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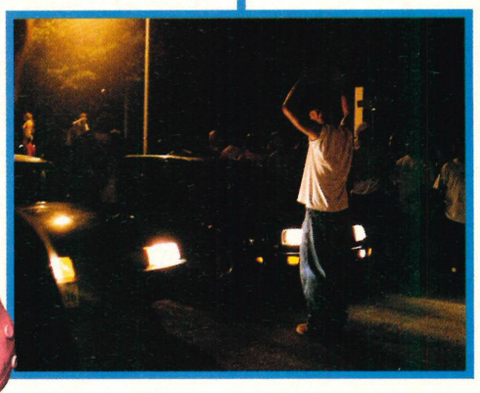
This time they mean it – it's the last Final Fantasy *game on PSone and it's absolutely marvellous!*

contacts

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On society's dimly lit underbelly, people are doing more in their cars than talking on the phone and listening to Radio 1…

immediate access

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



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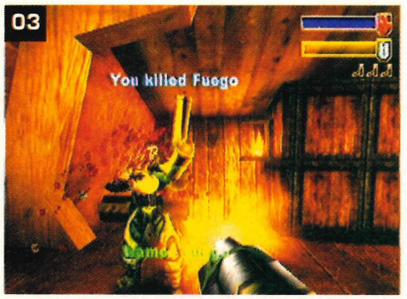
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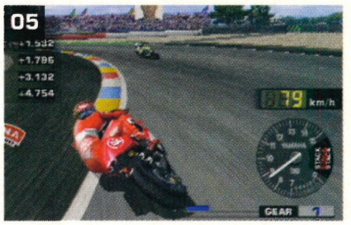
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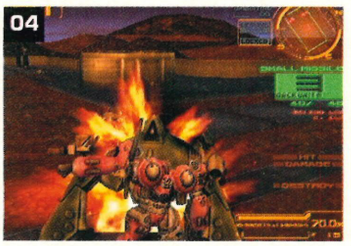












It's just PS2-good this month with honourable **Kengo (01)**, violent **The Bouncer (02)** frag-filled **Unreal Tournament (03)**, 40-foot high **Armoured Core 2 (04)**, speedy **Moto GP (05)** and swashbuckling **Seven Blades (06)**.

the hottest reviews

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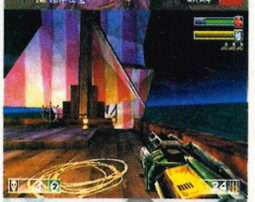
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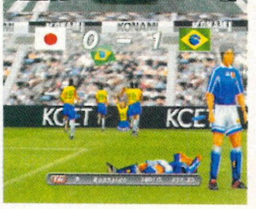
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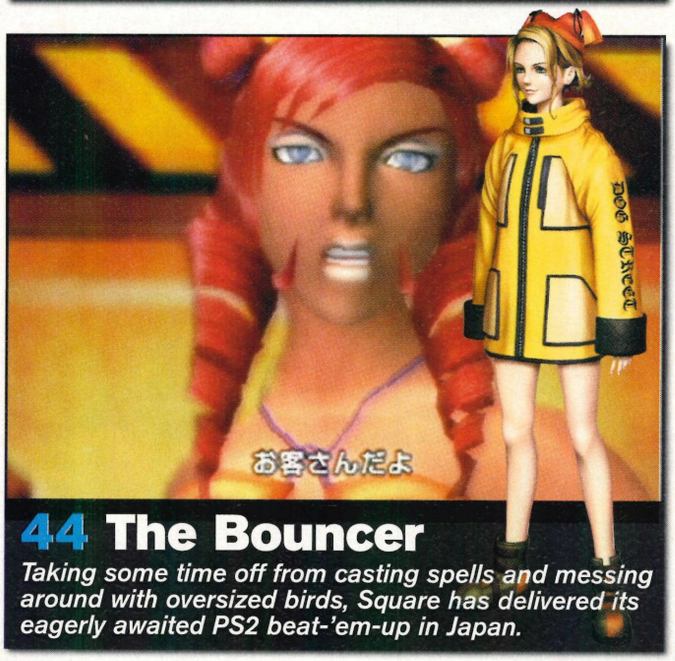


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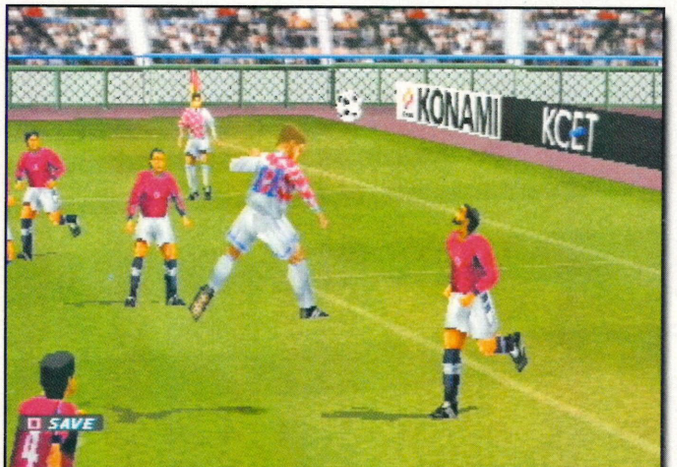
28 C-12

Somebody clearly wants a slice of the Metal Gear Solid *Pie! Sony's slick cyber slaughterfest has its scary laser eye on your PSone! There is no escape!*



44 The Bouncer

Taking some time off from casting spells and messing around with oversized birds, Square has delivered its eagerly awaited PS2 beat-'em-up in Japan.



66 ISS Pro Evolution 2

Welcome to the impossible: they've made ISS Pro Evolution *better. If you want to find out how, turn to page 66 where all will be revealed! Full review!*

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Edited By Graeme Nicholson

PLAYSTATION wired

EDITOR'S WORD



That it should come to this. We teased. We goaded. We even cursed. But this was never meant to happen: Tuesday, 23 January, Japan's Daily Nikkei, "Sega Corp has decided to cease production of the Dreamcast game console by the end of March, and concentrate its resources on the development and marketing of home game software."

Analysts had been saying for 'ages' that Sega was losing between £30 and £60 on every Dreamcast sold, and it looks as through the under-performance of the machine has finally forced the once great company into submission. The Sega/Sony rivalry might have been the cause of tears and heartache for the warring corporations, but it was also of enormous benefit to gamers whose precious attention, devotion and money was being fought over.

So we've won, Dreamcast is dead. Are you happy? A final twist in the tale means that we've won in more ways than one: Sega is to focus on producing games, which it does very well, on next gen platforms including the PlayStation2. So now the heavy duty competitors of the next console war may find themselves pleading with Sega for exclusive versions of top notch electronic entertainment. PS2, Xbox and Gamecube – may the most fun win.

Graeme Nicholson
EDITOR



THE FINAL COUNTDOWN

Exclusive new shots and info on Final Fantasy X

Just before going to press our man in Japan sent us these stunning new images and plot details of Final Fantasy X for the PS2. What's more we can confirm that this latest instalment in Square's epic RPG series will be exclusive to PS2 and will NOT be making an appearance on any other next-generation platform.

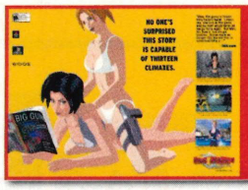
The game will take place in a futuristic, post-apocalyptic setting, where a mysterious entity known as "Sin" has submerged most of the World's surface in water. In addition to this a conflict is raging between a powerful water Goddess and an equally formidable fire God, with the player inevitably being drawn into the melee.

The central character of the tale is a 17 year old male called Tidus; a strong minded, optimistic individual, with a passion for sport. It's also known that Tidus competes in a bizarre underwater game known as Blitzball, which is likely to manifest itself as a sub-game during the quest.

The second main character unveiled, is a young female summoner known as Yuna. This youngster (who is likely to provide the title's love interest) is the daughter of a powerful summoner named Braska. Summoning, is a mysterious power that protects the world (and also Tidus's hometown of Ebon). Naturally, this force will take a pivotal role in the game's plot, especially so when you consider that Sin can only be defeated after a powerful incantation known as the "Last Summoning" has been performed.

Three other characters have also been named including Kitt, Ryugo and Hayate, although details on these individuals are still shrouded in secrecy. What is more certain, however, is that the maximum number of team members allowed at one time will be three.

Moving on from the plot, several important details have emerged



Anti-**Climax**

Cat Bucannon informs us that an advert for the forthcoming Fear Effect 2: Retro Helix has been denied publication in several US videogame mags. The problem wasn't the featured image of a near-naked Hana and Rain cavorting with one another, but actually the accompanying tag line "No one's surprised this story is capable of thirteen climaxes."



PS2 gets **Klonoa 2**

Namco's well into development of a PS2 sequel to the underlooked Klonoa. The game will once again see you controlling the dog-like hero over a serious of perilous, platform-laden environments. Wisely, Namco has refrained from turning this into a full 3D adventure and instead has retained the pseudo 3D structure of the first game.

concerning the game's play mechanics, aesthetics and audio. Final Fantasy purists may be distraught to discover that for the first time in the series illustrious history, the character dialogue will be supplied by voice actors. For the Japanese release the speech will be provided by famous Japanese TV actors, although it would seem likely that western actors will replace them in the occidental version of the game. The aforementioned purists may be relieved to hear that the spoken dialogue can be turned off and replaced with more traditional subtitles. However, the promise of perfect lip-synching on the characters faces (thanks to a new facial motion technique) as they deliver their lines, should be reason enough to keep most people listening.

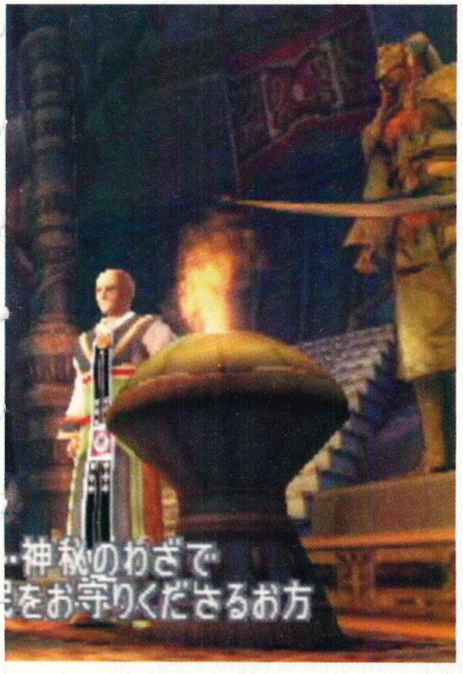
In visual terms the game's slightly futuristic locations and characters bear a close stylistic resemblance to those featured in Final Fantasy VIII. This similarity comes as little surprise when you consider that key individuals from the FF VIII team have worked on this project, including character designer Tetsuya Nomura. Consequently, the heroes, villains and the environments they find themselves in have a more adult feel to them. This harder edge is compounded by the stunning 3D engine that powers the game, allowing players to fully rotate the in-game camera and admire the glorious scenery. Anyone, who thinks the loss of pre-rendered backdrops will result in a drop in quality, will be immediately silenced when they witness the level of detail on display here. What's more, the world maps (which looked slightly dated in the PlayStation games) have also benefited from an overhaul and will now be reviewed from a far more natural angle.

Gameplay wise, only a few snippets of info have surfaced. Although the involvement of Front Mission 3's Toshirou Tsuchida, has led to speculation that the game's battle system will encourage a far more strategic approach than before. It's also rumoured that the Active Time Battle system (ATB) may be dropped for this outing.

Surprisingly, there's been little hype concerning this title to date, but with the game due to hit Japanese shelves in spring this situation is likely to change. As always you can rely on Play being first to bring you the latest details on what we believe could be the game of the year.



Tidus competes in a bizarre underwater game known as Blitzball, which is likely to manifest itself as a sub-game during the quest.



BREAKING NEWS

SAYONARA SEGA

Dreamcast dead, Sega pull out of hardware market!

Minutes before Play went to press, Sega issued an announcement that it would be dropping out of the console hardware market and focusing on the development of software for the PS2 and Gameboy Advance. The announcement ended months of speculation concerning the Japanese company's future within the videogame industry, with the firm stating that production of Dreamcast units would be halted by the end of March 2001. The erstwhile console manufacturer intends to continue marketing its 128-bit machine throughout the year and has confirmed that for time being it will still be supporting it with software.

The decision was considered by many to be inevitable and after almost half a decade of reporting fiscal losses, the firm was finally forced to take the step. The potential repercussions of the move could have a massive effect in the shaping of the next generation console war between Sony, Microsoft and Nintendo. All three manufacturers are aware that Sega (with its excellent stable of titles) would be a powerful ally. At the time of going to press the firm has stated that it is currently working on five PS2 titles and two Gameboy advance projects. No mention was made concerning software development for Microsoft's X-Box or Nintendo's Gamecube, meaning that a Sony coup in the 128-bit console market can't be ruled out yet. What is certain is that PS2 owners can look forward to some triple AAA Sega titles coming their way very soon. Expect all the latest details on this monumental announcement in next month's issue.



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.

RADIO GAGA

In an attempt to uncover suspected Police corruption, an American TV station in Detroit offered to donate a PS2 to local police - who were holding a charity drive for deprived children. Suspecting the boys in blue would keep the machine for themselves, the TV station switched the machine for a tracking device to see where it ended up. However, the station was left with egg on its face when the machine was delivered to the home of an underprivileged 11-year old boy in the projects. The station eventually handed over the machine, but refused to issue an apology.

SIGN OF THE TIMES

Speculation concerning the future of Sega being brought out by another company was recently fuelled by the New York Times. A story in the paper claimed that talks were taking place between Sega and its old rival Nintendo with a price tag of $1 billion being the supposed asking price of the Japanese arcade giant. However, both companies involved were quick to deny the rumours and dismissed the story as pure fantasy. Sega has even demanded an apology from the newspaper on its Japanese website. Sounds like somebody got their wires crossed, but you never know.

JUST A PHASE

Over in Japan Sony has announced it's working on a new first-party PS2 title, which has provisionally been titled Phase Paradox. The game will centre on the rescue of a stranded space vessel called the Starship Gallant, with players controlling three central characters as they attempt to unravel the events that led to the ship's predicament. Over 400 hundred cut scenes have also been promised, but the game's genre still remains a mystery. However, an insider at Sony hinted it could fall into survival horror territory.

AND FINALLY....

In a shock announcement this week, Microsoft allegedly said that it intends to retire from the videogame industry and set up a boutique in Chipping Norton. The multinational corporation was said to explain that the decision had been made because it wanted to spend more "quality time" with its wife and children. Rumours that the multinational corporation was forced to leave the industry – after being photographed with a call girl in a London train station – are at the time of going to press unfounded.

CAT BUCANNON'S ENTERTAINMENT USA



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

ARCTIC ROLLS.

Midway's latest addition to its popular Thunder series has just hit US arcades, where it's been met with a warm (or should that be frosty?) reception. Arctic Thunder sees players speeding around on snowmobiles as they slip-slide their way through six varied locales including Washington DC and the Himalayas. The usual assortment of shortcuts and power-ups are on offer and players can also engage in brief bouts of fisticuffs. The game is already being ported across to the PS2 and should hit US stores before the fall.



COMIC BOOK CAPERS

The game's not due out in the US until the end of January, but already Oni is generating a huge amount of interest Stateside. Given the distinctive look of the game, it was always going to be a prime candidate to make the crossover into the world of the comicbook. Now thanks to Dark Horse Comics we can expect to see the foxy heroine Konoko in a three issue miniseries of her own. Comic buffs will no doubt be reassured to hear that illustrator Sunny Lee and writer Dave Land have been involved in the project and the first issue is due to hit shelves on Valentines day.



WAR IS OVER

Despite, the success of the X-Men movie, Activision has recently announced that its second PlayStation X-Men title has now been canned. X-Men: Mutant Wars was to be a scrolling beat-'em-up in the mould of titles such as Fighting Force, but from the outset the project seemed to be plagued with development problems. No official reason has been given for the game's cancellation, although it is believed that the development Matrix may have been moved onto another Marvel related project for Activision.



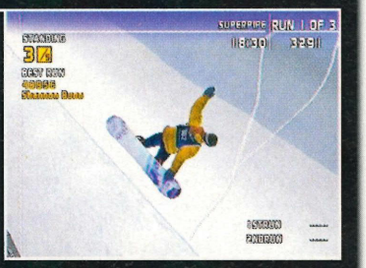
SKIN FLICK

The US movie industry has gone videogaming crazy of late. Hot on the heels of Tomb Raider and Resident Evil, comes Dead or Alive the motion picture. The rights to the film of the game have been picked up by Mindfire Entertainment, who incidentally also own the movie rights to Sega's House of the Dead. Solid details concerning the film are still thin on the ground but it's thought that it will stay true to the game's roots, by including familiar faces such as Tina, Ayane and Kasumi. One for the boys then.



KING OF THE HILL

To celebrate the launch of Konami's ESPN Winter X-Games Snowboarding, the extreme sports channel is holding a competition where players can compete to become King of the slopes. Heats will be held in ten different cities including New York, Chicago, Atlanta and Detroit. From there the winner of each location will be played off against each other in the final on February 3rd; where the overall winner will be awarded a mountain-like pile of boarding goodies. Unfortunately, for you guys, the organisers have no plans to run a similar competition in the UK.



HARD DRIVING

After months of speculation, an announcement has been issued regarding the manufacture of a hard drive peripheral for the PS2. A California based company called Seagate (well known for the production of PC drives) has been named as the primary manufacturer of the hardware. The device will be approximately 3.5 inches wide and is said to be capable of storing up to 30 gigabytes of data. The release date for the drive has yet to be confirmed, but it illustrates Sony's commitment to establishing the PS2 as a multi-purpose platform.



CAR PLAY

Love Lost

GT3 fails to hit the road...

Polyphony Digital reaffirms its aspirations of becoming the Japanese Rare by casually pushing back the release date of Gran Turismo 3: A-Spec again. We're so sorry: last month when the confirmed UK date of March 2001 rolled in we essentially promised you that this was non-negotiable.

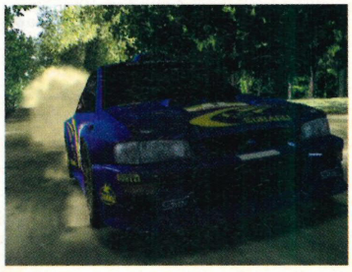
There's now no official European release date for the game at all; Polyphony simply explained that the Japanese launch day would be moved from the previous date of 15 February to an unspecified day in April, "in order to bring up the quality of the game as high as possible." This of course destroys all sane expectations of seeing a PAL release any time in March and so we're left once again in the dark.

Please put the noose back under the bed however, as the first ever shots of GT3's rally mode have been given out almost simultaneously with the bad news. We pray they go some way towards cauterising the deep emotional wound you have just received.

[Below] Dust particles, glowing brake discs, real physics... maybe it's worth the wait after all!







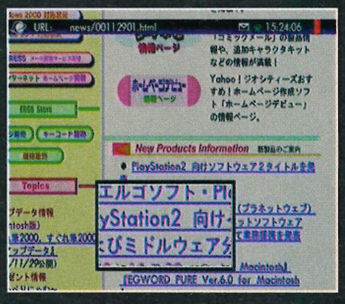
Net Benefits

PS2's onramp to the information super highway!

Some hope surfaces this month for next gen web worms. The first web browser for PlayStation2 is well into development, as these tasty new screenshots testify. Ergo Soft's must-have software – named EGBrowser – is due to go on sale 29 March for ¥3800 (£23) in Japan and should kick off a new online community of PS2 net heads.

So the cyber casino, the porn ring and the Wonder Woman season synopsis find thousands of new pairs of eyes, but that's not all. EGBrowser allows email, trading of memory card files and even MP3 support – download and play. You won't be able to store any content until the hard drive comes along, but it's a start and makes for a confident first step on the road to large scale online gaming.





[Above] After months of vague promises, both pre- and post-launch, about Internet access for PlayStation2 in 2001, we have tangible proof of this becoming a reality in Ergo Soft's PS2 web browsing software. Broadband at home should seal the deal.

ScreenBeat

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jap's eye

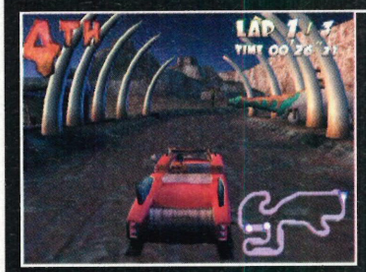
Regular reports about the happening events in the land of the rising sun from PLAY's Japanese correspondent, **Tetsuya Komuro**



7TH QUEST, 4TH MILLION

Selling coal to a man in Newcastle may be tough, but consider the problems faced when another RPG hits Tokyo. With so many on the market you'd have to have something quite special. Well, if selling over four million units counts as special then Dragon Quest VII must be one of the most appreciated RPGs of all time. Not only has it sold like better than armalites to Afghanistan, it has secured the number six position of all time best-selling games.





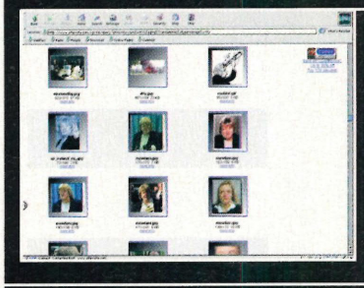
BEDROCK BUNDLE

How do you sell a cartoon move crossover racing game to a population who's drowning in them? Simple, bundle it with a DVD of the movie. It's this very brainwave that Idea Factory is planning to use to sell a racing game based on the unsavoury and unnecessary prehistoric romp, Flintstones: Viva Rock Vegas. Leading Osaka mathematician Eddy Tanaka was quickly on hand to point out that zero times two still equals zero.

FIVE KNUCKLE SHUFFLE

Stressed with being constantly tied to your computer? Why not take out your rage while building on those all-important typing skills with the help of Ashita No Joe Typing. Developed by Sunsoft, this typing/boxing game will be sold with its own USB keyboard. Sunsoft hopes that Japan will buy into the new Typing genre and is promising a host of game games based on the same idea. Type away at work, go home and relax by typing away at a boxer's face. Brilliant.



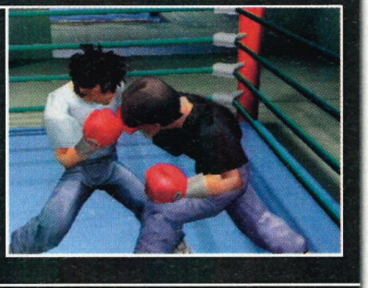


MO' MODEMS

Conextant Systems have designed a new modem chipset that will allow PS2 users to connect to the World Wide Web. The SmartSCM USB V.90 will use a single chip that has been quickly adopted by a host of leading manufactures and is set to make third party modem production simple. Separately, Omuron will be releasing its own unit, curiously named VIAGGIO while Sunsoft's Online Station couldn't sound more natural. Both will be USB, both 56K.

RAGING BULL

Victorious Boxers from Kadokawa Ahoten/ESP is based on the exploits of a popular Japanese anime series. With the game offering only story and versus modes. In the former you play as the central character from the anime series and must make your way up the ranks from chump to champ (how original). However, what's gained the game so much attention is its incredible innovative control system, which makes full use of the PS2 new analogue pad. Keep your fingers crossed for a Western release.





SHADOW WARRIORS

Tecmo has hinted that it may unveil the PS2 update of its 1990 coin-op Ninja Gaiden (shown here) at the Spring Tokyo Game Show. The company has remained tight-lipped about how closely the gameplay of the next generation remake will stick to that of the original. However, it has confirmed that the game will run using an updated version of the Dead or Alive 2 engine, so expect multi-layered backdrops and huge bouncing breasts to make an appearance.



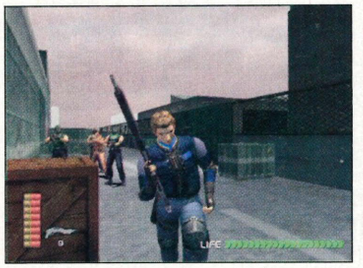
OUT NOW **PowerStation** **(ISSN 1362-5047)** is now available from all good newsagents priced just £3.99! Issue 58 features solutions for **Crash Bash**, **Buzz Lightyear**, **The Grinch**, **UFC** and **Galerians**. Plus PS2 guides to **Street Fighter EX 3**, **Armored Core 2** and **Midnight Club**. And all the latest **cheats** and **secrets!**

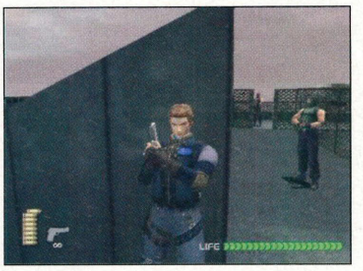
COME BACK

Winback

Necessary pop-up?

