GP

Wheelie-poppin' high-speed glory in Namco's blinding bike bash!

Dark Cloud

Does Sony's massive RPG/God sim have a silver lining?

PS2 PLAYSTATION2

Reviews of all the latest PlayStation2 games, 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 14 December 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
ALEX WARREN, PAUL MORGAN, KENDALL LACEY, NERYS COWARD, MIKE RICHARDSON
SUB EDITOR **STUART MESSHAM,**
ART EDITOR **STEVEN GOTOBED**
ASSISTANT DESIGNER **ROB SULLIVAN**
ADDITIONAL DESIGN
JON COATES, NICKY BARTLETT

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 PPA
Member of the Audit Bureau of Circulation

Cover image courtesy of **SCEE**

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 Resurrection
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 1 & 2
Discworld Noir
Disruptor
Doom
Dracula Resurrection
Dracula X
Dragonball Z
Driver 1 & 2
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
Legend 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

MIDWAY

AFRO

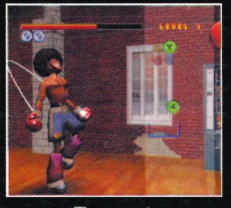
"...Ready 2 Rumble rages back in the most spectacular sequel of sequels."

PS2 - The Official PlayStation 2 Magazine

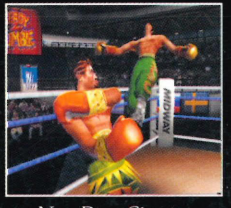
Sometimes being the best means having to spend a whole lot on Afro Sheen.

Uh huh. That's right. The King of the Ring, Afro Thunder, returns with more style, moves, taunts and punishing soul. Plus a spectrum of new features await like 13 outrageous new boxers including 5 special characters and 10 returning contenders. It's intense, over-the-top boxing action. Come on. I know you feel it now. Let's Get Ready To Rumble™.

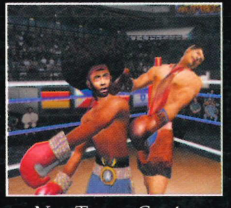
READY 2 RUMBLE™ BOXING ROUND 2



Train with Mini Games



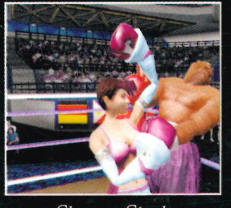
New Ring-Clearing Rumble Flurries



New Taunts, Combos and Animations



23 Outrageous Boxing Personalities



Sharper Single Player Boxing

PlayStation.2

Dreamcast

READY 2 RUMBLE™ BOXING: ROUND 2 © 2000 Midway Home Entertainment Inc. All Rights Reserved. Likeness of Michael Buffer and the READY TO RUMBLE trademark used under license from Buffer Partnership (www.letsrumble.com). All other character names are trademarks of Midway Home Entertainment Inc. MIDWAY and the Midway logo are trademarks of Midway Amusement Games, LLC. Used by permission. Distributed under license by Midway Home Entertainment Inc. Compatible with PlayStation Game Console and PlayStation 2 Computer Entertainment System. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. Features may vary by platform.

*Screen shots taken from PlayStation 2