Koei are to bring their cruelly ignored N64 anti-terrorist 'em-up Winback to the PlayStation2. You are the improbably names jean-Luc Cougar and you've got a world to save, inevitably by shooting a mass of faceless goons with a wide selection of automatic weapons. Winback was touted as the Nintendo version of Metal gear Solid, but anyone fortunate to have played the game will know the real story. Rather than avoiding the enemy at all costs, the game focuses on avoiding their bullets. You can slide up to walls or duck behind barrels, sneak a peak to mark your target and then speedily pop up to fill them with lead. It was a great idea that played well, but could have done with a decent polish. The PS2 version will feature a greater polygon count, smarter sound, more multi-player modes, faster frame update and will probably even smell nicer. Oh lucky us.



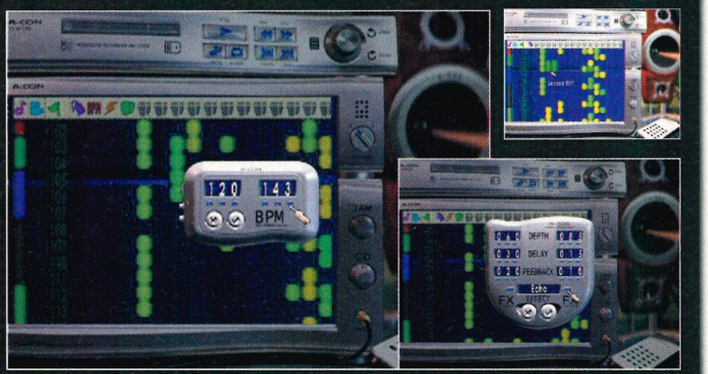


[Below] Remember being sort of intrigued by Winback on the N64 a while back? Soon you'll be able to share in the weapons and tactics gameplay on PS2.

Codies Make PS2 Overtures

Sweet Music To Our Ears

Whilst it straddled the ground between budget tracker and studio sequencer somewhat uncomfortably, Codemasters' Music was one of the most innovative console releases ever seen and, in the right hands, perfectly capable of producing semi-professional results. If nothing else, hopefuls could compose that techno soundtrack they'd always planned to create for Money Island, thus securing employment in "the world's most exciting industry™". Okay, maybe not… but the hours of pleasurable post-pub tinkering certainly aren't going to have been wasted now that an enhanced PS2 version of the package is on its way. Adopting the Americanised moniker, MTV Music Generator promises an enhanced experience commanding the PS2's sound resources – which should equate to more sample processing options and less effect drop-out when things get busy. More as we know it…



[Above] We've yet to be convinced by the new look – fortunately this appears to be one of several available skins.

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: What have the hardest working team in the industry been playing at home?

Graeme Nicholson
It's difficult to explain, and to be honest we're a bit embarassed by this, but apprently owing to a lack of decent shooters on PlayStation2, Graeme's been spotted taking home *X-Squad* over the weekends...
silencio@paragon.co.uk



Will Johnston
When others began expressing strong reservations about it, there was little choice but for Will to show support. Yes, *Vanishing Point* somehow grasped the fractured imagination of our Games Editor. Ouch.
will@paragon.co.uk



Mark Crawley
As a leading authority on PC gaming as well as PSone and PS2, Mark had to 'test' *Unreal Tournament* extensively this month, purely to discover the differences between PC and PS2 incarnations. Yeah, right.
markc@paragon.co.uk



Simon Cann
Causing a gun-sure Simon to spout an incessant flow of meaningless antagonistic taunts like, "you're already dead," and "I'm gonna blow you away" was the wonderful *Point Blank 3*.
scann@paragon.co.uk



Steven Gotobed
For some reason we felt sorry for our games-deprived art bloke and passed him a copy of *Final Fantasy IX*. He's been coming in looking awfully tired ever since and claims to be "Final Fantasied out." Rock on.
steveg@paragon.co.uk



WAR MEN

War Games

KOEI unleash strategy game sequel

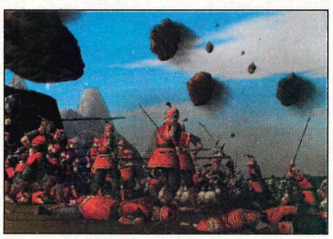
We've just received new information and screenshots of KOEI's hugely ambitious follow up to its slightly disappointing strategy/ war game Kessen. Unimaginatively titled Kessen II, the new game will not only benefit from a graphical overhaul (as seen in the screens on these very pages) it will also contain a far deeper user interface - allowing for a far greater depth of strategy to enter into the action.

Plot wise the game borrows characters and stories from the Romance of the Three Kingdom titles, with players controlling the forces of Lord Liu Bei as he plans a campaign to rescue his lover Diao Chan from the clutches of Cao Cao.

Unlike the first game (which could display a maximum of 100 characters on screen at once) this sequel will allow for a staggering 500 troops to do battle simultaneously. What's more it will now be possible to cast hugely powerful spells during skirmishes, resulting in boulders, whirlwinds and huge icy projectiles raining down on the already packed battlefield. An improved AI system will also ensure that the outcomes of battles are calculated more precisely, with the positioning and placement of your squads holding the key to victory in battle.

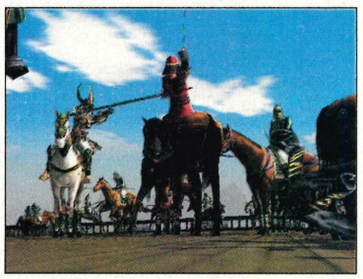
Kessen II is due for a March release in Japan, but won't be hitting these shores until the end of year. Until then feast your eyes on these screenshots and allow us to keep you posted on the progress of this potential classic.







This sequel will allow for a staggering 500 troops to do battle simultaneously.







NO FLASHY SLOGANS...



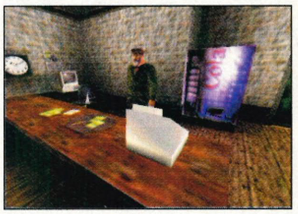
TOTAL GAMES .net

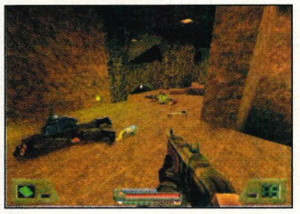
GIB FEST

Soldier Of Fortune

"It could blow your head clean aurff!"

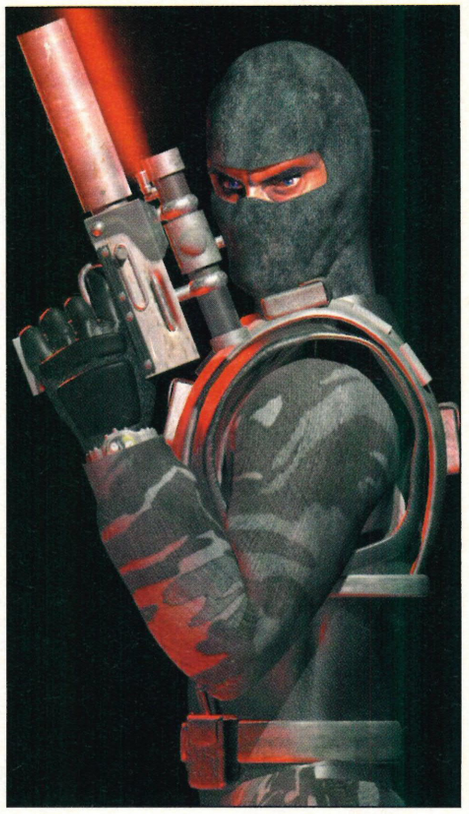
Fantasise about blowing of people's legs with shotguns? Dream of witnessing the effect of a .357 Magnum on an eye socket? Don't worry, you are not alone. When it first appeared on the PC, controversy swarmed around Soldier of Fortune like flies round a corpse. In it, you take the role of a real world mercenary with access to real world weapons, real world exit wounds. Nice. The game puts a huge emphasis on the effect of various tools of death, so expect to be able choose whether you want to make an opponent's chest dance to the sound of an Uzi 9mm, or explode to the ring of a Desert Eagle. Oh, and when your not having fun painting walls with intestines, or admiring the beauty of a shattered bones you might want to rescue the hostages or kill the general. Mercenaries aren't just psychopathic killers you know, they have jobs to do.

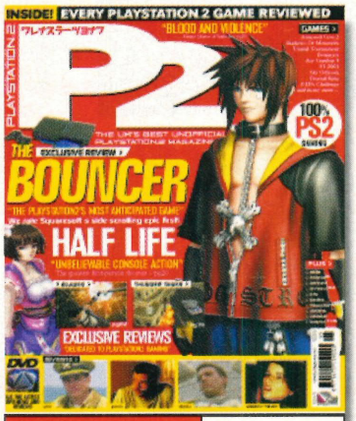












OUTNOW

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





OUTNOW

He said he'd be back and he wasn't joking, as Arnie returns in digital form with the World exclusive review of The Terminator: SE DVD. Plus UK reviews of Se7en, U-571, Cliffhanger: SE, Scarface, ID4: SE, Dogma, The Abyss: SE and much more. Inside you'll also find US reviews of Road Trip, Hollow Man, The Way Of The Gun, Coyote Ugly and Me, Myself & Irene.

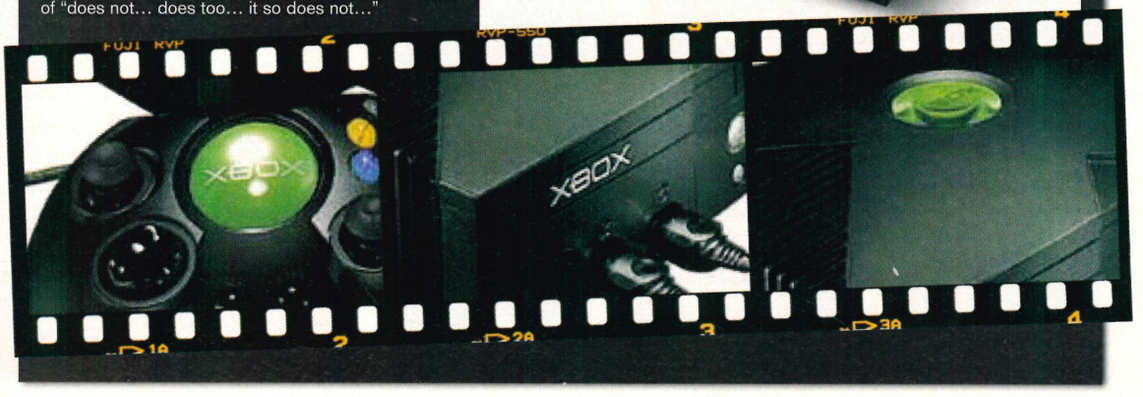


Sweet Console-ation

"not so hot"

It has been announced that Bill "666" Gates' foray into the console market isn't quite going to be as monumental as the basin-haired megalomaniac would have had us believe. J. Allard, the Xbox's general manager has revealed that they Graphics Processing Unit will run at 250MHz, 50Mhz less than originally stated. In addition the machines gargantuan polygon count of 300 million has dropped to 125. Although the new figure is nothing to be sniffed at, people who have actually seen the machine running the ship-jumping Munche's Oddysee have remarked that it looks remarkably similar to the early PS2 version. At time of going to press Mr Gates wasn't available for comment, though one industry insider was heard to say, "Yeah, so what? The PS2 smells of wee." At which time our intrepid reporter left the room to the schoolyard cries of "does not... does too... it so does not..."





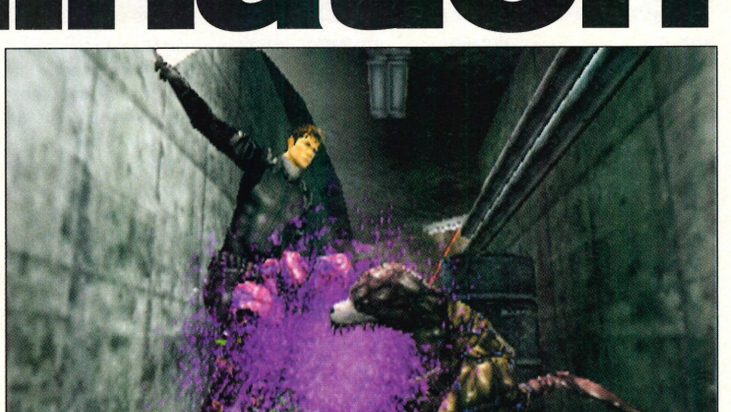
rento kill

Extermination

Something wicked this way comes...

Move over Survival Horror and make room for the far catchier moniker of Panic Action because Exterminator is on the way and it's after Resident Evils throne. Set in the year 2005 the game follows the exploits of a recognisance team that was sent to investigate strange happenings at a government base near the South Pole. No real surprise to learn that most of the group gets wiped out when their plane crash lands, most of their kit gets destroyed and the survivors are left to... Survive. But survive what? Ooh, indeed. Extermination is setting out to shock you, so the control system has been designed to facilitate quick responses. Press a combination of buttons in one situation and you'll duck, do the same combo when suddenly attacked and you'll leap out of the way, and (the theory goes) out of your skin. This novel "Region action" method will allow Extermination to be more concerned with causing sudden panic. Sounds that it might just work, but we're still not convinced that it is enough to validate a naming a new genre. Think Resident Evil with a more nervous disposition and you'll be nearer to the truth.

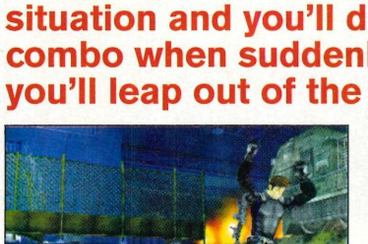
Press a combination of buttons in one situation and you'll duck, do the same combo when suddenly attacked and you'll leap out of the way...

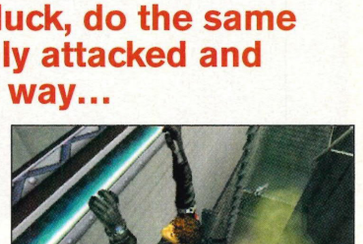


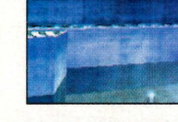




[Above] Our hero points direction to the social club to a lizard man with a very bad cold. **[Far Left]** Ah, the action star framed by fire – it all adds to that movie feel.







CHARTS

In association with GAME

Pos	Game	Developer	Publisher	Score
1.	Who Wants To Be...	Eidos	Eidos	72%
2.	WWF Smackdown!2	THQ	THQ	92%
3.	FIFA 2001	EA Sports	EA	72%
4.	The World... Enough	Black Ops	EA	83%
5.	Ronaldo V-Football	Infogrames	Infogrames	70%
6.	Driver 2	Reflections	Infogrames	89%
7.	Tony Hawk's 2	NeverSoft	Activision	92%
8.	Tomb Raider 5	Core Design	Eidos	94%
9.	Medal Of Honor UG	DreamWorks	EA	94%
10.	Dino Crisis 2	Capcom	Virgin	80%

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.	Unreal Tournament	Epic	Infogrames

NO EMPTY PROMISES...



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HEAD UP

Peripheral Vision

PSone's First Screening





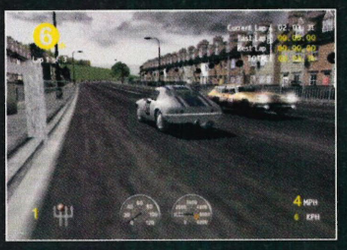
[Above] Sweet, isn't it? Like a baby Sony laptop, ready to entertain (almost) anywhere.

Pipping Sony to the post, BBI are gracing our shores for the first time with the Screen Station, a clip-on PSone screen to rival the forthcoming official product. Vastly increasing the diminutive consoles portability, Screen Station sports a serviceable pair of speakers and an impressively adjustable display. Whilst the 10.5 cm TFT screen is perhaps a little inappropriate for some games, the bundled cigarette lighter adapter is the perfect solution for those maligned by back-seat drivers… well, as long as they don't chain-smoke anyway. At £99.99 and with Christmas just passed the Screen Station is destined to become the reserve of gadget freaks only upon its debut – needing a plug, it doesn't quite turn the PSone into the kind of uber-handheld we'd like (no Tekken 3 on the loo yet folks) but if you simply MUST have the coolest gear then this second only to the PS2 itself. Expect an appearance in stores soon, followed by more peripherals from BBI.

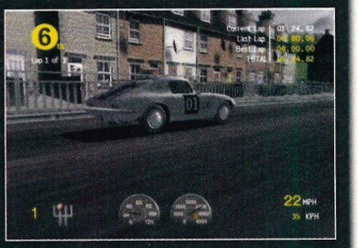
Trash The Cash

Kuju get racey

If we told you that Lotus Challenge (Virgin's forthcoming PS2 racer) is, thanks to its developer (Kuju) and Lotus working closely together on the project, to feature authentic representations of the dribble-inducing car range you may well, in this day and age, nonchalantly reply that it's the least you'd expect. If we went on to reveal that real-world cities are being painstakingly modelled in order to provide accurate and recognisable locations for you to speed through it's entirely possible that you wouldn't be taken by surprise. You might even let out an apathetic sigh, lamenting the reserved realism of so many modern racers. Well hang onto your hat because Lotus Challenge also boasts an old friend – Stunt Mode, and we'd bet that you're as eager to flip an Esprit in an orgy of speed-soaked excess as we are! Of course, the only thing that won't be accurately modelled come July is the cost… phew!



[Above] Uh-oh, one of us is going the wrong way!

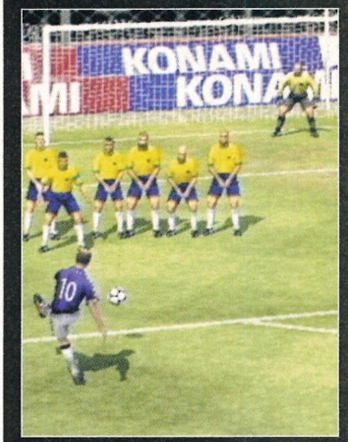




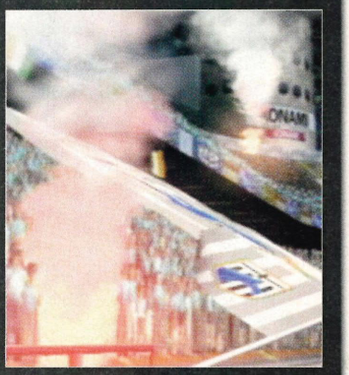
Soccer Stud

The 'real' ISS set for PS2 release

If you've a soul in your body, you'll be unimpressed with the current football situation regarding PlayStation2. Thank videogame heaven (Japan, then) for Winning Eleven 5! "What rot is this?" we hear you cry, "some obscure trash that will only ever see retail action in Madagascar and Iran, no doubt." You are wrong. Winning Eleven 5, following release in Japan on 15 March, will then become ISS Pro Evo and hit Europe somewhere around October, bringing with it accurate player names and likenesses as well as an extra helping of club teams in addition to the national squads! Not to be confused with the N64-derived ISS on PlayStation2 at the moment, ISS Pro Evo seems likely to take the crown as the best football game ever. We'll keep you posted up to release.







[Above] Proof that the Brazilians don't just treasure their football.

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Tony Hawk's 1 & 2	FIFA Series	007 Racing	Abe's Odysee
Medal of Hon. 1&2	Discworld 2 & Noir	C. & Conquer Series	Ready 2 Rumble1&2
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Broken Sword 1 & 2	Special Ops	Premier Man.'99	Ronaldo V Football
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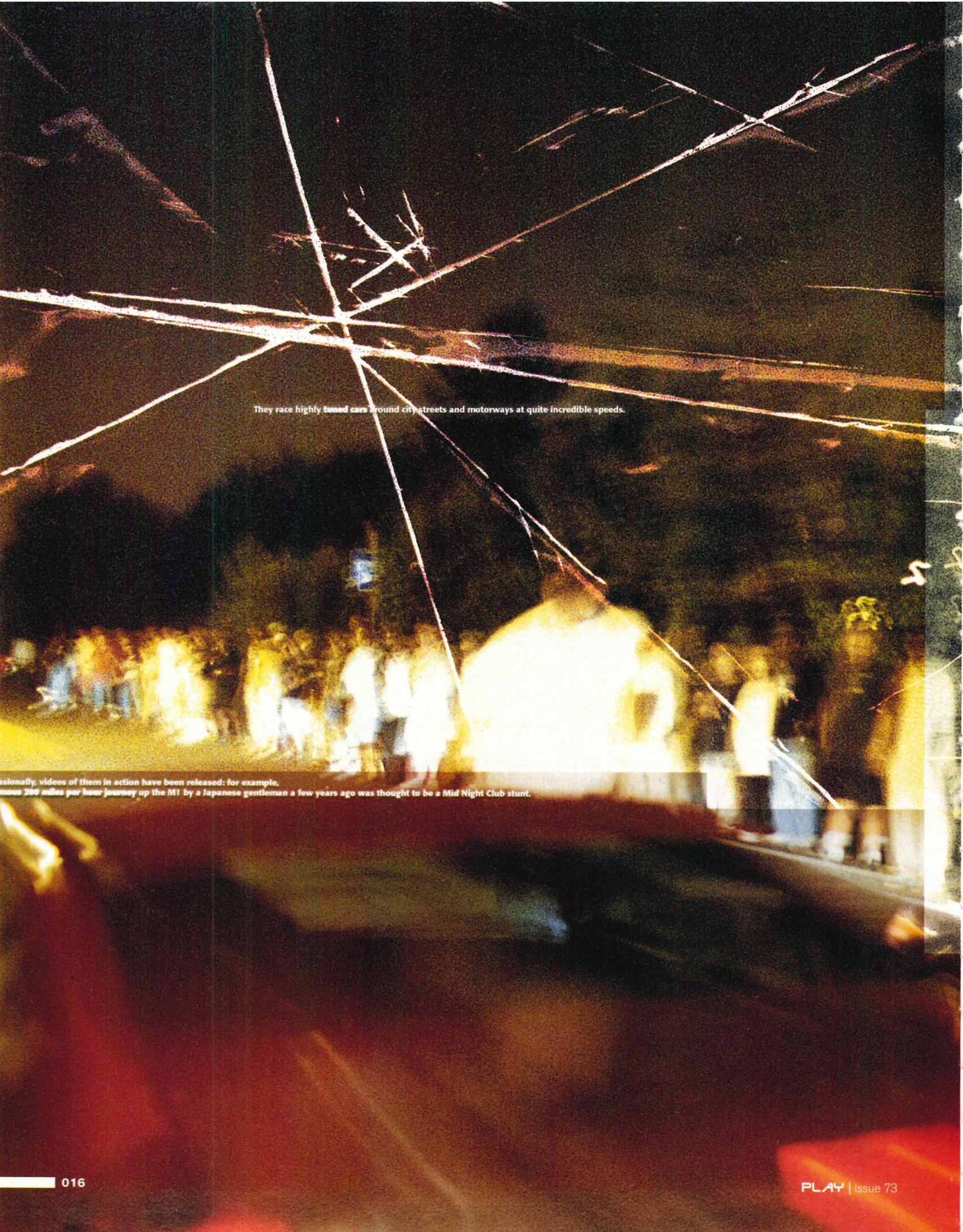
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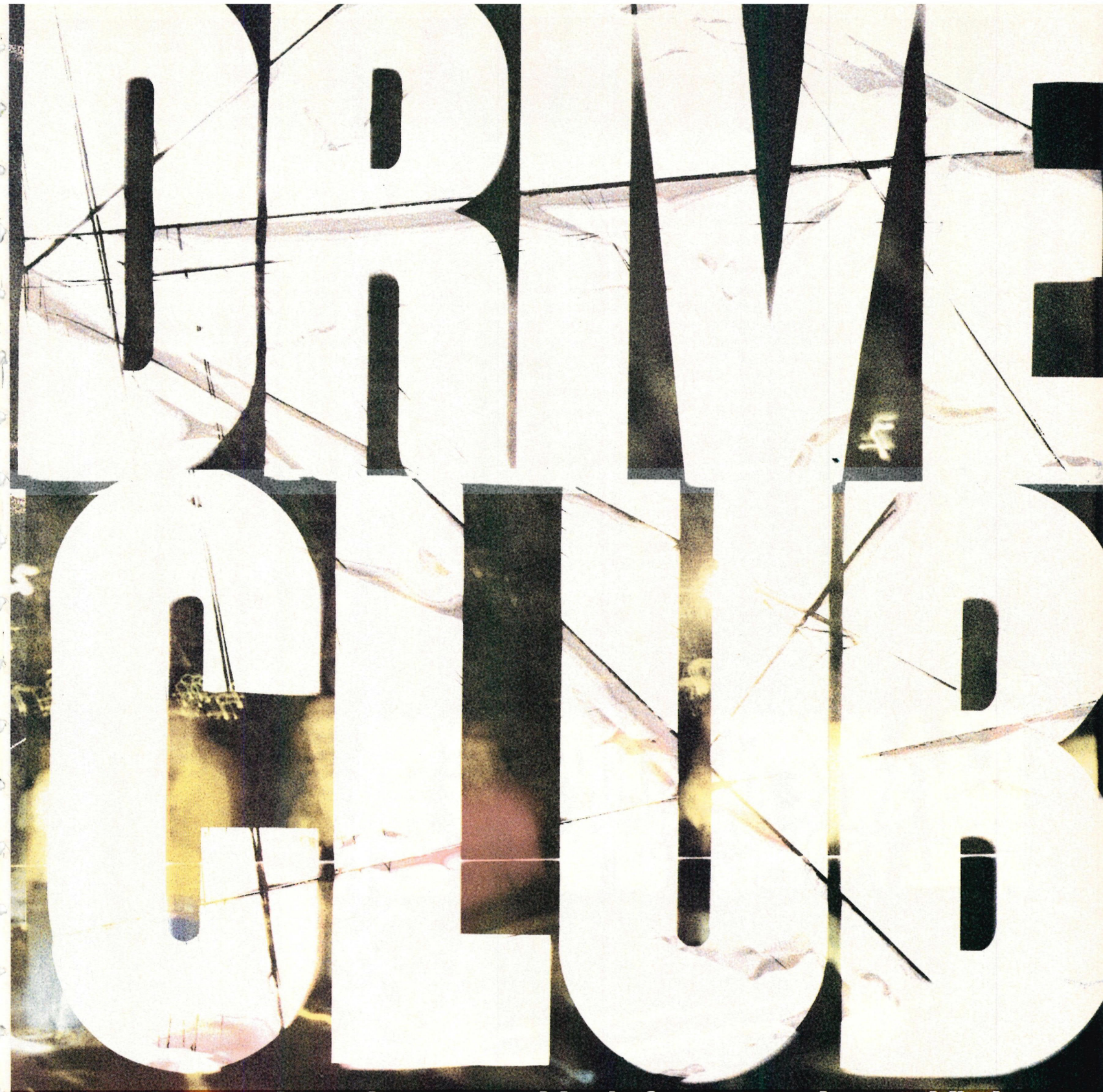
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They race highly tuned cars around city streets and motorways at quite incredible speeds.

ssionally, videos of them in action have been released: for example,
mous 200 miles per hour journey up the M1 by a Japanese gentleman a few years ago was thought to be a Mid Night Club stunt.



Love them or hate them, one thing's for sure – the world's boy racers are driving our dreams. Ian Dean talks to a nameless Long Island racer.

It's natural to want out. It's natural to rebel against the mundane, against the ordinariness of the everyday, but only a few of us manage to break free from the routines that bind us. Rockstar's latest driving game, *Midnight Club: Street Racing*, allows the rest of us to live out our dreams of defying routine and tearing up the city streets in terrific style. Now we can all fight the law.

The original Midnight Club, around which this latest PlayStation2 racing game is based, is an almost legendary Tokyo-based street racing organisation. The Japanese have been racing the streets for years and although other clubs do exist around the world – in Lisbon, Sydney and San Francisco – only the Tokyo club is recognised as official.

As Dan Houser from Rockstar explains: "They race highly tuned cars around city streets and motorways at quite incredible speeds. Occasionally, videos of them in action have been released. For example, a famous 200 miles per hour journey up







› the M1 by a Japanese gentleman a few years ago was thought to be a Mid Night Club stunt."

Seeing their countrymen tear up the rulebook in such a thrilling way has inspired a following, leading to rival organisations sprouting around Japan's highways. However, without the strict safety regulations of the official club, some horrific accidents have been recorded. This hasn't prevented the craze from swelling outside of Japan. Other cities and urban areas have their own street racing clubs. Rockstar's nameless consultant for *Midnight Club: Street Racing*, Mr X, races through Long Island and Washington DC. Membership is less strict than for the Japanese clan, with Internet invitations and mechanics at local tuning shops recommending drivers.

"We've been racing in Long Island since 1992 on a regular basis. There are about 20 of us who race," explains Mr X, "before that it was just people challenging each other to see who had the fastest car. Racing starts at around midnight, so the streets are fairly empty, and goes on until dawn, or when the police break up the meeting, whichever comes sooner. We tend to mainly do pure speed races – racing a mile along a straight, quiet road – as this is the purest test of speed and the least dangerous kind of race."

It seems the Midnight Club racers, like Mr X, take safety very seriously. The speed and races are planned to not harm nearby onlookers. As Mr X concurs, "We try not to drive dangerously at any time. The most important thing is safety. There are people all around and we're doing 180mph so you've got to be careful. Racing is not dangerous as we are in complete control of our cars at all times."

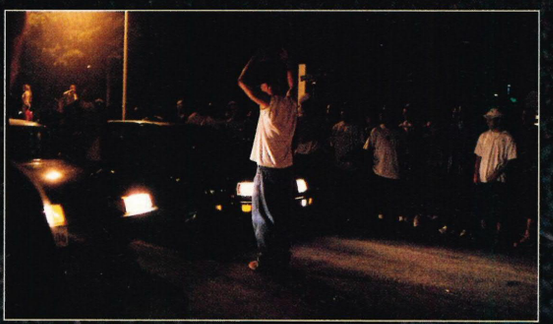
"So they claim…" interrupts Rockstar's Dan Houser, "we saw cars skid around and people standing incredibly close to cars driving at 150 plus miles per hour!"

"More illegal races across town and through the city streets do go on," stresses Mr X, "but the police will send you to jail instantly if you're caught racing across major urban areas."

With more than three thousand race lovers coming to see the action some nights, it's clear why Mr X *et al* want to stress the safety of the races. The crowds gather by word of mouth and huddle right next to the racing line, crammed together across the pavements.

"The crowds are good," says Mr X, "but above all, we want a pure test of speed in which nobody gets hurt by stupid driving. Racing isn't really about people. It's just about speed and knowing your car is the fastest."

Yet, in such a competitive atmosphere, fuelled by the rumble of engines and the smell of scorched oil, anything can happen. The police tend to turn up at most events, which often leads to widespread anarchy and police chases.



MR. X

IT'S A CHANCE TO LIVE BY YOUR OWN RULES AND HAVE SOME FUN WHILE PROVING YOU'RE THE BEST.

Racing isn't really about people. It's just about speed and knowing your car is the fastest.

"We have a lot of people standing around watching out for the cops," assures Mr X, "then the races begin. We tend to only race short distances, but the atmosphere is usually pretty competitive, especially when people race for pink slips."

Winning a pink slip means you win your opponent's car. In such a heated contest, when a driver's pride and joy (more like his painstaking love with these guys) is on the line, tempers can fray. Mild-mannered bank clerks by day can become roadway champions when the clock strikes midnight. The mundane can be forgotten and dreams can be realised. "There are all kinds of people into street racing, including accountants, mechanics and drug dealers. Just anyone who really likes cars. People there aren't interested in what someone does, just in the cars and the drivers," enthuses Mr X.

Here is the glimpse, the sly insight into why people tear up the quiet midnight streets. Why mild-mannered accountants take to the dark, golden-hued highways and risk their lives for a dream. It's a dream to bring some excitement to an otherwise average life, a dream to break the rulebook with a push of a pedal.

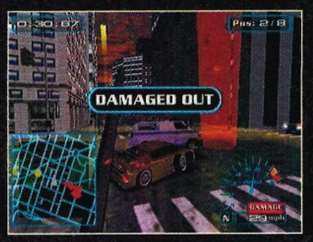
That's where games come in. "Videogames are fun because they are not real life," suggests Mr X, "you can do things you can't do in real life. But I suppose what's fun about racing games is a sense of speed and that's what's fun about real street racing."

So Rockstar's latest PS2 game allows us all to get in on the act. Now we can usurp the rules, feeling the thrill of the cold night air blasting over the windscreen of a convertible we will never own. *Midnight Club: Street Racing* even stretches the reality, presenting players – some of whom, like Mr X, are real life street racers – with the chance to go beyond their own limits. "It's way more illegal than anything we do," stresses Mr X. "We can't race across Manhattan, as we'd get arrested in seconds. I've heard about people racing on the freeways in the UK, but nothing through the city streets, although I think it goes on in Japan."

He continues, stressing the presence of the authorities at the Midnight Club meetings, "Because of the police we have to race in quiet areas, away from other people. *Midnight Club: Street Racing* is like a movie. It's pretty realistic in that the cities have cars and passers-by and the cars handle well, and New York looks like New York, but we could never race like that."

The presence of the police features not just in the real life races, but also on the game's neon-lit stretches of New York's Broadway and Central Park. The police are a symbol, a constant reminder that a night's racing isn't detached from the world, but an integral part of it. A driver can't value the freedom he feels in the midst of a high-speed dual unless he first understands the constraints that bind him.









"Police and the chance to outrun them…" muses Mr X. "We don't usually actually drive away from the police, because it turns the charges into resisting arrest, but I know I'm faster than them. That's what I really enjoyed when I played the game."

So, even real drivers can get a rush from the suspended realism found in a videogame. But for the Midnight Clubbers there is only one way to stretch out of the tight binds of everyday life and that's the real thing, police and all.

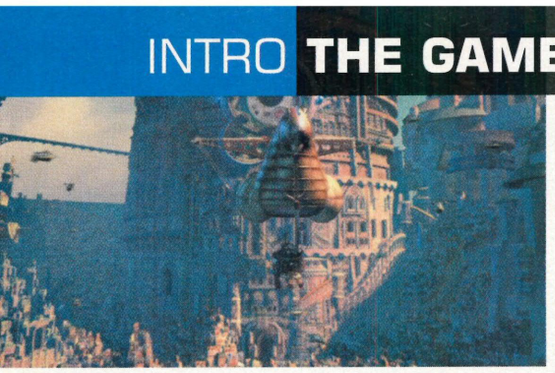
"Adrenalin," declares Mr X, when asked to state why the real thing still gets the blood pumping. "It's pretty dangerous, I guess, but good fun, especially if you're into cars. And it's illegal, but it isn't like selling drugs or whatever. It's a chance to live by your own rules and have some fun, while proving you're the best."

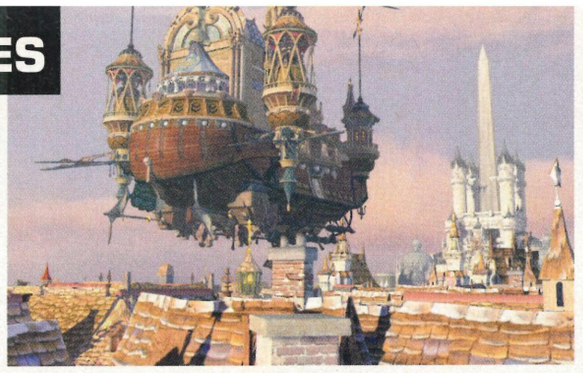
Live by your own rules. Prove you're the best. Run free in a world compounded by pressures and problems, and the laws and legalities that bind us to the convention of a nine to five job. We can't all roar through the silent night air in a tuned Honda Civic, but we can get close with games like *Midnight Club: Street Racing*. ◘

A FAMOUS 200 MILES PER HOUR JOURNEY UP THE M1 BY A JAPANESE GENTLEMAN A FEW YEARS AGO WAS THOUGHT TO BE A MID NIGHT CLUB STUNT…

DAN HOUSER

We try not to drive dangerously at any time. The most important thing is safety. There are people all around and we're doing 180 so you've got to be careful. Racing is not dangerous as we are in complete control of our cars at all times.







THE BIG GAME



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 suggests alternatives. 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!



Final Fantasy IX 22



C-12 28



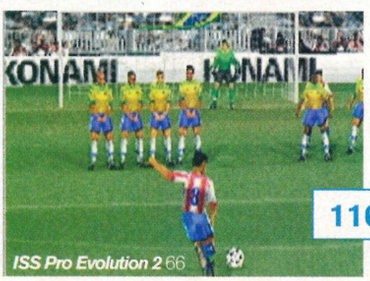
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Ratings for every PlayStation game that has ever appeared in PLAY, plus heaps of extra information!

Writer Mark Hattersley **Available** 16 February 2001 **Weblink** www.square-europe.com



FINAL FANTASY IX

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PUBLISHER	INFOGRAMES
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One Player | Memory Card | Dual Shock

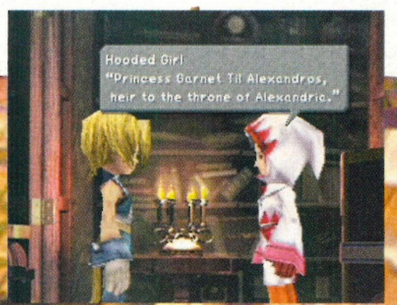
YOU KNOW YOU WANT IT, DON'T EVEN BOTHER DENYING IT!

Oh happy, happy day! After much business banter, legal wrangling and a horrible period where we began to think it'd never actually happen, the UK version of *Final Fantasy IX* has finally swept onto the stage, dropped to one knee with outstretched arms and shouted "Ta-daaa!".

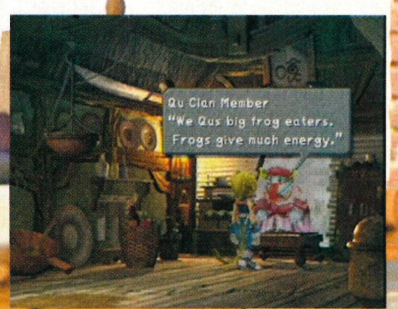
The ironically titled 'Final Fantasy' series shows no let-up in its never-ending quest to make every other game you own look like worthless trash. Now, its ninth appearance can at last hold some claim to the word 'final', for this will definitely be the last Final Fantasy game to grace the PSone. With that in mind, Square has pulled out all the stops and visually at least, it outperforms every other game that you can buy. We're not just talking about the pre-rendered FMV visuals either (which are jaw-droppingly awesome, incidentally) – everything from the battle cut-scenes to the stunningly detailed towns and villages are presented with an attention to detail and craftsmanship that puts all other games to shame.

OLD SKOOL STAR

Final Fantasy IX has gone back to its pre-PlayStation roots – in this case, *Final Fantasy VI* on the SNES. Gone is the spiky haired Manga-style of *VII* or the ultra-realistic look of *VIII*. This is a world populated by big-headed, human/animal hybrids living in a world of Brothers Grimm







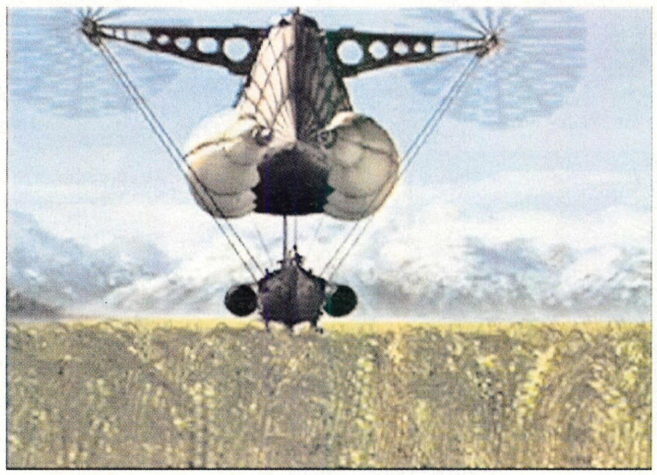


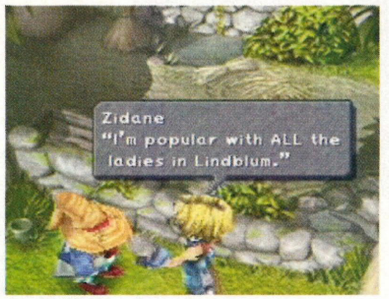
Square has pulled out all the stops and visually at least, it outperforms every other game that you can buy!

TRANCE

Judge Jules on the decks, glow sticks in the air and the bottled water-clutching massive. No... not that sort of trance! In Final Fantasy IX, trance is a state of mind. Whilst you are fighting, your trance meter fills up depending on how much the enemy hates you! When it hits the top you go into trance, all your attacks are more powerful and you get special magical attacks too.





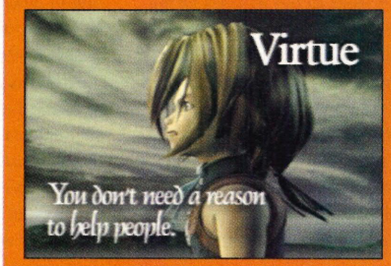




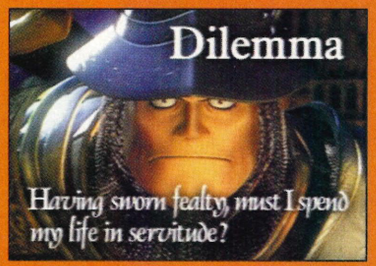
A NATION OF MILLIONS

One of the truly remarkable things about the Final Fantasy series is the way in which the entire cast is successfully discarded. Try applying this theory to any other series – 'Tomb Raider 6', now starring Nora Grimble... it just wouldn't work, would it?

The new characters are excellent. Zidane's swaggering bravado makes a welcome change from the dark, brooding bunch from the previous games. Princess Garnet (the only character to fully resemble a human being) melts your heart and would have you down on one knee begging to marry her (although she does have a tendency to get kidnapped every half-hour so perhaps you'd better be quick). Even Steiner, with his rusty metal, is fun, and the real star Vivi manages to be cute whilst practising the dark arts. Mind you, he mixes a wicked fireball-sword cocktail for Steiner.









THAT'S MAGIC

It's not all cold steel! Magic is a vital part of the Final Fantasy world and works in many ways. During battle, characters like Vivi can cast fireballs and combine their power with other characters.



[Above] Get used to it, Zidane. You'll be spending a lot of time rescuing her from now on. **[Below]** Take that, ya monging monster. And next time, bring all yer mates too!

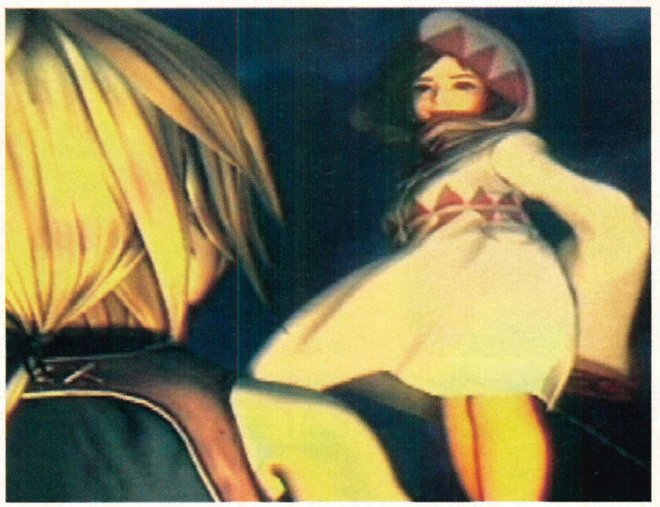






FINAL FANTASY IX

Gameplay-wise, we are on familia[illegible]nd – if it ain't broke, Square doesn't fix it!



[Above] Princess Garnet does her best Marylin Monroe impression. Shame the skirt doesn't go any higher though!



[Below] Face? Who needs a face when you've got eyes like these?



ABILITY POINTS

Like previous Final Fantasy games, the process of learning new abilities is attached to the objects you pick up. Every item of armour or weapon has in-built abilities attached to it. You can opt to use these abilities whilst equipped with the item. They cover everything from spells, summoning monsters, fleeing battles and, well... far too many skills to mention here. As you use these abilities an ability gauge fills up and when it's at the top, the ability is yours for life, whether you equip the item or not.

fairy tale castles and Baron Munchausen-style flying ships. The new look will come as a shock to many Final Fantasy players, who first came to the series through the Manga-infused number seven. Understandably, there is much muttering and grinding of teeth at the thought of the popular series being turned into a 50 hour long French-style cartoon. But worry not, although it has a new look (or old, depending on how familiar you are with the entire series) this is still the most stylish PSone game sitting on the shelves.

Gameplay-wise, we are on much more familiar ground. Everything from the world-map, menu interface and active time battle system is pleasingly recognisable (if it ain't broke, Square doesn't fix it.) If anything, the game is far more accessible – it draws you in slowly, offers help via the Select button whenever you need it and saves the training lectures until well into the game.

Any criticisms that were levelled at earlier games are still relevant, which if anything shows Square's faith in its formula. But formulaic it certainly is: wander through a town, buy weapons, head into the wilderness, build up your characters' strength through random attacks, find the forest/cave/tower where Princess Garnet is in trouble, fight the big boss and head on to the next town.

DID YOU KNOW?

- Sheesh! No sooner do you get one than another comes along. Square has just released screens and art for Final Fantasy X on the PS2. The series seems to have gone back to a more realistic look for the next instalment.
- Square is also busy creating the first Final Fantasy movie. This fully rendered 3D spectacular should be hitting UK screens later in the year.
- Square has already registered Final Fantasy XI, XII, XIII, IX and XV as Internet domains, so it looks like fans will remain busy for a while yet.

SPELLBOUND

There are also huge sections of the game that involve little more than tapping the X button every 30 seconds as the plot unfolds. It's only after around ten hours of play that the game begins to break free of its



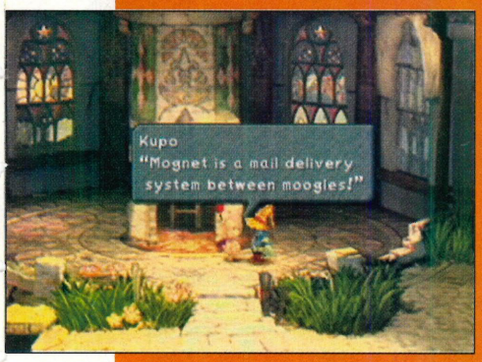




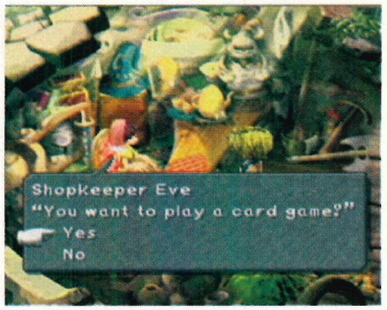
MOGNET

Presumably some bastardised mixture of moggy and Internet, this cat-based communication system is your method of saving. Throughout the game you'll come across Moogles; at this point you can save your progress, but you can also decide to carry letters between different Moogles with the added bonus that you get to read the letters to gain secret knowledge. Moogles also act as mentors in the game, teaching you all you need to know.













[Left] Steiner fails to spot the crowd of people gathering to look at the 'kick me' sign on his back. **[Below]** Look! It's the Goodyear blimp.



PUT YER DUKES UP

As ever, fighting monsters is an integral part of Final Fantasy. The Active Time Battle system remains largely unchanged since the last version. Each character has an ATB gauge which fills up at different speeds. Once the gauge is full you can issue commands such as Attack, Magic, Steal or Use Item.









[Above] This water has magical properties and will heal all your damage. So use a well to get well.

TIP

Princess Garnet is lousy at fighting, but her Cure command is a gift from heaven. Wait for her gauge to fill up and skip her using the Triangle button (don't bother attacking). If your party is getting a royal kicking, select Cure and use R1 so she casts the spell over your entire party.











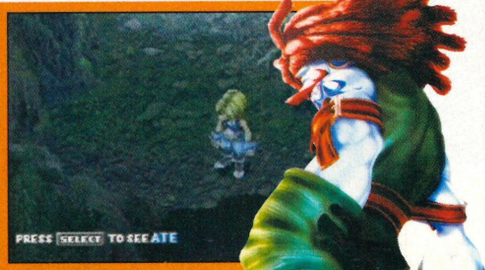


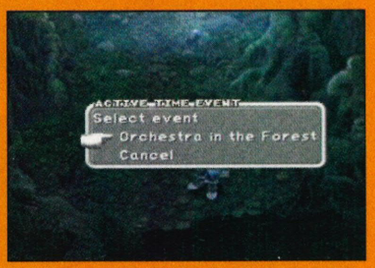


ACTIVE TIME EVENTS

New to Final Fantasy IX is the Active Time Events system. As you wander around towns, you'll notice the Active Time Event icon appear. Press Select to bring up the ATE menu and you can watch events happening to other characters at the same time. You can't control the events you see but it keeps the story flowing whilst you wander around.

[Right] Keep your eyes open for the ATE icon.





[Above] Click on Select to bring up the menu.



[Above] Back at the ship the band starts playing.

TETRA MASTER CARD GAME

Mini-games are a staple base of any Final Fantasy game. The main game this time is Tetra Master, which is based upon the Pokémon and Magic The Gathering card-based games that are doing the rounds. As you wander you'll find hidden cards (as well as potions and money). Walk up to any character and press ■ to find out if they play Tetra Master. You place cards against your opponents and if yours are more powerful they turn to your colour. If you win you get their cards and vice-versa.



linearity and open up into a true free-form adventure (and even then you're gently prodded in one direction). Only being able to save at designated points is still annoying, however, especially when you get hammered by a big boss and have to spend half-an hour re-doing a section.

One thing the game offers in abundance is sheer value for money – you'll be playing for ten hours and will still be on the first disc!

All this is forgivable, though, mainly because the wonderful visuals never fail to grab your attention, which is then rewarded with an excellent story infused with humour, pathos and genuinely endearing characters.

One thing that always was, and remains, unforgivable though is the random attacks by monsters. The first time the screen swirls away to an accompanying 'whooshing' sound may be exciting. However, as you explore the world the never-ending stream of attacks by identical monsters becomes plain irritating. It's a tradition that dates back to the days of the Commodore Pet computer, and as such is long out-of-date. Other RPGs such as *Grandia* and *Zelda 64* have taken steps to allow you to avoid monsters. It really is time that Square put some of its mighty budget and resources into finding an acceptable solution to the problem.

However, even though this is irritating, it's only because you're keen to move on and discover the next brilliant puzzle, plot line or jaw-dropping FMV sequence. The one thing that *Final Fantasy IX* offers in abundance is sheer value for money. You'll be playing for ten hours straight and you'll still be on the first disc. You won't believe how much FMV and gameplay you've seen, and the thought of what lies on the remaining three CDs is enough to make you gasp at the sheer scale of the game.

So is it the best Final Fantasy game ever? The point will always be contentious due to the vastly different style between this and the previous two games. Graphically, it's certainly better than any other RPG, or indeed any other PSone game. The story tends to hold together better this time, and the whole experience is far more accessible and entertaining than previous Final Fantasy games.

Above all though, this is the curtain call for the series on the PSone. It's the last truly big blockbuster for the console and fittingly, it's the finest show in town. Shower it with your hard-earned gold and prepare for many a sleepless night.







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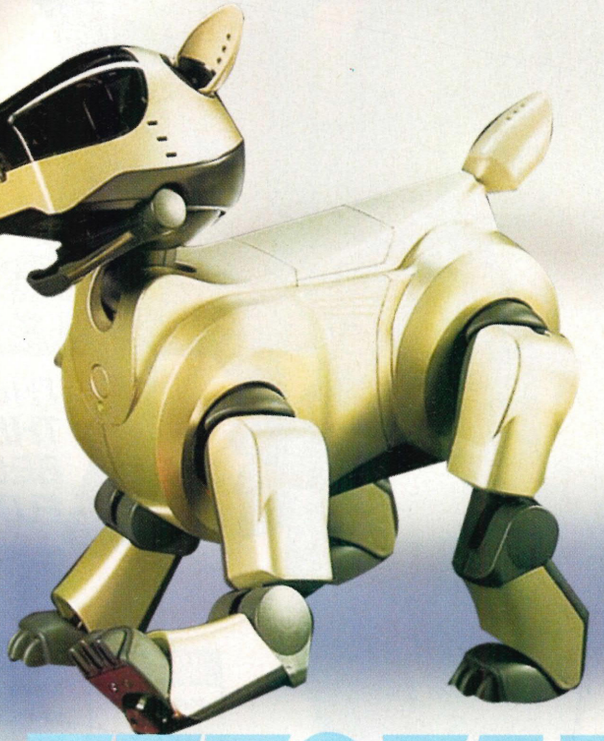
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Writer Martin Mathers **Available** March 2001 **Weblink** www.playstation-europe.com

C-12
FINAL RESISTANCE

THE SIX MILLION DOLLAR MAN IT AIN'T. IF THE GUYS BEHIND MEDIEVIL ARE TO BE BELIEVED, THE FUTURE'S BRIGHT – THE FUTURE'S CYBERNETIC...

If films like *The Terminator*, *Escape From New York* and... er, *Transformers: The Movie* have taught us anything, it's that the future ain't exactly going to be a bed of roses. Nuclear war that destroys everyone, alien invasions that enslave the human race, the creation of a super-computer that goes mad – if we don't end up wiping ourselves out, you can bet your bottom dollar that someone's going to come along and do it for us.

Thankfully, there's still plenty of time until that happens, so let's try to lighten the mood with a game or two... or we could, of course, just play *C-12* and imagine that the end is already here...

Rather than pulling its punches and easing you gently into the story, *C-12* hits you full on the face – human life as we know it has been exterminated by a marauding alien force and now only a few pockets of resistance are left to fend them off. Bugger. What's more, the humans that gave up quicker than the French during World War II have been 'droned'; that's alien-talk for having lots of metal bits attached to your body in an effort to become a cybernetic warrior slave. Suffice to say, it's not nice... which is why the remaining humans are determined to do anything to prevent it happening to them.

Unfortunately, the only way left to beat the enemy is to use their own technology against them (hey, ain't it always the way?) and so the human race's best hope for salvation has been implanted with alien



The game focuses as much on puzzle-solving than it does on blowing seven shades of Shintoism out of the alien hordes

MARCH 2001

PUBLISHER SCEE

DEVELOPER SCE Studio Cambridge

1 Players

80% Complete

Anticipation

★★★★☆



softography

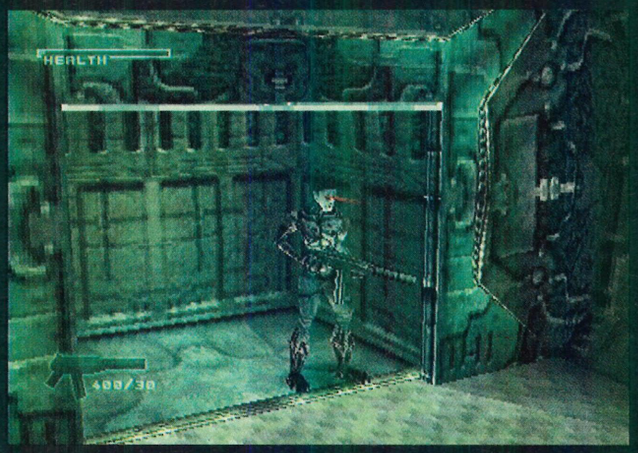
SCE Studio Cambridge **UK**

MediEvil

MediEvil 2 (well, duh)

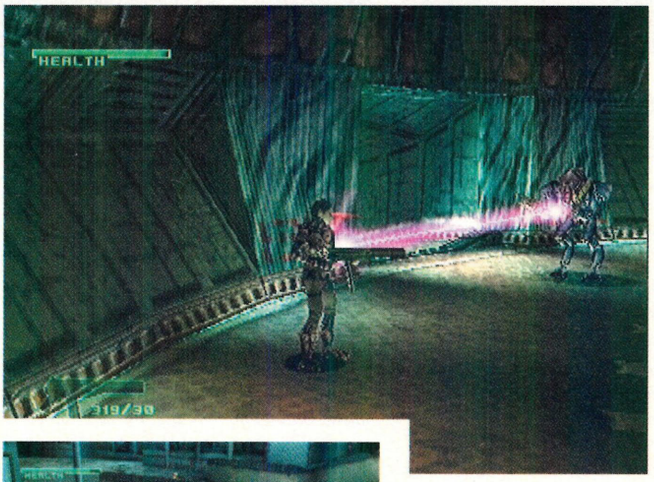
AN EYE FOR AN EYE

Despite making it incredibly tricky to get girls to go out with you, having alien technology implanted into your face has its advantages. Take that rather fetching laser-enhanced eye that Vaughan sports, for example; by holding down the R2 button, you can enter the first-person mode and look around the local area to your heart's content. Not only does this make hitting nearby alien scum a whole lot easier, but you can also use your improved vision to identify any switches, items or other goodies that you might miss under normal circumstances... plus it means you can always go as a Terminator if someone you know holds a fancy dress party. Great.

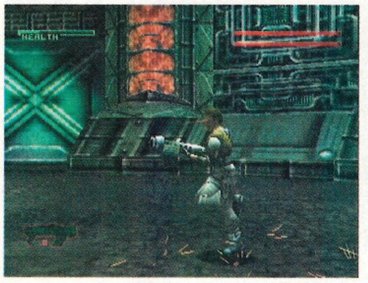




Rather than pulling its punches and easing you gently into the story, *C-12* hits you with it full on...



[Left] As a rule, being burnt to a crisp by an alien pulse-beam isn't exactly the right way to go about saving the world... **[Right]** Ooh, he's just so butch – Vaughan isn't what we'd call good looking, but he sure packs a whallop. **[Below]** Dance for me, ya no-good varmint... dance! You'll probably need some new shoes after this one.







KNOW THINE ENEMY

Face the facts – if you want to have any chance of winning this damn war then you're going to have to know what the enemy is capable of. Being the evil alien-type though, they come in a whole stack of shapes and sizes to surprise and hurt you. As well as your average alien drone (big, hulking and stupid), you'll need to deal with the slightly sneakier upgraded models (skinnier, but more adept at staying out of your way) and the rather nasty hover-drones that'll not only kick your arse, but also sound the alarm to get tons of other aliens to come and join the fun. Oh, and then there are the Cyborg Tanks that show up towards the end of the first stage – lordy, don't get us started on those...







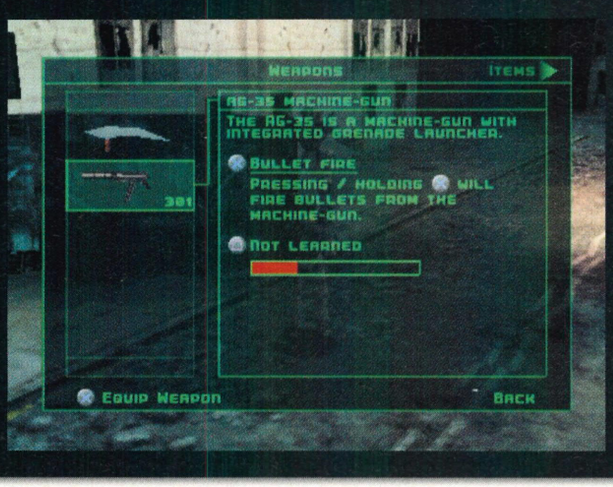


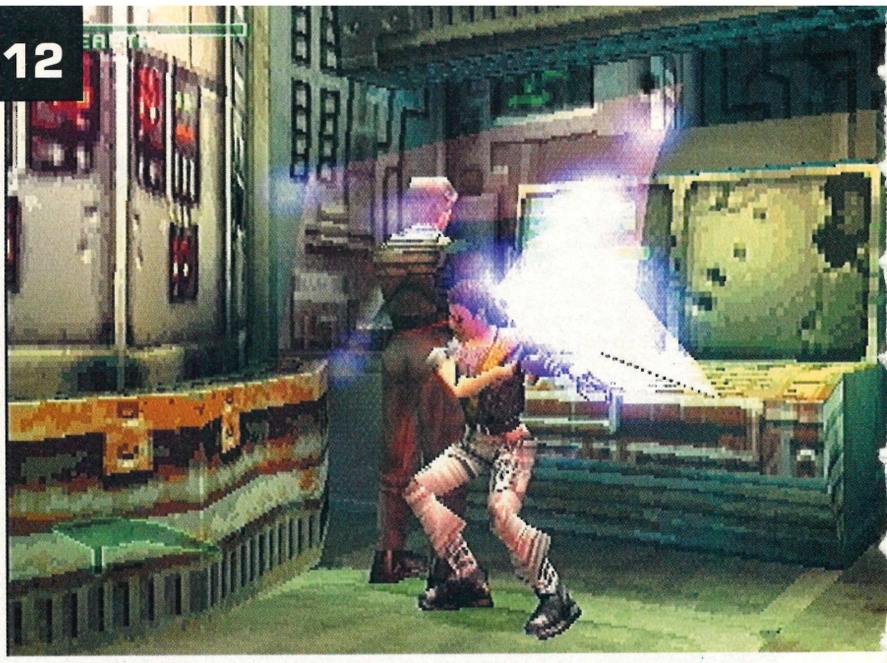
MY WINGS ARE LIKE A SHIELD OF STEEL

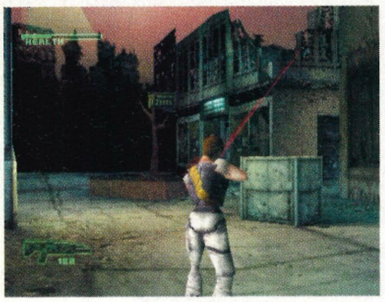
As well as having a rather unattractive block of glowing metal implanted in his forehead, Vaughan can take advantage of several other pieces of alien technology in his fight against the oncoming hordes. Along with the Energy Blade that he starts his mission with – a close-combat weapon that slices through steel and is totally dishwasher-safe – Vaughan can also collect an alien shield that has a multitude of uses. Press the Triangle button once and you'll be surrounded by a temporary shield that'll protect you from harm for a few fleeting seconds; press it twice in quick succession though and a massive EMP pulse will knock out anything remotely electrical (yes, including those pesky aliens) for a brief period of time. Nothing quite like playing dirty when you're losing a war, eh?

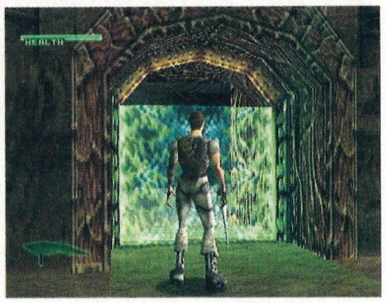












C-12 uses a souped-up version of the same engine from *MediEvil* to bring you a post-Apocalyptic world like no other…

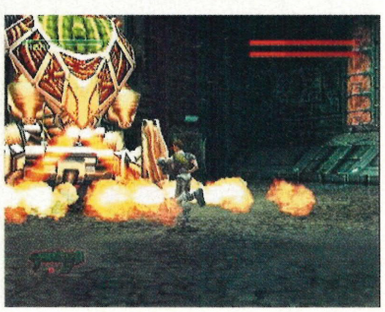
gizmos in an effort to kick some invader ass. Nice.

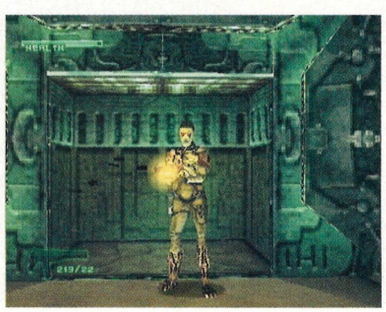
Not surprisingly, YOU are that hero (a 'Bruce Willis in a vest'-style commando going by the name of Vaughan) and using the vast arsenal of weaponry available to you (or anything that you find lying around), it's your task to fight back the invaders. Now although you wouldn't know to look at it, *C-12* uses a souped-up version of the same engine from *MediEvil* to bring you a post-apocalyptic world like no other – as the saying goes, if it ain't broke don't fix it… just make it look nicer. It's not just the visuals, either; in a similar way that *MediEvil* wasn't just about hacking off limbs from the armies of the dead, *C-12* focuses as much on puzzle-solving and the old adage of 'locked door, find key' as it does on blowing seven shades of Shintoism out of the alien hordes. It's not all simple though… while you'll often be hunting for that keycard needed to unlock the way forwards, there are plenty of other tasks for you to try your hand at.

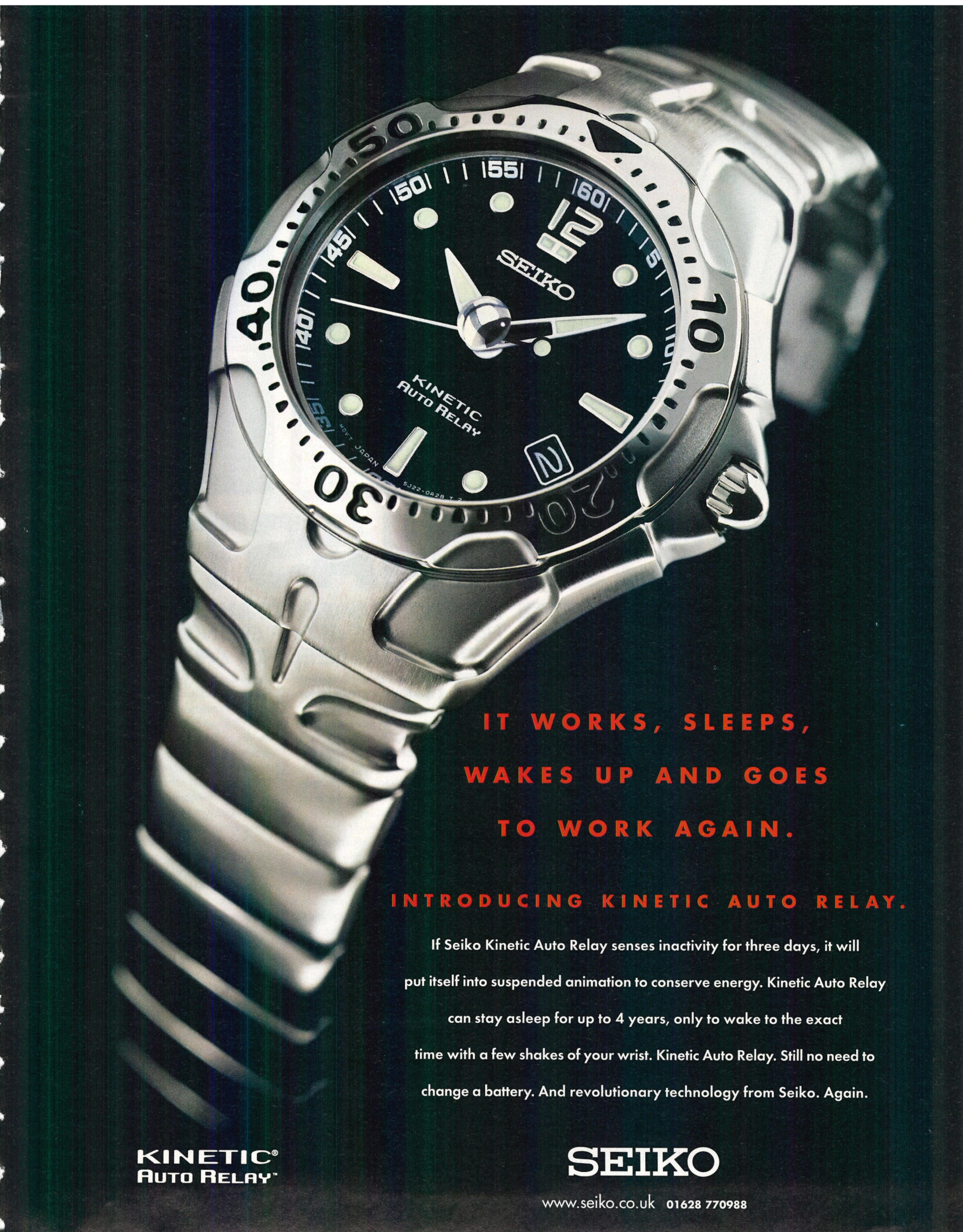
Whether it's sneaking around undetected by sentry drones in a *Metal Gear Solid*-stylee, taking potshots at aliens with a conveniently-placed gun turret, or assassinating important humans who are about to be 'droned', you can be sure that no matter what you've seen before, *C-12* is bound to have something new up its cybernetically-implanted sleeve.

Most importantly though, *C-12* is living proof that while the PlayStation2 is the future for Sony, they haven't forgotten about their past. By producing yet another original and exciting title for the PSone that'll keep gamers happy for months to come, Sony have proven that they're still as dedicated as ever to supporting the PSone through its twilight years.

The PSone is not dead… kinda makes you feel warm and tingly inside, doesn't it?







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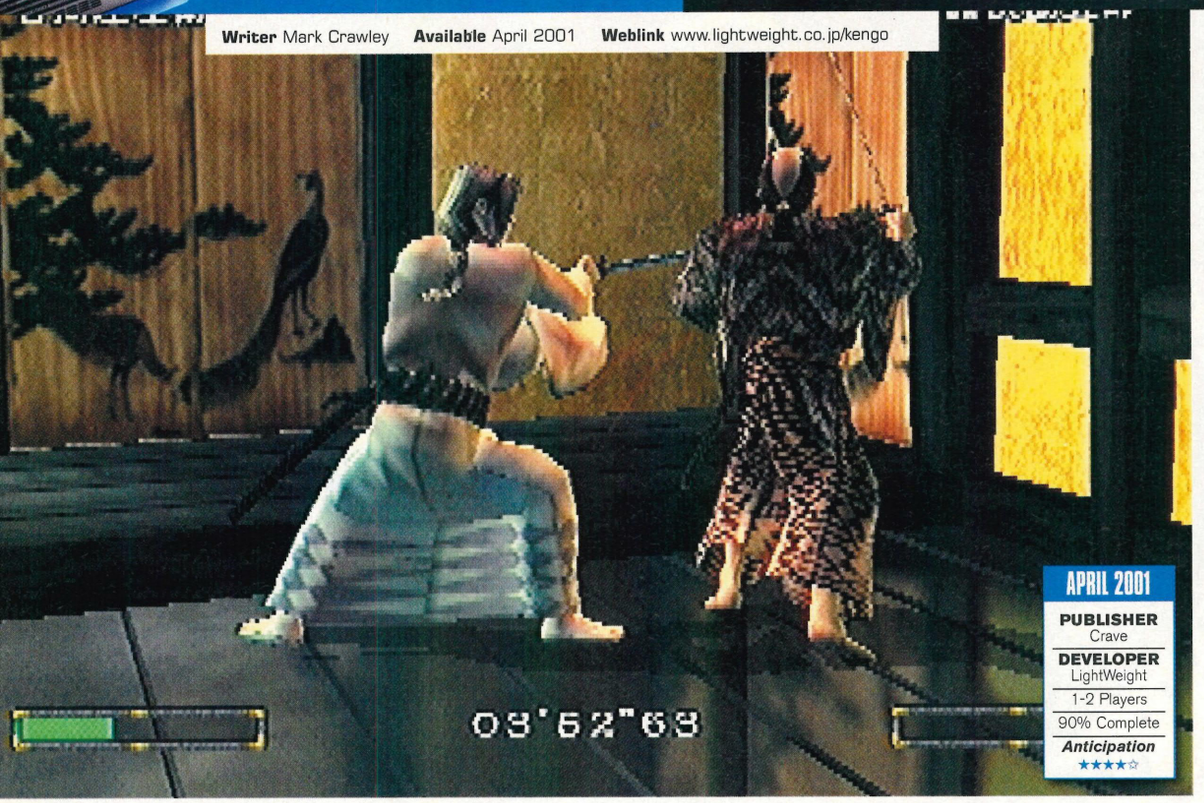
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KENGO: MASTER OF BUSHIDO

Writer Mark Crawley **Available** April 2001 **Weblink** www.lightweight.co.jp/kengo



APRIL 2001

PUBLISHER Crave

DEVELOPER LightWeight

1-2 Players

90% Complete

Anticipation

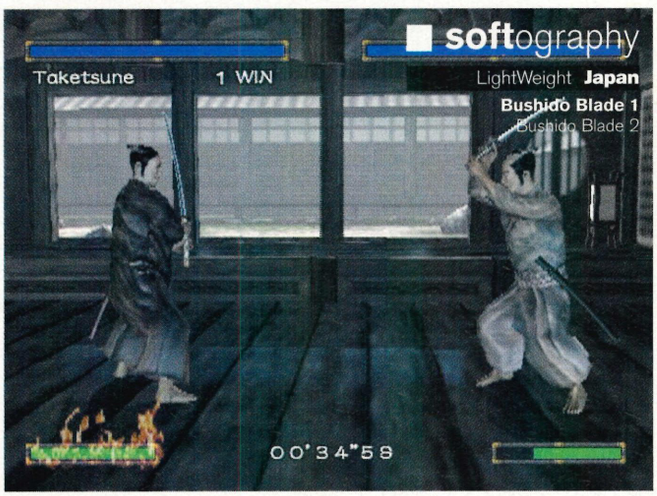
★★★★☆

MAKE YOUR MOVE...

Becoming comfortable with a character can be difficult in *Kengo* – sporting a number of differing stances, whilst bolstering the moves list, certainly adds a realistic level of complexity to proceedings. Unfamiliarity with the fine art of swordsmanship will also lead many to assume there is less variety than is actually the case whilst oft' unreliable attacks won't help newcomers discover when each move is most appropriate for a particular situation. The reserved approach which this invokes adds greatly to the tension but the frustration at missing a 'sitter' can be immense – if unweaked, *Kengo* will remain the domain of the patient, so be wary if you intend to import the Japanese version.



KENGO: MASTER





WANTED: TRAINEES TO MASTER THE HONOURABLE ART OF BUSHIDO. APPLY WITHIN, NINJA NEED NOT APPLY...

Whilst the original Bushido Blade games' expansive approach is, lamentably, almost as novel today as it was upon release, it has to be admitted that hindsight renders their true worth as entertainment software increasingly debatable. This is not a simple matter of their host's technology, so what strikes about *Kengo* is the perplexing nature of what has and has not been retained because, disassociated from the Square-owned franchise as it is, the title remains a sequel in spirit if not in name.

Most pertinent in this respect is the title's parentage. LightWeight was responsible for both *Bushido Blade 1* and *2*, but put your expectations on hold, because *Kengo* does not revolve around selecting a fighter, a weapon, then running around vast areas desperately trying to be the first to make that killer strike on your opponent. In terms of context, it's much more fundamental than that.

Taking the more humble role of a novice rather than master, the player's first concern in *Kengo* is to complete his (all the initially selectable characters are male) training, thus allowing him to represent his dojo and progress through the meat of the game. As well as requiring a display of fundamental combat skills, training also involves some classic exercises to ensure your character has the correct martial spirit – from regulating breathing butt-naked under a waterfall to ceremonial meditation, each of the inspired sub-games performs remarkably in drawing you into this disciplined feudal world.

In keeping with a more serious, depthy approach to the company's chosen subject, LightWeight has dropped the stylised cartoonesque graphics of yore in favour of a more befitting staid appearance. Not only does this look lovely given the PS2's remit for the necessary resolution, but it also stands to set the title firmly apart from *Soul Calibur* upon release – the two games really hailing from vastly different gameplay dojos.

That's not to say some concessions haven't been made in the name of an enjoyable experience. Notably, it now takes more hacks and slashes than ever to dispatch a foe, thus ensuring a decent length of time is spent in even the briefest of matches. Realism suffers, obviously, but being able to make a comeback from a stab through the guts invariably adds more to proceedings than it takes away. Most worrying by their absence are the selling-point environments, which have been steadily shrinking since the original *Bushido Blade*'s debut. Granted, cheap players can no longer continually evade their opponents whilst giggling for effect, but the increased

[Right] Blood, whilst staining clothing and continually pumping from cruel blows, fails to cover the floor. Just as well – it could get very slippery! **[Below]** As well as serving as a worthwhile distraction from the central fighting action, training also bolsters your fighter's stats, increasing the chances of future success in battle.







[Above] The locking of swords affords a little time to think and plan. It is wise to guard immediately once apart again. **[Right]** Charging up a special attack can be risky – time the strike well, however, and the effect is devastating.



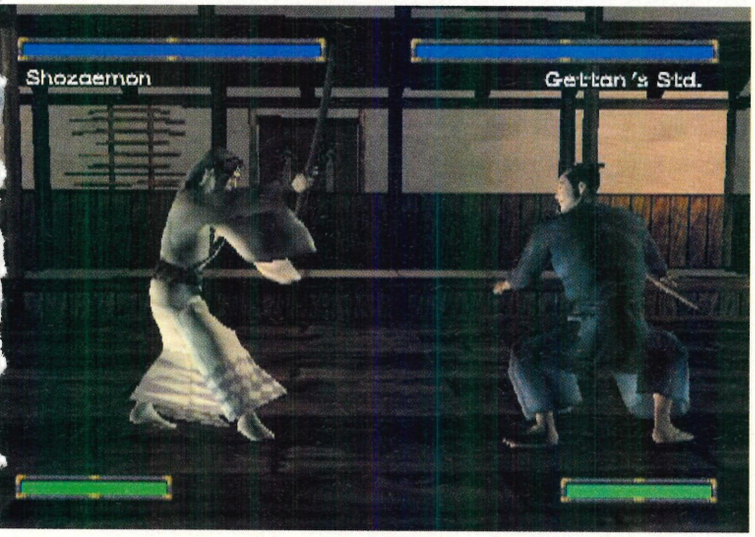
OF BUSHIDO



tension of limited dojo space will unnerve long-standing gamers by an apparent move towards the tenor of *Budokan*.

Certainly set to be one for those who enjoy something a little different, *Kengo* has enjoyed a warm reception in the office thus far. Whether this is by virtue of its novelty alone remains to be seen, however, and a fully explored game may yet prove ultimately disenchanting. Expect a longevity-tested review during the approach to its UK release in April.

Training involves some classic exercises to ensure your character has the correct martial spirit...



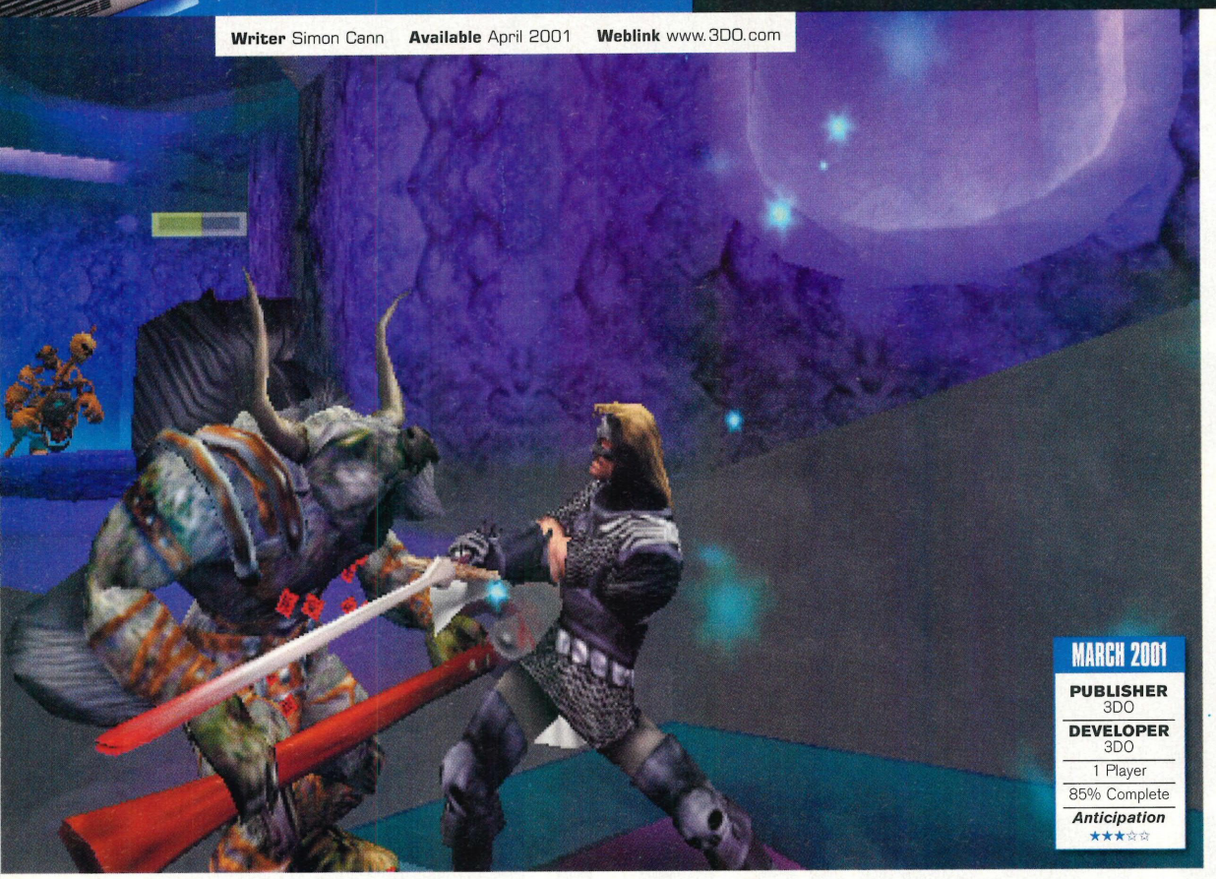
BE STILL MY BLEEDING HEART

Whilst considered sacrilege by *Bushido Blade* purists, PLAY must admit to being quite impressed by Kengo's health-bar. If a character is sufficiently injured his wound will bleed constantly, the health-bar turning crimson as life ebbs away. Pulling the battle back from the brink of disaster when this occurs is as rewarding as simply falling down dead is embarrassing. Mind you, avoiding a stricken enemy to deny him a warrior's death is [evil grin] perhaps the most satisfying aspect of all. Bwa ha haaa...





Writer Simon Cann **Available** April 2001 **Weblink** www.3DO.com



[Left] Character animation is of an exceptionally high quality, especially that of the central hero who slices and dices his unholy foes with great fluidity.

MARCH 2001

PUBLISHER 3DO

DEVELOPER 3DO

1 Player

85% Complete

Anticipation

★★★☆☆

WARRIORS OF MIGHT & MAGIC

A 3DO GAME WITHOUT THE WORDS 'ARMY MEN' AT THE BEGINNING OF THE TITLE? SURELY SOME MISTAKE?

Without being too cynical, it would be fair to say that 3DO's output on the PlayStation has been far from inspiring. However, (much like fellow American publisher EA), the quality of its PS2 releases looks set to rise like a phoenix from the ashes. A good case in point is the forthcoming *Warriors of Might and Magic*, which mixes together exploration, puzzle-solving, spell-casting and good old-fashioned hacking and slashing.

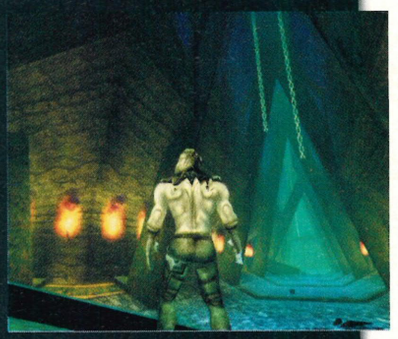
Fans of *Crusaders of Might and Magic* on the PlayStation (were there any?) will be upset to hear that the cast of that last game has been replaced by all-new characters. With that said, gameplay will remain structurally similar to its predecessor, although as you might expect many of the last game's flaws have been ironed-out for this next generation installment.

The game's plot could have been ripped straight from an early Eighties swords and sorcery movie (think a B-grade *Conan the Barbarian*). You assume the role of Alleron, a warrior whose homeland of Ardon has been ravished by an evil warlock. What's more Alleron has been falsely accused of committing various atrocities against his countrymen and as punishment has been made to wear an unsightly cursed mask. Driven by revenge you must set out to clear your name and return peace to your troubled homeland – a task that essentially involves hacking to death anything stupid enough to cross your path.

In addition to his healthy repertoire of standard attacks Alleron can also cast a variety of offensive and defensive magical spells. The visual effects that accompany these spells are rather pleasing to the eye, much like the gorgeously detailed landscapes you're exploring and the bizarre enemies that inhabit them. Suffice to say, if 3DO can deliver in the gameplay department then this could well be one of the year's surprise PS2 hits. Expect a full review next month.

DEATHTRAP DUNGEON

Not everything in the game is what it seems to be on face value. In addition to the bizarre denizens you encounter, you'll also have to contend with a plethora of cunning traps. At one point in the game you pass through an area where some innocuous roots can be seen hanging from the ceiling, but is there more to this vegetation than meets the eyes?



TAKING A SLASH

Strange spells and other hocus pocus may be one thing, but when you really need to teach an enemy a lesson the quickest way is to drive a dirty great blade into his skull. Fortunately Alleron is a bit tasty with his weapon (oo-er) and can perform a variety of offensive attacks, including cuts, thrusts, slashes and unblockable super-moves. Keep in mind however, that simply wading in and hacking away will leave you wide open to enemy counter strikes.



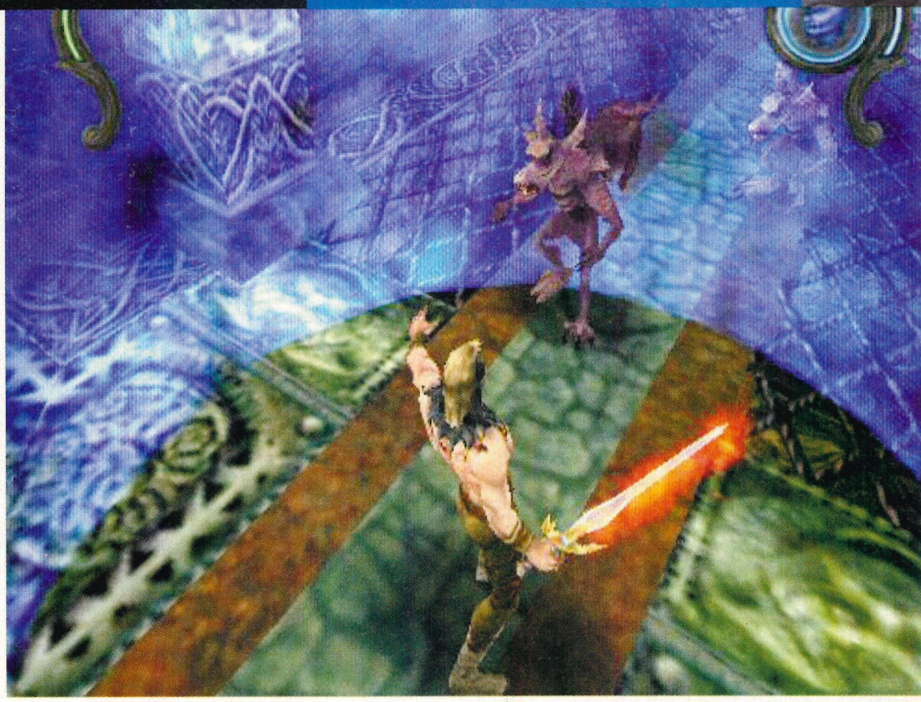


CREATURES DISCOMFORTS

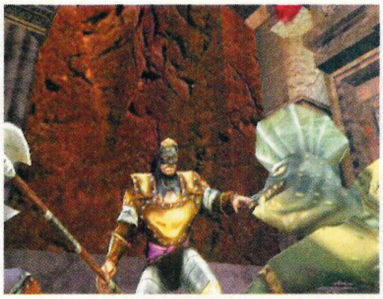
The finished game will contain over 30 different types of enemy. Clearly, the power afforded to them by the PS2 has allowed the designers' imaginations to run riot and the end result is an unholy selection of foes comprising fishmen, huge golems, devils and minotaurs. It perhaps goes without saying that none of these are particularly friendly.







The game mixes together exploration, puzzle-solving and good old-fashioned hacking and slashing...





[Right] Thanks to a rather large chunk of memory, draw distance can finally set the scene properly.



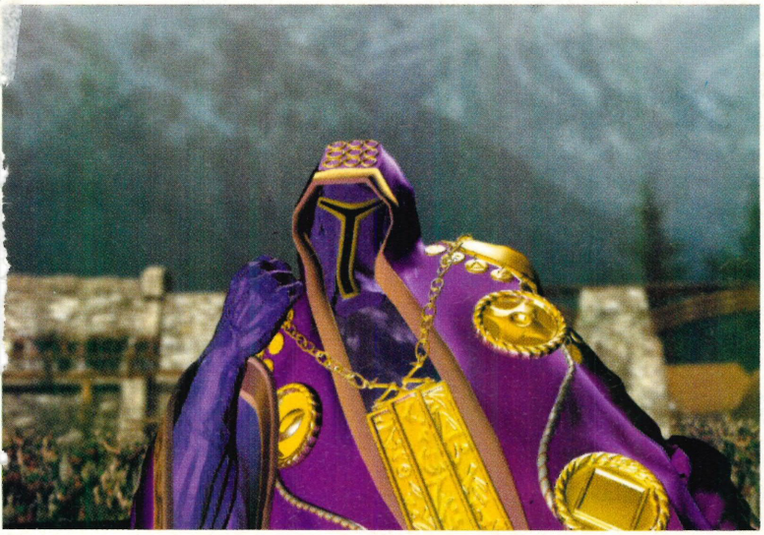
softography

3DO **USA**

World Destruction League: Thunder Tanks

Crusaders of Might and Magic

Army Men: Sarge's Heroes 2



MAGICAL MYSTERY

As the title suggests magic plays a large role throughout the course of the game, with both Alleron and many of the foes he encounters being able to summon a variety of truly devastating magical attacks. These range from directional icy blasts to huge circular walls of flame, and will annihilate all but the hardiest of characters in the nearby vicinity. In addition to this many of the items you collect also possess magical qualities, a good example being the fire blade which you acquire later in the quest.









Writer Kendall Lacey **Available** February 2001 **Weblink** www.thq.com



Alas, not all is perfect, as prolonged playing proves...





SUMMONER

PLAY
UK PAL
PLAYSTATION2

PUBLISHER	THQ
DEVELOPER	VOLITION
PRICE	£39.99

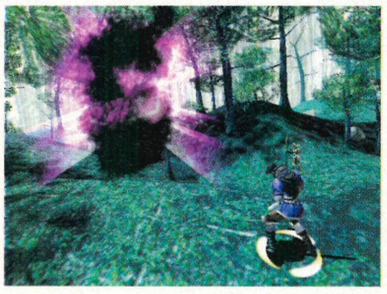
One Player | Memory Card | Dual Shock2

GIRL POWER

Each character has their own individual skills and you must work out which is more suited to any particular situation. For example, the feisty Flece has the usual attack statistics but also has 'Lock Pick' as one of her skills, so she is obviously good for getting to those seemingly unavailable areas of the game. She's pretty nifty with a sword too!









SUMMONER PROMISES TO BE THE BIGGEST RPG ADVENTURE AROUND, TAKING PS2 GAMING UP A LEVEL. BUT CAN IT DELIVER THE GOODS?

The PlayStation2 and the role-playing genre should be the perfect couple. At last, a machine which will allow the producers of adventure titles to let their imaginations run wild and present their vision in the exact way it was first conceived. So far though, the console doesn't have a classic RPG. The early promise of *Orphen* soon vanished when we played the disappointing final code, and so *Summoner* has a chance to jump to the front of the queue.

When you first start playing the game, all the signs are certainly extremely positive. Everything looks impressive and the sheer scale of *Summoner* is startling. As you move further into the devastated village, the flames crawl ominously through the destroyed ruins with almost as much character as the scores of humans who populate the scene.

BLESSING/CURSE

You soon learn what makes you special – you play Joseph, a hero who has the ability to summon demons and then control them, thanks to the power of an ancient ring. When Joseph was a child, this skill understandably overwhelmed him and he threw the ring away, pledging never to summon again. Now an adult, Joseph sets out to discover why the neighbouring Orcenian nation – once a peaceful race – have begun to attack and destroy his people's village.

Most RPGs are content to have a small cast of characters, all of whom are essential to the completion of the story, but *Summoner* fills all of its environments with colourful individuals, some of whom carry the story along whereas others merely flesh out the tale or provide a few cheap laughs. Pass by the local inn and there is the local drunk, laid out on the floor spouting 'truisms'. Venture down a side street and there are harlots looking to make you part with your hard-earned gold.

COULD IT BE MAGIC

The battles do not slow down the action at all. You must keep your wits about you at all times, as monsters and mortals attempt to strike you down. Using Chain Attacks means that if you can time your thrusts

AM I GETTING DRUNK?...

Usually anyone who accesses the game credits would be placed firmly in the 'Nerd' box, but we're actually recommending you watch them here. Your reward is a brilliant comedy sketch featuring the game characters having a role playing evening. Highlights are a hero from Red Faction who has trouble when he has to talk to another role-player and, best of all, the monster in the kitchen who spends his fantasy getting drunk and trying to pick up ladies. A creature not unlike your humble reviewer...



[Below] If a character has two exclamation marks above their heads it means they have something important to say. Ignore at your peril!

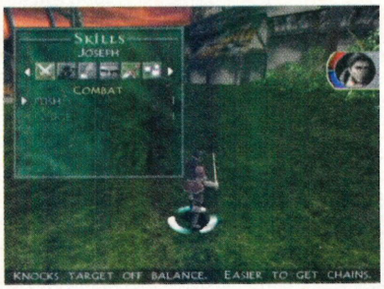


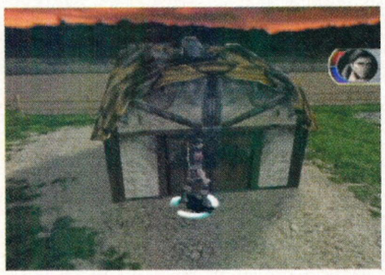
correctly you can produce more crushing blows. Victories will mean you can build up your Magic Power or Weapon Power, although not all battles must be fought. You can choose to run past, but you'll never know which tussles could have led to important information. Hence, the way you play is up to you.

Alas, not all is perfect, as prolonged playing proves. Battles often prove tedious and, despite some decent magic effects, still look cheap compared to *Final Fantasy*. The scale of the city is lost somewhat as huge buildings suddenly pop up – imagine if *Apocalypse Now* had presented you with a blue screen before the helicopters suddenly appeared. Not quite the same, is it?

As you continue, you start to realise that many characters are unnecessary and begin to ignore them, proving the old adage 'sometimes less is more'.

So *Summoner* is good, but not the classic we had hoped for. If you've got time to devote to it, you'll get some satisfaction, but with *Final Fantasy IX* glimmering away on a lesser machine, this seems a little lacking.

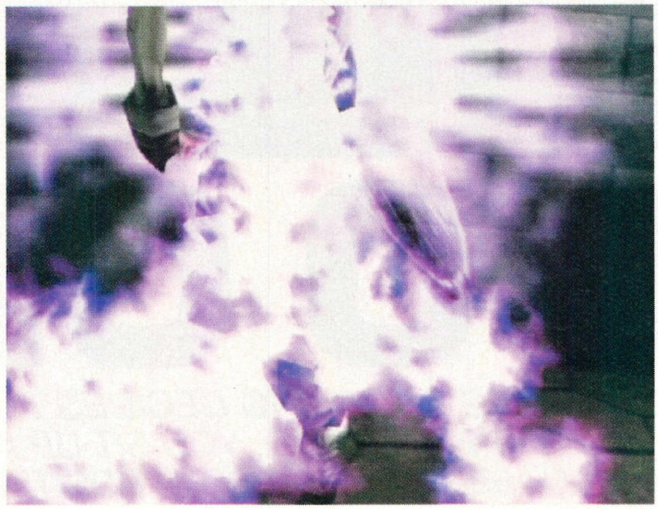




[Left] Rare for an RPG, the menu screens are easy to understand and commands are simple to execute.
[Below] Early in the game you don't have the awesome powers yet, so you must rely on your sword to protect you.

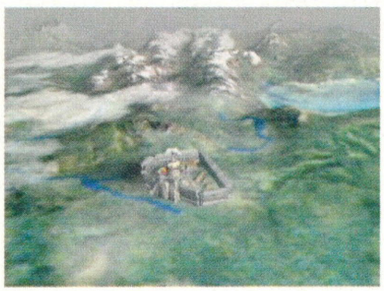






[Below] Use the Chain Attacks against the largest scary beasts to improve your chance of staying alive.



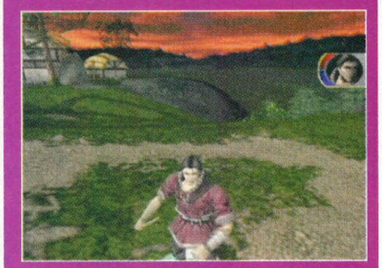


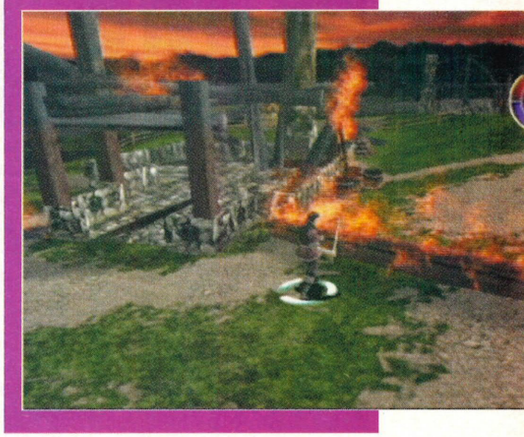


I AM A CAMERA

The control method is interesting. The left analogue stick moves the player around whilst the right stick controls the camera. Every scene can be viewed from any angle and the camera can zoom in or out instantly. No more odd angles during important game sequences. Hurrah! Budding Francis Ford Coppola's only need apply...







PLAY

LOOKS	8
SOUNDS	8
GAMEPLAY	7
VALUE	7
LONG TERM	7

74 PERCENT

DECENT BUT SLIGHTLY DISAPPOINTING

ALTERNATIVELY:

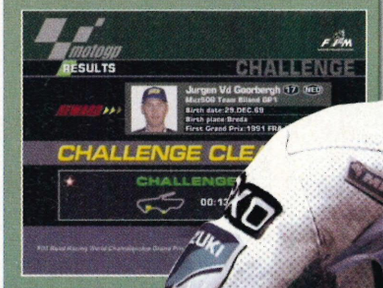
Orphen	61%
Eternal Ring	Feb 2001

Writer Graeme Nicholson **Available** February 2001 **Weblink** www.namco.com



CHALLENGE MODE

For those who tire of the harrowing race experience, there's an extensive set of challenges to complete. These are much in the style of Gran Turismo's strictly timed tests which stood between you and your driver's licence, with tight targets for tasks like getting from A to B without touching the sides of the track. At worst, you'll win pictures of 'famous' riders, at best you'll unlock some tracks.



MOTO GP

PLAY
UK PAL

PLAYSTATION2

PUBLISHER	SONY
DEVELOPER	NAMCO
PRICE	£39.99

1-2 Player · Memory Card · Dual Shock2

WHEN THE KING OF RACING DECIDES TO MAKE A MOTORBIKE GAME, YOU SIT UP AND LISTEN. CAN NAMCO MAKE POLE POSITION?

What a crying shame! We waited for so long to see a great motorbike game on PlayStation and it never came – Namco's arcade chopper *Cyber Cycles* was our best hope, but the home conversion got shelved a long, long time ago. Now we timidly press our noses to the window of Namco's tuning shop in the hope that PlayStation2's technical leverage will finally furnish us with the daddy of motorcycle experiences. It will not.

Though you might have thought, given its source, that *Moto GP* would be the *Ridge Racer V* of motorbike games, this isn't really the case. We're dealing with a much more serious tarmac pounder altogether, a simulation even, or as close to a simulation as a game can be that looks this way. The real life sport has never caught on with the public as much as Formula One, so to most of us it's of little consequence that we're riding against real riders, on real tracks – although *Gran Turismo* types will feel snug in the knowledge that the bikes are real models (all 36 of them) from the likes of Yamaha and Honda. It's hard to imagine that anyone outside of the over-involved, under-sexed members of Japanese motorbike fan clubs will find motivation to complete portions of the game simply to unlock further real riders and – ouch – photographs of them.

POP A WHEELIE

What has become of us? Do we need shallow little electronic gifts to tease our best performances out? Of course not. Well, not in this case anyway, because good old sportsman's pride rewards perseverance in something as fiddly as *Moto GP*. The game is deliciously difficult to learn, refusing to accept heavy-handed control or poorly tuned reflexes. At first it seems like there's no way on Earth you can summon the turning power to actually take a bend without ploughing into the dirt. It seems like there's no way you can accelerate steeply enough to be competitive without setting the rear wheel into a spin that plucks the bike from between your legs. And God knows you can't seem to out-brake an opponent without slowing so sharply that you dump the bike on its side in some weird low-velocity accident.

REV LIMIT

Spend some time with the little fella though, making sure you enable the analogue braking/acceleration option, and

[Below] The human touch – opponents peer back ominously as you overtake. **[Bottom]** Floating passport photos of the competitors let you size up those that you despise.



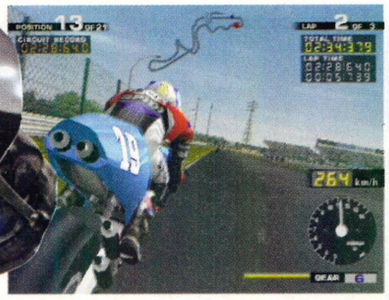


Moto GP is deliciously difficult to learn!



[Right] Simulation mode comes at a price. If you don't look after the bike, you're out.





first place can be yours. It's like a revelation when the bike finally falls under your masterful control – you've tamed a wild horse and now she's yours! When this Godly state arrives then the real business of making a go of it in the championship takes hold – firmly – leading to some high concentration entertainment.

However, after this learning struggle it's dismaying to realise that the game doesn't control like a bike. *Moto GP*'s vehicles don't lean from side to side on their tyres; they rotate unnaturally around an axis above the back wheel. As a result, racing feels unnecessarily artificial once this flaw is noticed. It's not like this destroys the game, but it serves to remind us that we're still stranded a long way off from the best a motorbike game can be. Maybe next time?

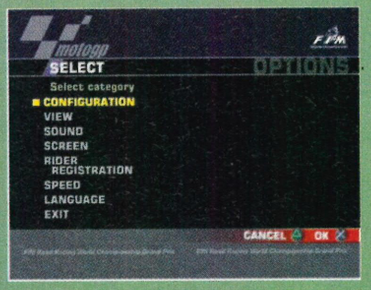


ANALOGUE POWER

Moto GP is most challenging and rewarding when set to Simulation mode and, vitally, with the analogue accelerator/brake enabled which is for some reason set to 'Off' by default. Here's how to do it...



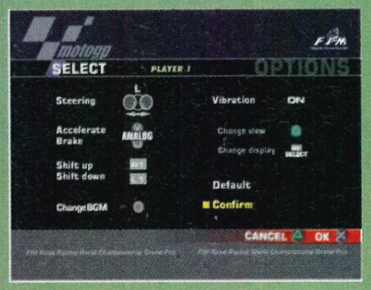
1. Go to the Options screen...



2. Select the Configuration option...



3. Change Accelerate/Brake to Analog...



4. Be sure to select Confirm to exit.





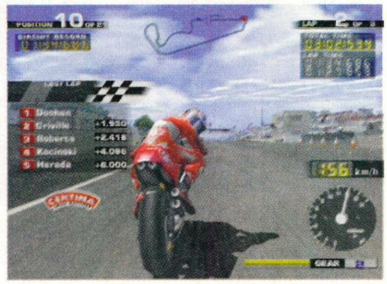


TV REPLAY

Not since Gran Turismo (yes, the first one) have we seen such incredible replays as this. You've got distance blur, haze, cameraman wobble, even a realistic 'tooka-tooka' sound for the oscillating helicopter cam. Cameras set dramatically low, right on the red and white rumble strips by the edge of the track, even buffet in the turbulence of each bike skimming past within inches of their lenses. Come on then GT3, if you think you're hard enough, can you do any better?







PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

78 PERCENT

ADDICTIVE THOUGH IMPERFECT BIKER

ALTERNATIVELY:

Gran Turismo 3 **TBA**

Wipeout Fusion **September 2001**



Writer Will Johnston **Available** Out Now **Weblink** www.ubisoft.com

CHEQUE PLEASE

Even if you win a mission there is a chance that you will end up out of pocket. Everything costs money you see. If you use expensive missiles and incur heavy damage then you will be charged through the nose for a re-fitting. In war it seems that the coffinmakers are the only real people who win. Hmm... a deep message or just another way Armored Core 2 manages to stop you having fun? You decide.



ARMORED CORE 2

PLAY
UK PAL
PLAYSTATION2

PUBLISHER	UBI SOFT
DEVELOPER	FROM SOFTWARE
PRICE	£39.99

1-2 Player | Memory Card | Dual Shock2



[Above] Mechanical spiders wander off the set of Lost in Space and into the sights of your guns.

CRAIG CHARLES BETTER DUCK AND COVER, REAL ROBOT WARS ARE ON THEIR WAY AND SURRENDER IS NOT AN OPTION.

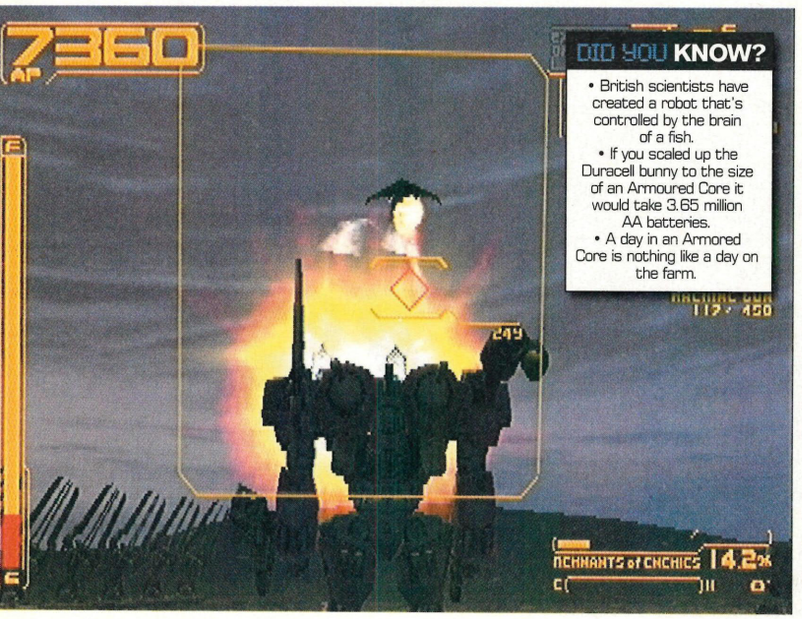
War is a costly business and isn't something that should be entered into if you are on a budget, or just saving up for that all important summer holiday. But as America learned in Vietnam, it isn't just a simple case of which side has the biggest bank account. That's unless you're an *Armored Core* mercenary pilot of the distant, dark future where cost effective combat has been ignored in favour of big and incredibly expensive shiny robots – with guns. When this is the case, cash is the undying king.

ARTICULATED ACCOUNTANTS

You may be the man with the plan to bring honour to your metallic clan but only through practice and a great deal of experimentation are you going to get anywhere. Armored Cores are complex beasts that can be customised to an extremely high degree. Legs, arms, abdomens, heads, brains and even internal generators and heat-dissipating radiators can all be bought and upgraded for your post-apocalyptic pleasure.

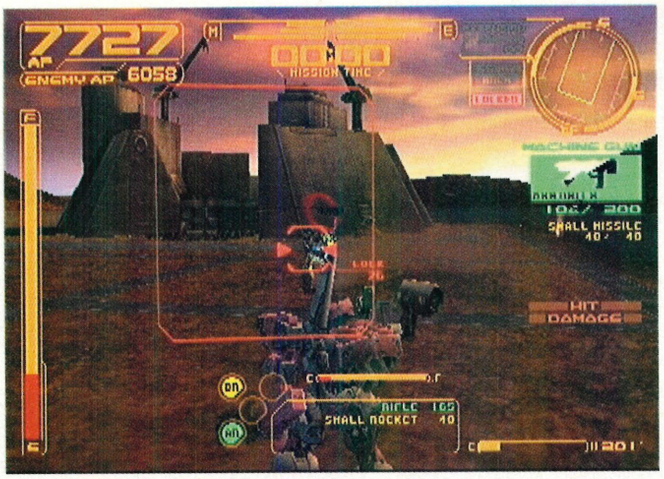
Of course, owning the swankiest looking Core on the planet won't get you very far without the use of weapons. Despite its insistence on monetary acumen, this is a shoot-'em-up after all so it's a good job that your local stockist has more guns, bombs, rockets, counter-measures, missiles, guidance systems, mines, shields and laser blades than you're ever going to need.

Don't think that this is going to be a case of wandering in and buying the most impressive arsenal you can afford either.

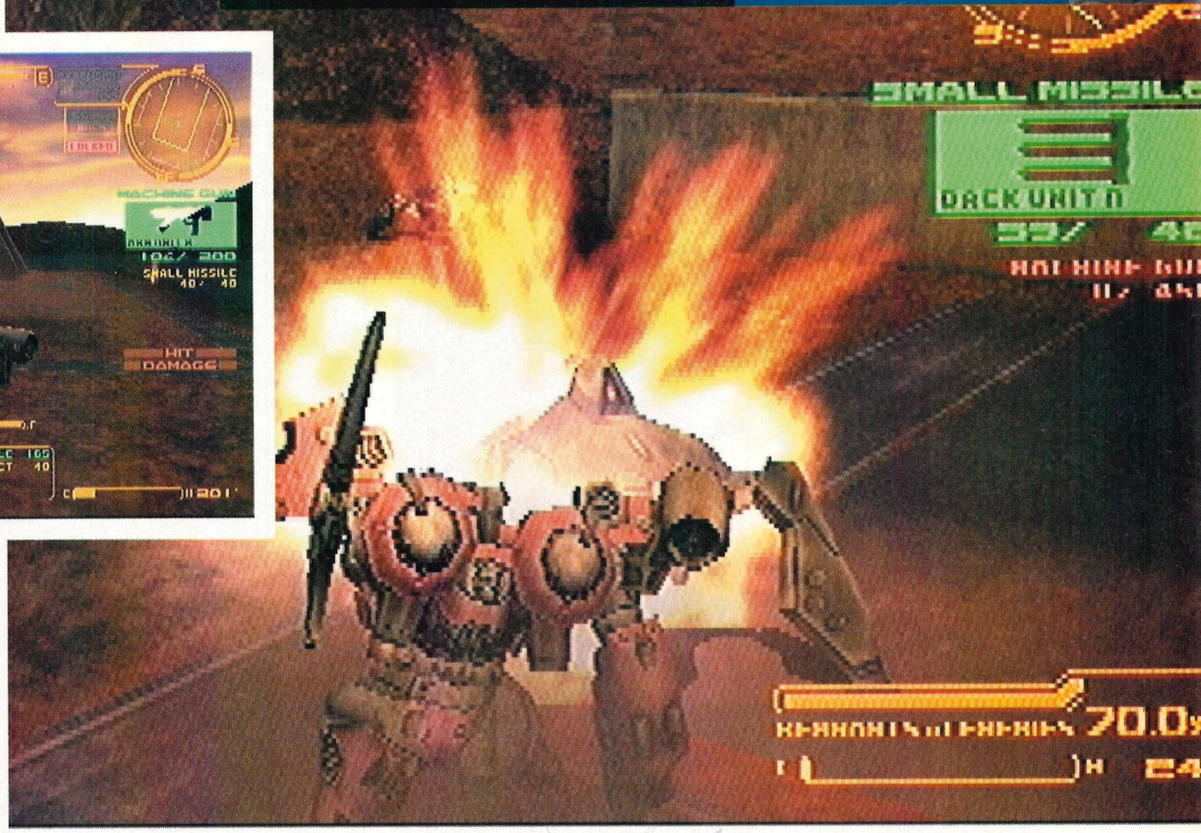












MY NAME IS GLADIATOR!

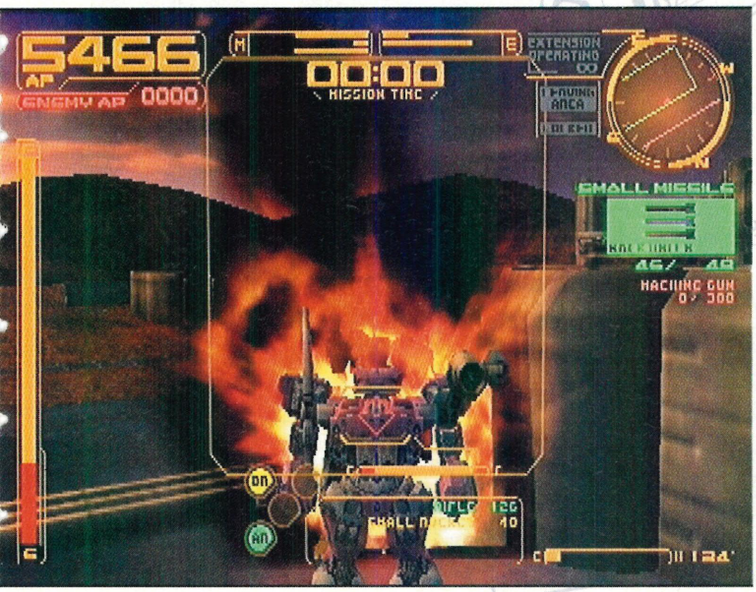
When you've built your ideal AC you can take it into the arena where death means prizes. Don't worry too much though. If you have the same armour as your opponent and a slightly bigger gun you will easily kick his tin butt. By linking up two PS2s you can even split the fun between four-players and have a robotic Mexican stand-off.



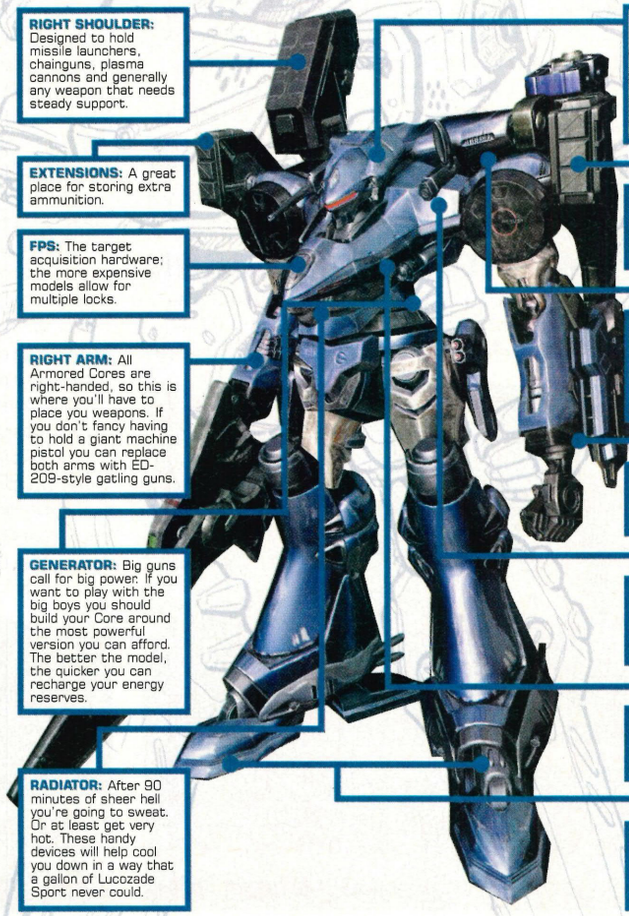
Cost effective combat has been ignored in favour of big and incredibly expensive shiny robots







[WE HAVE DETAILED FILES]



RIGHT SHOULDER: Designed to hold missile launchers, chainguns, plasma cannons and generally any weapon that needs steady support.

EXTENSIONS: A great place for storing extra ammunition.

FPS: The target acquisition hardware; the more expensive models allow for multiple locks.

RIGHT ARM: All Armored Cores are right-handed, so this is where you'll have to place you weapons. If you don't fancy having to hold a giant machine pistol you can replace both arms with ED-209-style gatling guns.

GENERATOR: Big guns call for big power. If you want to play with the big boys you should build your Core around the most powerful version you can afford. The better the model, the quicker you can recharge your energy reserves.

RADIATOR: After 90 minutes of sheer hell you're going to sweat. Or at least get very hot. These handy devices will help cool you down in a way that a gallon of Lucozade Sport never could.

HEAD: Within your titanium skull lies your battle computer. Just like in real life, the faster the processor, the more information it can handle, and in war, intelligence is everything.

LEFT SHOULDER: Used for electronic counter measures and all-important radar systems.

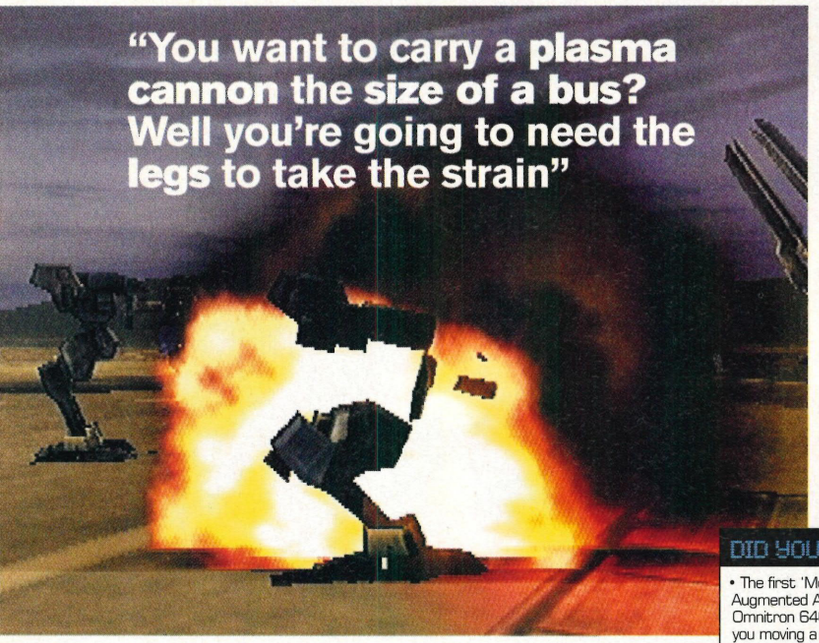
BOOSTERS: Used to fly short distances or to skate along the ground. Be sparing: they use a lot of power. Power that you might need for shields and guns.

LEFT ARM: Used to load a Lightsaber-style blade or an energy shield.

CORE: The trunk to which all other AC parts are fitted. The bigger the Core, the bigger the attachments.

INSIDE: Place countermeasures here to foil enemy weapons and radars.

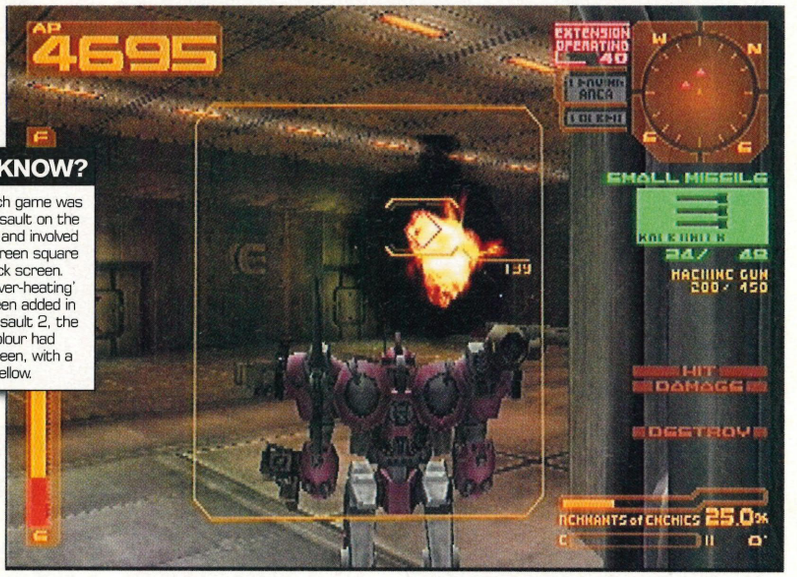
LEGS: The tougher the legs, the more you can carry. Adversely, the tougher the legs, the slower you'll manoeuvre.



DRESS TO BE KILLED

In the past, soldiers' uniforms would be bright, bold colours that would effectively shout "Here I am, kill me!" Big mistake. Thanks to an invention we like to call camouflage, such obvious targeting has now been eradicated. But what of a future where everyone relies on radar-guided weaponry that can see through such a subterfuge? Tin-plated massacre, that's what. Still, if you're going to go – go in style thanks Armored Core 2's customisable paint jobs and emblem designers.

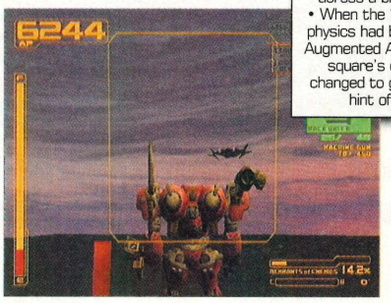




DID YOU KNOW?

- The first 'Mech game was Augmented Assault on the Omnitron 640 and involved you moving a green square across a black screen.
- When the 'over-heating' physics had been added in Augmented Assault 2, the square's colour had changed to green, with a hint of yellow.





[Above] With all this armour you can afford to take pot shots at this bomber as it flies overhead.

[Below] No, there was no way you could have avoided that strike. What kind of game is this?

[Bottom] As is the law, your wingmen have only a fraction of your ability and are just there for enemy cannon fodder.



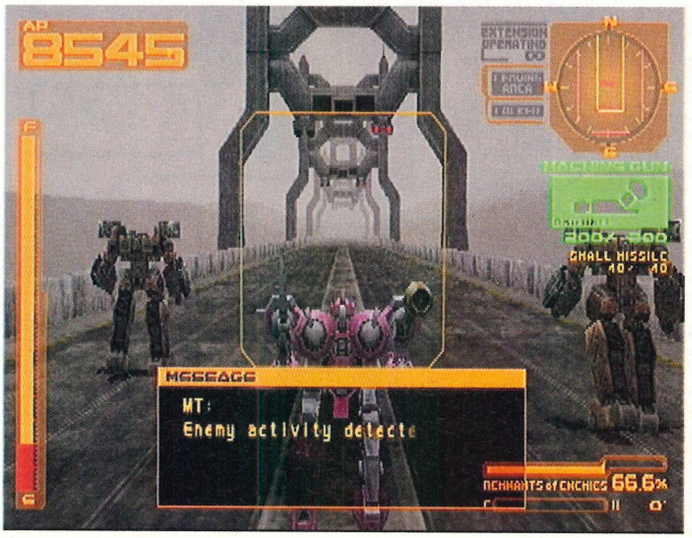
Not only does each weapon require an amount of energy, it generates heat and requires a certain amount of mechanical muscle to handle. You want to carry a plasma cannon the size of a bus? Well you're going to need the legs to take the strain, the energy to power it, a targeting system to aim it and unless you only want to fire one round per minute, you'll need a cooling system to stop it overheating.

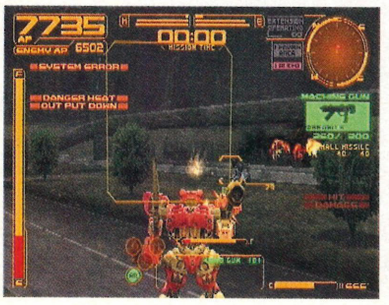
FIGHTING FASHION

With all this to think about you'd expect the actual combat to be a highly refined affair where brains overcome bullets every time. Well, No. *Armored Core*'s surface complexity really does seem to deny the 'core' of the actual fighting. For all the gadgets you can buy, paintjobs you can perform and emblems you can design, you still end up running around trying your best to dodge flak while popping as much depleted uranium into the enemy as poss.

Unlike the ancient *Mechwarrior2*, it doesn't matter if you shoot an arm or a leg. Enemies have one single armour value and once you've blown that away they die in flames. Many weapons not only feel useless; they look ridiculous and have as much pyrotechnic woomph as a kerosene-soaked snowball.

With more attention to the details that make videogame war exciting and less emphasis on robotic styling, we'd have a game that packed quite a punch. As it is we've just got one that's the mechanised equivalent of trying out different clothes when what we wanted was nothing short of total war.







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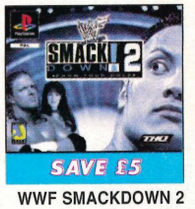
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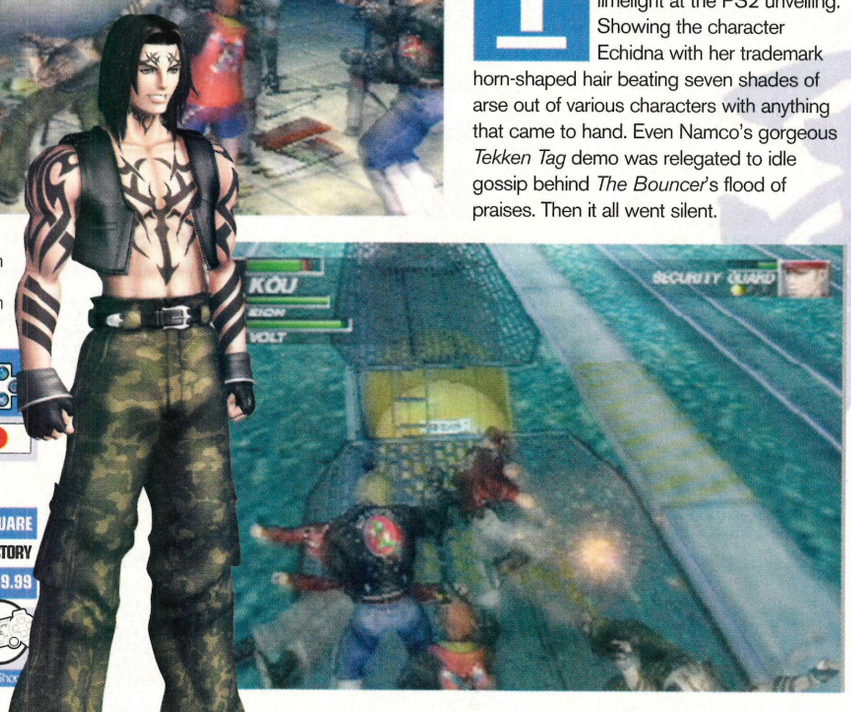
Writer Ian Dean **Available** Out Now **Weblink** www.square.co.jp/bouncer



THE BOUNCER



[Below] Kou rounds off a blast of punches with a trademark uppercut that will send the villain flying into the rafters.



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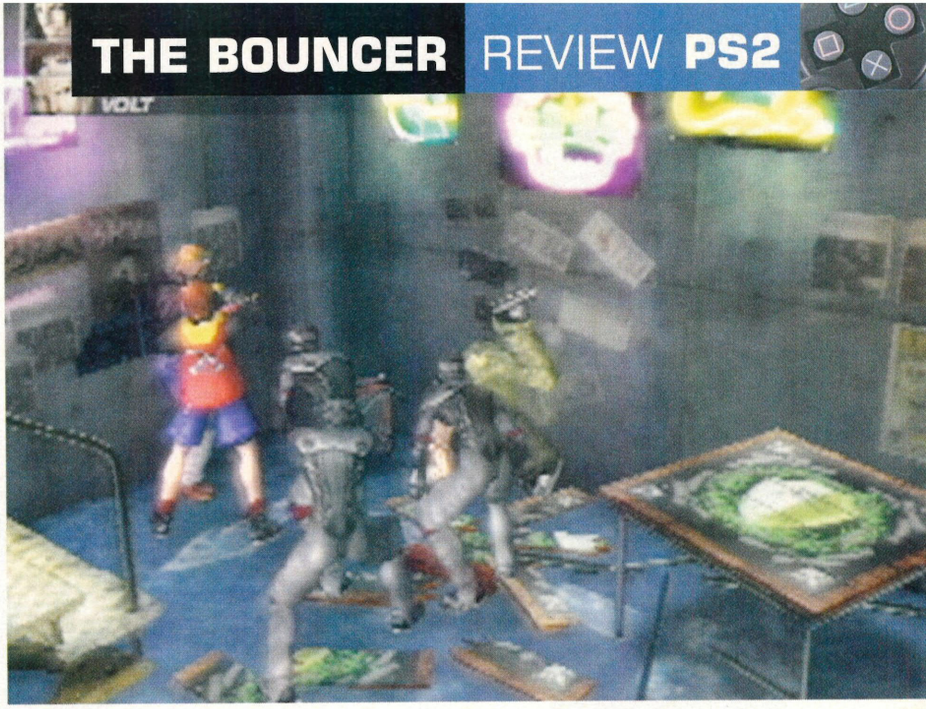
MUCH HYPED SINCE THE PS2'S PRESTIGIOUS LAUNCH, WE MADE SURE WE HAD OUR NAME DOWN ON THE BOUNCER'S LIST...

Two years ago an early demo of *The Bouncer* stole the limelight at the PS2 unveiling. Showing the character Echidna with her trademark horn-shaped hair beating seven shades of arse out of various characters with anything that came to hand. Even Namco's gorgeous *Tekken Tag* demo was relegated to idle gossip behind *The Bouncer*'s flood of praises. Then it all went silent.

Now Square Soft has released *The Bouncer* in Japan. The visuals are still as wonderfully rendered and defined as ever we could hope for. In fact the character designer Tetsuya Nomura has previously designed the heroes of *Final Fantasy VII* and *VIII* as well as *Parasite Eve*. Also the lead artists at Dreamfactory, responsible for the design of the *Final Fantasy VIII* universe, lent their hand to the background art. The end result is easily the most graphically gifted game to grace the PS2. The characters move and fight with silky animation, twisting through leaping kung fu kicks with ease. The entire world of *The Bouncer* is beautifully rendered, caked in a strange Seventies porn gauze effect that blurs the edges and wraps the action in a fantastical dream-like quality. This is also a technical necessity to solve the aliasing problems that hounded early PS2 games. There isn't a touch of flicker or a jagged edge to be seen in *The Bouncer*.

POUND

The visuals need to be so real as *The Bouncer* is the first of what Square describes as a 'Story Game'. A staggering amount of game-time is devoted to building

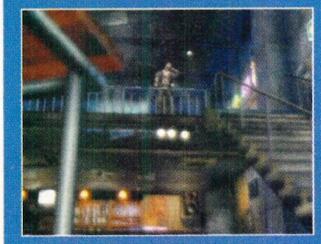


PATH TO GLORY

SELECTING A FIGHTER WILL DELIVER DIFFERENT ROUTES AND SURPRISES THROUGHOUT THE GAME.

Each of the three heroes in The Bouncer has a different route through the Story mode. By playing the game three times (it will only take less than an hour to complete) you will experience the same adventure but from different perspectives. This isn't a new gameplay element, but the direction and slick visuals make it worth while. Also, the route through the game depends on which characters live and die and which fight arenas and bonus fighters are unlocked in the multiplayer modes.



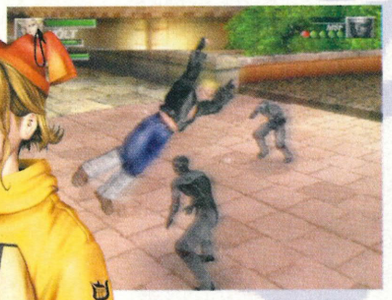




The action is basically a straightforward scrolling beat-'em-up in a similar vein to the ageing *Fighting Force*...



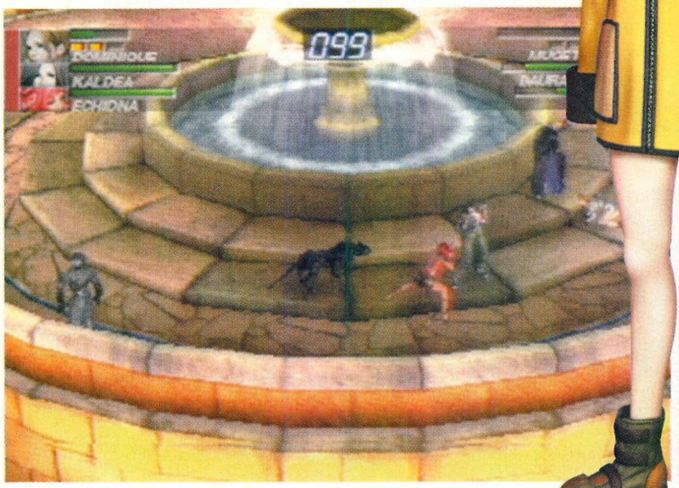


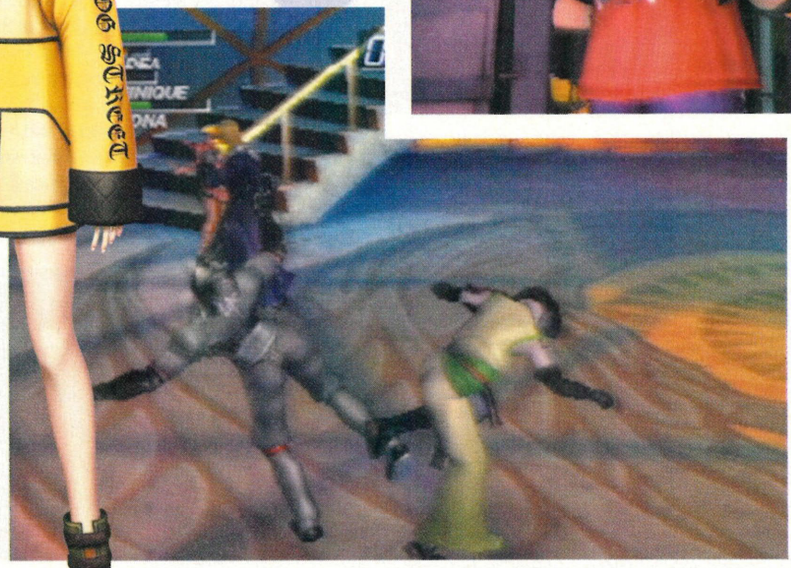






















The Bouncer is beautifully rendered and caked in a strange Seventies porn gauze effect...

the story, creating the atmosphere of dread by which the heroes can smash some heads in. Each block of fighting is interspersed by a cut-scene, elegantly played; though often slow.

It's here that the Story Game idea falls down where *Dragon's Lair* and *Fear Effect* have done so in the past. The action is basically a straightforward scrolling beat-'em-up in a similar vein to the ageing *Fighting Force*, complete with a disposable plot that sees the three heroes Sion, Volt and Kou chasing to the rescue of Sion's girlfriend Dominique.

Yet where the old beat-'em-ups allowed players freedom to roam and use any object that came to hand (pipes, guns, bins) *The Bouncer* doesn't. Instead fights are based around a combo system (the harder the analogue buttons are pressed the more variation there is) that creates fights that feel like watered down bouts of *Tekken Tag*.

What does raise the game slightly is the new Bouncer Points (BP) system that allows players to allocate earned BP to characters' Stamina, Defence or Power metres and thus improve their characters over the course of the game. There are also special moves to be bought with the BP and this does offer some replay value.

GIVE ME THE POWER!

KICK SOME CREAM FROM THOSE BUTTS WITH THE BOUNCER'S SPECIAL ATTACKS!

Like most scrolling beat 'em-ups The Bouncer features a distinct special move for Kou, Sion and Volt. These moves are called the Trinity Attacks and are activated by pressing the taunt button after another player (or computer player) taunts the opponent. This done, the three characters will spin into a tag-team combo flooring all the enemies on screen. Though there are a few quibbles with the detail of the graphics during these moves – a guard's jacket will always be green even when the one attacked was red – the effect is still similar to those screen-dwarfing magical attacks from Final Fantasy VIII.







CLOBBER

This BP system also leads into *The Bouncer*'s second saving grace, the multiplayer modes that play like a diluted version of Capcom's *PowerStone*. Four players take to the arena and it's a slug-out to see who can win. Once the game is completed new characters and fighting arenas are unlocked; completing with the further two characters – they each have different routes through the game – will unlock further fighting arenas. This again makes it worthwhile to play through the main Story mode. These multiplayer games are fun and lively and make replaying the Story mode a necessity if you are to gain the strongest possible character.

The addition of the fun multiplayer games and the BP award system has gone some way to dragging the scrolling beat-'em-up into the millennium. But unfortunately the core gameplay is still hounded by the blank repetition of the genre at large.

With a little more creativity placed on tuning the gameplay *The Bouncer*'s lush graphics could have been capped by a unique and rewarding game. Sadly the end result after nearly two years of waiting is an average beat-'em-up devoid of action, with only some beautiful visuals and novel multiplayer games to sell it.









[Below] Dominique, now a selectable character, takes the opponents from behind in the fast and fun (if limited) multiplayer game.



PLAY

LOOKS	8
SOUNDS	7
GAMEPLAY	6
VALUE	6
LONG TERM	6

76 PERCENT

A GORGEOUS BUT AVERAGE BEAT-'EM-UP

ALTERNATIVELY:

Dynasty Warriors 2	62%
7 Blades	46%

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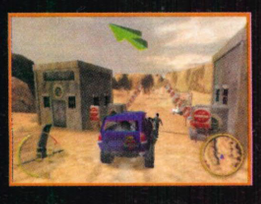
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Writer Mark Crawley **Available** February 2001 **Weblink** www.konami.co.jp



7 BLADES

PLAY
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PLAYSTATION2

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DEVELOPER	KONAMI
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[Above] Whoop, now that's gone and done it! Where's my caddie?



SWORDS AND SHOTGUNS – A DEADLY COMBINATION, BUT HAS KONAMI GOT THE POINT...?

Well. The months march on and PS2 continues to perplex not only the end-users and, ahem, 'men of the quill' such as myself, but evidently developer after developer alike.

Seven Blades undoubtedly sports as many faults as sharp, pointy edges, but most obvious from the offset is that Konami has failed to appreciate that graphics really do matter... a lot. The opposite tends to be assumed of course – when confronted with a great looking title which plays like an absolute dog (all too common, as you may know) it's only human nature to immediately promote the beast's exact opposite. In reality however, things aren't quite so simple... sure, the odd rudimentary-looking sprite or rough texture never turned an otherwise classic game into a steaming pile of dross; but there's more to a videogame's visuals than 'mere' artistic merit. The shape of objects and how the engine updates them, displays them, and has them interact has as much to do with how a title plays as it has the quality of its presentation. The screen is thus where technical flare and art are supposed to meet for a sneaky and rewarding date, only *Seven Blades* sees the latter stood-up by the former who, if a disturbing number of developers are to be believed, is continually delayed within the hustle and bustle of the PS2's architecture.

SEVENTH HEAVEN?

The overwhelming impression given is that Konami has crafted an engine which, by rights, should function with reasonable competence. Granted, when the game is overburdened by ambition it's the developer's sole responsibility... but witnessing *Seven Blades* is nevertheless akin to watching Jeremy Clarkson stuff 3kg of flour, two bottles of cola and a methane-inflated frog into a household appliance then scratching his head in dismay when the concoction fails to go "pop". The game's graphical elements are an equally explosive combination of feudal-Japanese dress, fanciful clockwork technology, a high-res display and, of course, regular flashes of the heroine's knickers. Rendered in enough next gen detail to make you go



COOKIE CORNER

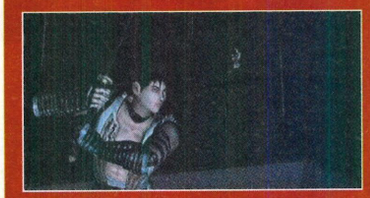
PLAY'S ALL-KNOWING BISCUIT FORETELLS THE FUTURE...

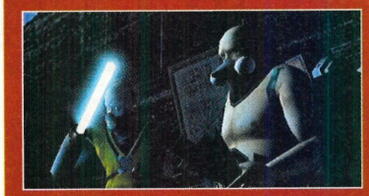
Speeding up the roaming beat-'em-up action of Fighting Force, adding a modicum of Lara-inspired clambering, tipping a Samurai's helmet towards Zelda's Z-targeting and setting the lot against a fine eastern fantasy need not have flopped so badly. Less enemies, more attacking and defensive options... that's what I see in store for this genre. Oh... and a flicker-fixed picture that doesn't make you fit.



SAMU-RIGHT ON!

Though we're using the term very generously, certain sections stand out against the general monotony as set-pieces the like of which are lamentably few and far between. One memorable section sees Oyuri heading down a town's central sniper-lined street – should you and your current target fire simultaneously your bullets will collide mid-air... sheer class! Later, Oyuri will get to indulge in some snipery herself, though at long range, as Jigoku battles two rather nasty enemies with limited success.











[Below] Let's see what you had for dinner then... oh, yuck! **[Right]** Wicker helmets, failing the acid test, have been used as bins ever since...



Witnessing *Seven Blades* is akin to watching Jeremy Clarkson...















"ahhhhh" this illusion of glory is, sadly, convincingly quashed once you actually begin to move about.

Sure, it could be argued that it's ultimately Konami's fault for selecting an inappropriate screen-mode, but simply put, the PS2's shimmering interlacing makes *Seven Blades*' fine artwork look gawd-awful in motion: floor textures warp and swim; forward movement appears to halve the display's resolution leading to mid-distance pixelation; the dreaded jaggies are obvious throughout; and, if we're being picky, the 'seams' between polygons are evident when the camera gets too close to the game's virtual stars. Whatever else is wrong, it remains true that *Seven Blades*' beauty is just plain difficult to look at and it's saddening to say that those with an RF connection will get the most pleasing picture… the "out-dated" cable bestowing a measure of anti-aliasing on each scene by virtue of the colour-bleed-o-vision it incurs on your telly!

The action behind such controversial short-comings can't hope to justify players' perseverance through it – combat is shallow and repetitive with vast swathes of enemies better evaded than engaged. That the game's only real challenge comes from the tardy being overwhelmed by sheer numbers (exploration being a grossly linear affair) points to a lax design brief with more concern for style than substance. The game-world's design is suitably slick throughout and the few set-pieces on offer hint at what could have been – but the game's display issues render these moot points. Clearly the PS2 provides a troublesome forum for developers; nevertheless *GT3* and *Unreal Tournament* both demonstrate golden potential so, rather than being put off by such fare, players should perhaps be thankful that the difference between first and second rate software is now so great that the latter's very survival is questionable. Maybe Sony know how to keep games alive after all…

DID YOU KNOW?

- The cherry blossom at the start of the game, as well as being pretty, is significant – though you'll have to play right through in knowledge of the following to appreciate why…
- Unlike us Brits, who just think it looks pretty, the Japanese associate cherry blossom with death and loss.
- It just struck us, but cherry blossom is really rather pretty isn't it?

CONFLICTING CHARACTERS

The game's two protagonists couldn't be more different – Oyuri, by far the most enjoyable character to play with (f'nar) is a mistress of gunpowder, happy to blast away sword-wielding foes with a wind-up rotary cannon! Jigoku, the traditionalist, depends upon his trusty steel blades to keep the enemy at bay – brave fella! Choose the former and an under-developed, over-populated take on Sega's Zombie Revenge (sans fisticuffs) is yours with the latter character providing an experience eerily akin to Sword Of The Berserk: Gut's Rage. D'oh!







[Above] Plentiful food means the thorough can almost always find something to stuff their faces with – careful though, it might be poisoned!

PLAY

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SOUNDS	
GAMEPLAY	
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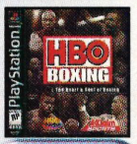
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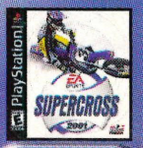


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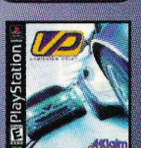
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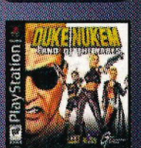
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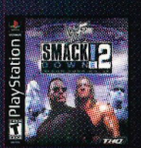
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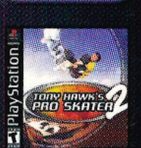
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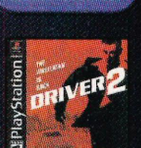
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The exquisitely balanced arenas, the gib-splattered mayhem… it's all here!





UNREAL TOURNAMENT

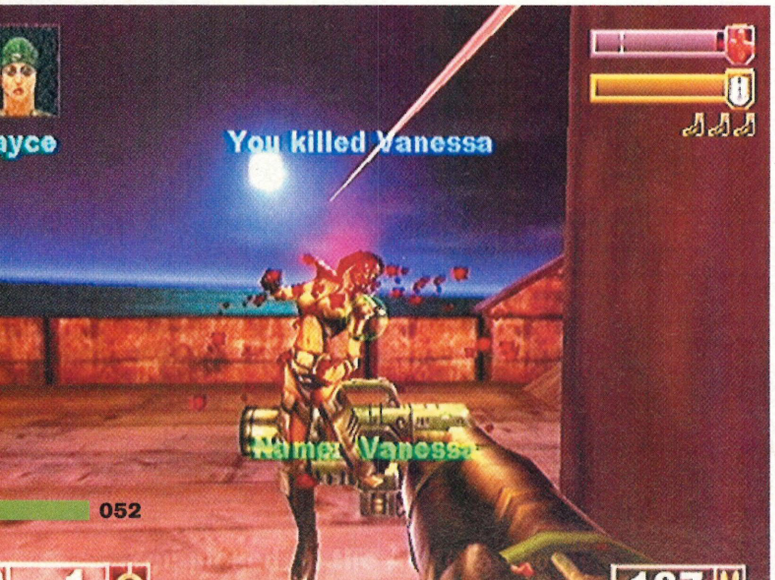
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PUBLISHER	INFOGRAMES
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[Below] "Blue mooooon, I saw you strafing alone…" A sickening, squelch-soaked serenade ensued.



PLAY TAKES AN UNREALITY CHECK…

Right, there's some good news and some, er, not so good news where *Unreal Tournament* is concerned. So get a cuppa, grab the comfy chair and strap yourself in for a bit of a roller-coaster. Whilst it's traditional to leave such statements until the end of a review, I might as well get the best news out of the way, (seeing as how you've already noticed the score), and confirm that, yes, breathe a sigh of relief – *UT* is good. Very good. Brushing upon brilliant in fact. The inspirational weapons with secondary fire, the exquisitely balanced arenas, the gib-splattered mayhem… it's all here, looking mighty fine, moving [slight wince] okaaaayee, mostly, and doing plenty to help convince that the PlayStation is worthy of its huge and unrivalled reputation, garnered before release.

THE UNREAL DEAL

For the uninitiated, this is the first-person shooter which broke the mould on the PC by concerning itself completely with deathmatch-style play, forsaking the traditional single-player missions/adventures we're used to in Console Land. That's not to say there's no structure. On the contrary, progression through *Unreal Tourney*'s various delights is strictly regimented with all but one avenue of promotion initially locked away.

Continued success in the deathmatch arenas therefore unlocks Domination mode, which itself is the key to entering Capture The Flag, from which follows Assault mode, finally leading to a set of one-on-one challenges against the scum of the universe. Generally the team-based games operate exactly as they should – despite a simplified command system which makes it impossible to issue individual orders to team members you cannot see, that is. Progress, nevertheless, remains notably easier than on the PC version – due in no small part to the constant auto-aiming which is granted the player to sweeten what is unavoidably cumbersome Joypad control. Controversially, this feature cannot be disabled and serves to confuse at times (just try igniting the Shock Rifle's secondary fire whilst it auto-aims elsewhere!), but purists can gain 100% manual control by plugging in a USB keyboard and mouse for an impressively authentic experience.



Get a cuppa, grab the comfy chair and strap yourself in for a bit of a roller-coaster...

MODUS OPERAN-DIE

UT offers sooo many ways to bite that bullet/shrapnel/shard/rocket/energy/orb (delete as applicable) that it's hard to keep track. Here's a run-down of each event and the best simple strategy for success...



DEATHMATCH

Simple free for all with every man for himself. Make the most kills to win, it's as simple as that.



DOMINATION

Two teams battle to activate and maintain control over three beacons. Each beacon contributes points to the team who controls it with the winner being the first team to accumulate a set number of points in total. Defend the two beacons which are closest together to maximise the chance of success.



THE FLAG

Infiltrate your opponents area of the map and bring their flag back to your own base to score. You may only score when your own flag is in its rightful place – whilst you must physically transport your opponent's flag, merely touching your own will return it. Depending on the map, either retrieve the flag yourself whilst your entire team defends or take a single comrade along for support.



ASSAULT

Complete a special objective whilst your opponent attempts to thwart your efforts, after which the teams will swap roles and play again. Whoever completes the task in the least time is deemed the winner. Generally, the strength of your entire team attacking in unison is required for a chance of success.

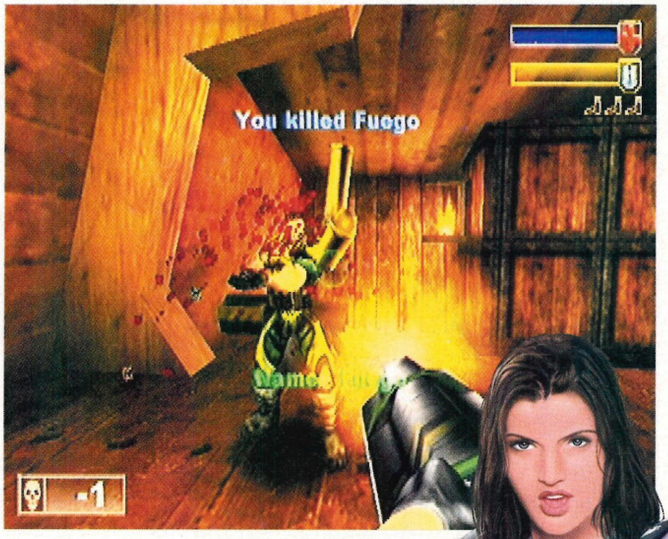


CHALLENGE

Take on other, noteworthy contenders for your rightful crown, finally blowing away the champ himself. Your foes here tend to be adept at dodging rocket fire, making the Mini-gun a firm favourite for success.

[Below] The pressure chamber remains in all it's body-poppin' glory...





Despite the inclusion of a decent number of mutators, this authenticity is not carried convincingly into multiplayer mode. iLink support ensures full-screen fun for those of you who can be bothered to lug the necessary equipment from A to B, but an upper limit of three CPU 'bots (take one 'bot away for every extra human player besides yourself) disappoints severely, as many of *UT*'s levels were originally designed with 6 –11 combatants in mind. Whilst the inability to set up a truly decent skirmish outside the bounds of the tournament proper is a blow, it must be emphasised that all the single-player forums provide enough competition (and support!) of a high enough standard to truly rock your world. With the all-important Assault mode present, *UT* does what it must to validate itself, ensuring the delivery of a unique console experience which elevates the title dangerously close to the status of essential purchase.

SHOOT TO KILL

The tragic news, as if you couldn't guess, is that you can forget 'it' – 'it's' not going to happen. C'mon, you know what we're talking about, but trust us – you are NOT









[Left] If you can get in close then the Flak Cannon is a devastating weapon. Just watch out for the secondary fire at close range. Nasty.
[Below] "Er, 'scuse me – can I have my rocket back? I'll get it myself..."





GRUNTSPEAK

Elitism is rife on the Net, UT's spiritual home. Get in on the lingo with our quick guide to the game's terminal terminology...

SPLASH DAMAGE

Some of the more powerful weapons in Unreal Tournament create an impressive blast-radius which can injure and kill enemies who haven't even suffered a direct hit. The Shock Rifle is king in this respect... shoot the secondary fire's glowing orb with its primary beam for an awesome limb-wrenching explosion. No matter how tempting, never follow up this action with a mock-Connery exclamation of "Shocking"...

FRAG

Sounds like a swear word but, thanks to the liberating nature of the Net, is rarely used as such (people just use proper cusses instead). Quite simply, a euphemism for 'encouraging' an enemy to spread themselves generously across the scenery which, via its guttural phonemes, embodies the doubtlessly violent nature of their death. Do it a lot to win.

TELEFRAG

Teleporting to someone's exact position, as you can imagine, has a less than healthy effect on the poor sod whose space you suddenly occupy. The outward motion in all directions in which his/her body parts travel, quite naturally, counts as a frag.

GIB

Often the product of a damned good frag. Meet a particularly grizzly demise and your body will disintegrate into a squelching pile of giblets, hence the terms "nice gib!", "you've been gibbed!" and "look at me, I'm a right gibbon!" (No comment – Ed).

CAMPING

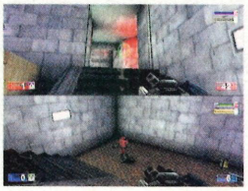
Differentiated from snipers by being cheap, 'campers' sit in the dark recesses of a comfy hole, often overlooking a re-spawn point, waiting for enemies to appear, with their rocket launcher readied for action. Despised thanks to valuing victory over honour, all players should learn two things with regards to this contemptible art... (i) how to dislodge a camper, and (ii) how to camp. Well, it comes in handy...

MUTATORS

Extra options which affect the parameters governing multiplayer deathmatches. Used to add spice and longevity to well-worn maps, these can do anything from remove most of an arena's gravity to enabling one-hit kills. Go on, flick a few on!







going to be able to drag a PC owner round to your house and make him lament the day he opened his cheque book in 'PC Cosmos' (or wherever) by showing off the PlayStation2 version of *UT*. Is this important? You bet it is – believe the hype and 128-bit consoles were supposed to make PC gaming obsolete, allowing developers to forget clock-cycles, let their imaginations run free and produce whatever took their fancy. It's painfully clear from observing PS2 *UT*'s flagging frame rate (especially during multiplayer matches), however, that even hosting a fraction of the combatants and dumbed-down scenery, the machine is struggling to reproduce the fluid PC experience somewhat – even the original *Unreal* (which PC players can pick up for a fiver) quite simply looks, moves, and plays better.

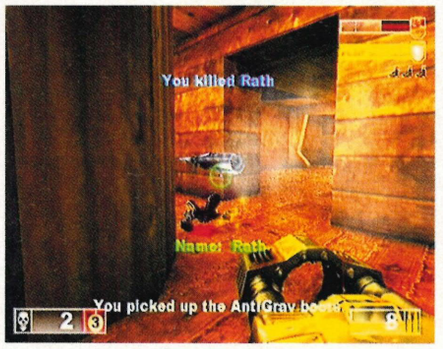
Speaking of which, where is *Unreal* anyway?! Competing in *Tourney* without having blasted through the one-player quest which started it all is like seeing a baby run before walking – freaky and pretty disconcerting. It's increasingly difficult to buy *UT* on the PC without getting *Unreal* thrown in and, whilst a separate product rather than a patch/update, *UT* remains an extension of the first game's multiplayer mode in essence. Regardless of this, to ask why the two halves of such a classic gaming coin have been so unceremoniously divorced is, I know, rather cruel – strictly speaking they've never been officially joined as one and, obviously, the development time would have been crippling. Yet for £40 you've a right to expect the full, and I mean FULL monty. Omitting *Unreal* leaves the PS2 without a depthy single-player first-person shooter quest in the traditional sense when Epic, more than just about anyone, has the capability to bring us one of the very best. For a console with no Net access which



DID YOU KNOW?

- Epic Games' lead designer, Cliff Bleszinski, can be seen proudly clothed in a fluffy bunny suit on his homepage at www.cliffyb.com. Creatives, eh?!
- Unreal Tournament faces ever stiffer competition from Quake III in the PC's realm... the game has things a little easier on planet PS2 as getting Id's engine to run is proving difficult.
- An internet-friendly version of UT is expected along with the advent of PS2 going on-line.



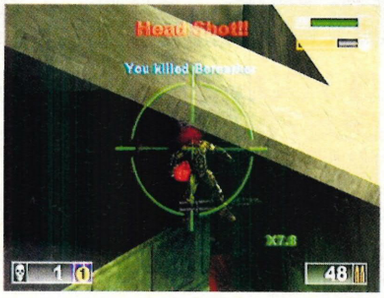




A unique console experience which elevates the title dangerously close to the status of essential purchase...









[Above] Ah. The buxom Sarena. Sorry love, but you're not going to enjoy this very much. **[Left]** The hidden Fatboy Mutator will even up the score. **[Above Left]** Not what your opponent really wanted to see...

struggles to screen-split *UT*'s action, such a circle is hard to square. The assumption that the future lies solely in multiplayer frag-fests, it needs to be remembered, is not so much next gen as naive.

What you're left with is a competent example of how to reduce a demanding game and squeeze it into a smaller box with its core aspects intact. The *Unreal* experience is undoubtedly incomplete however, and whether *UT* alone will suffice is something which can only be decided on an individual basis. Boasting 'proper' single-player missions, *Goldeneye* and *Perfect Dark* remain painfully holistic by comparison, yet Assault mode, a rigid structure and unrivalled style ensure few will have time to care once embroiled in the gut-wrenching action. *Unreal Tournament* provides nothing more nor less than the deepest (albeit insular) deathmatching PS2 can offer – and that's GOT to be enough. Right?



[Above] Firing at the wall does nothing but highlight UT's dynamic lighting... unless you can locate a secret area.

PLAY

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LONG TERM	

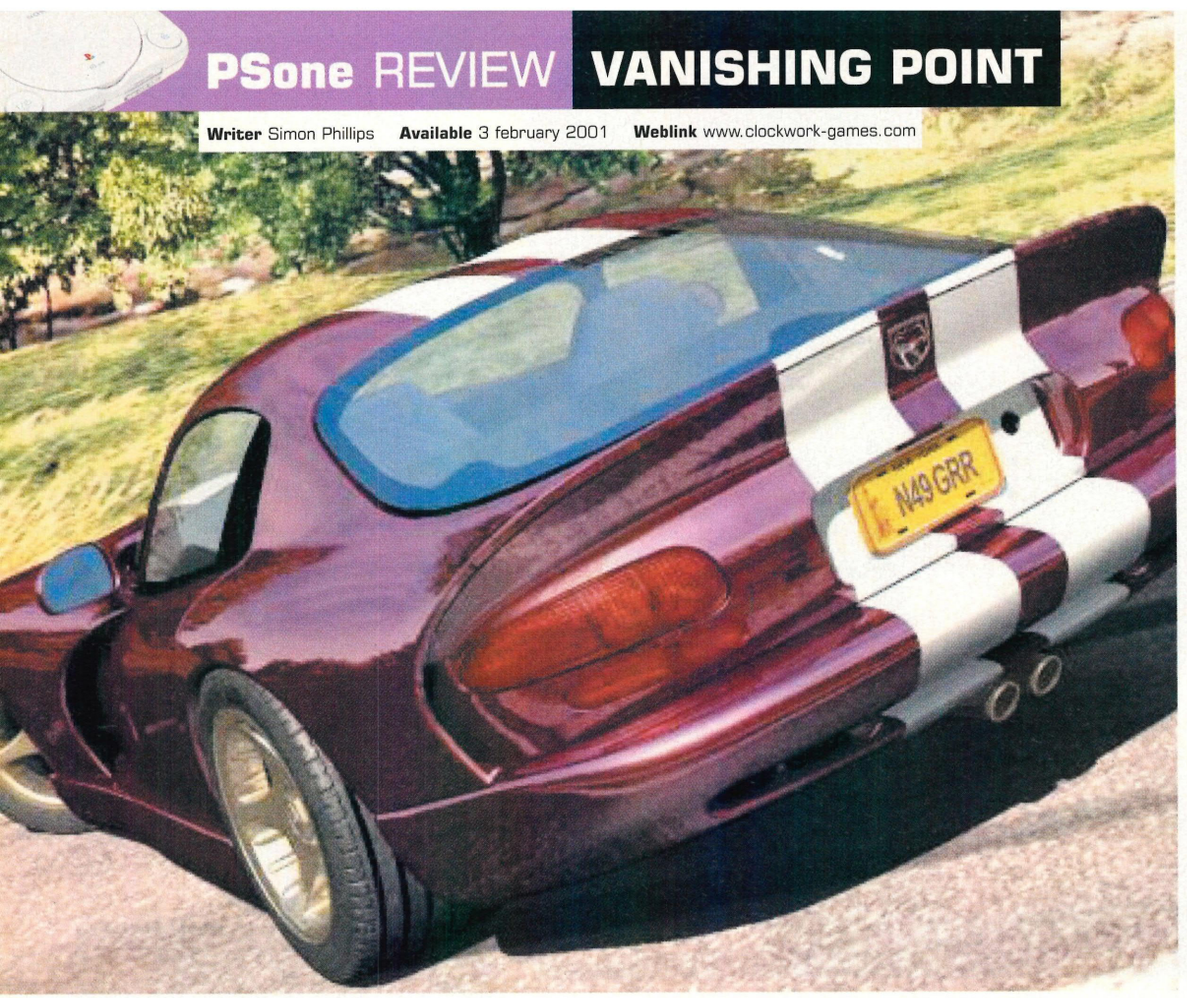
86 PERCENT

GREAT, BUT STRUGGLING AGAINST PS2

ALTERNATIVELY:

TimeSplitters	90%
Red Faction	March 2001

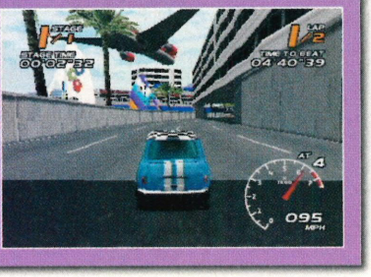
Writer Simon Phillips **Available** 3 february 2001 **Weblink** www.clockwork-games.com



HAVEN'T WE SEEN YOU BEFORE?

It might be a driving simulator, but the tracks are as clichéd as they come. See the lovely waterfalls, allow your jaw to drop as the jumbo jets fly by. Some real-life courses wouldn't have gone amiss, and those uninspired, unoriginal backdrops – we could do without them too...





PLAY
UK PAL
PLAYSTATION

PUBLISHER	ACCLAIM
DEVELOPER	CLOCKWORK GAMES
PRICE	£29.99

1-8 Players | Memory Card | Dual Shock

VANISHING





[Above] The Lotus Elise proves to be a bit of a handful; it'll take a lot of practise to get to grips with.



IS YOUR STEERING WHEEL GATHERING DUST? THOUGHT WORLD TOURING CARS WAS FOR WIMPS? IF SO, THIS MIGHT JUST BE THE GAME FOR YOU...

Judged on looks alone, *Vanishing Point* does a fine impersonation of a slightly rough-looking arcade racing game. Each of the tracks are arcade racing game staples, that whilst challenging, lack any thought whatsoever. However, the looks belie the complexity of the gaming engine. It's a driving simulation and it wants to be taken seriously.

THE APPLIANCE OF SCIENCE...

To achieve this, *Vanishing Point* shies away from the usual racing sim conventions in favour of more rally-style, time trial-based fun. However, unlike *Colin McRae* and the like, your opponents (all 39 of them) race with you on the track, alongside 'civilian' drivers. This means that you'll always have other cars to negotiate, regardless of your driving abilities. Though this sounds like a great idea, it doesn't quite work. Unfortunately, you join the race at a random point and your rivals might start before or after you – there's never anything other than the fastest race time to race against. This makes for a very lonely racing experience. The tracks are littered with vehicles, set on their pre-determined racing lines, which never interact with your speeding vehicle. In fact, unless your racing line happens to coincide with theirs – causing you to crash, spin and ultimately lose the race – they need not be on the track at all. The real focus (and why this is most definitely a racing simulation) is on the handling of the cars. Apparently three boffins (presumably with beards) spent two years creating the most realistic physics for a driving game ever. What this actually means is that it's blummin' hard, and only those with a will of steel will fully master each one of the 32 cars on offer. Coupled with the slightly iffy single-player mode this means that most people will prefer the more immediate thrills of *Gran Turismo 2* and *Colin McRae 2*.

BE THE FALL GUY!

Thankfully, *Vanishing Point* earns itself a massive reprieve by including a wealth of other gaming options, which save what





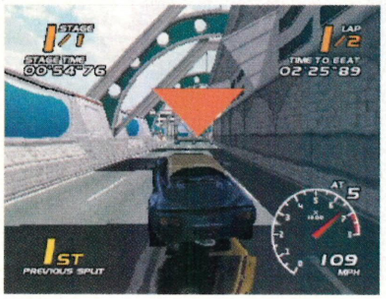




POINT







[Above] If you can't overtake your rivals you can also try jumping over them. Just don't expect to land on all four wheels...

[Below] High performance rear wheel drive vehicles can be difficult to drive. Novice drivers should proceed with caution.



CRASH TEST CRUMMY

Needlessly unforgiving or just incredibly unrealistic? We suspect that the crazy mathematicians who spent all those man hours crunching numbers to make the physics so damn infuriating, also spent an equal amount of time watching the last twenty minutes of the Blues Brothers movie. If you so much as glance a vehicle, your car will be sent into a massive spin/roll, and if this happens at the start of a race you might as well just start again... bugger!





Only those with a will of steel will master each of the 32 cars on offer...

might have been an also-ran racing game. The multiplayer and Head-to-Head modes work incredibly well, simply because they give you the chance to pit your wits against tangible opponents. However, the enjoyment derived in these two modes pales into insignificance when compared to the sheer delight of the Stunt mode. This would almost be worth the asking price alone, as those much-vaunted ultra-realistic physics are put to use over 14 different challenges (see boxout). If the single-player racing mode is perhaps a little staid, the Stunt mode more than makes up for it, a fact attested by the increasing number of folk around the office who can't stop playing it.

So there you have it – it's a mixed bag. A racing game that petrolheads will undoubtedly love, with its realistic single-player mode and huge range of eclectic cars on offer. Everyone else will happily play the Stunt mode. Either way, if you desperately need yet another racing game in your collection, then *Vanishing Point* is definitely worth a look.

LET THE GOOD TIMES ROLL...

Without question the Stunt mode is the most enjoyable part of the game. Here, you'll not only see the complexities of the physics engine at work, but you'll also be able to perform death-defying leaps and pop some balloons. Try it – you'll love it!





PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

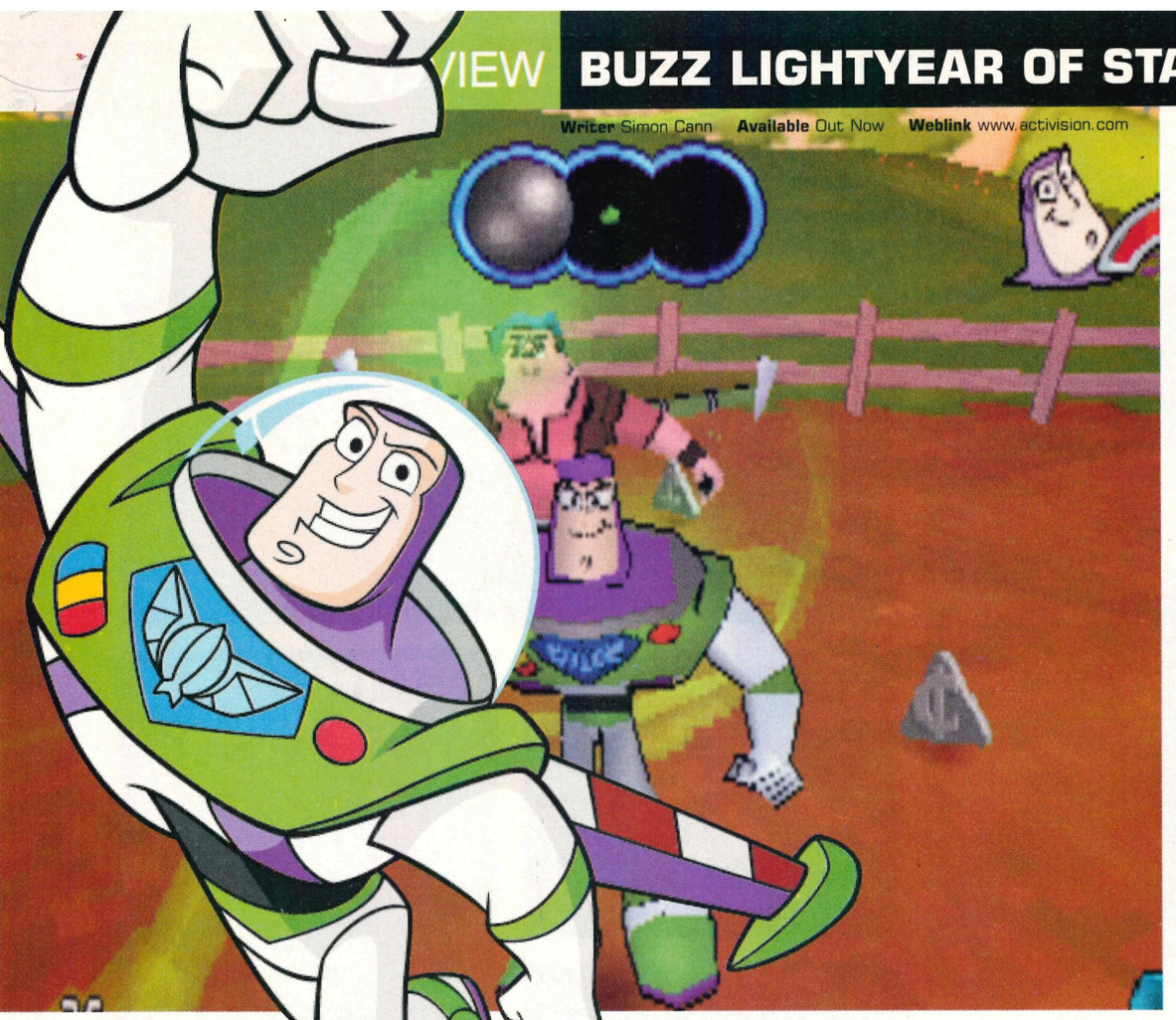
78 PERCENT

AVERAGE RACER, KILLER STUNT MODE

ALTERNATIVELY:

Gran Turismo 2	92%
Colin McRae 2	93%

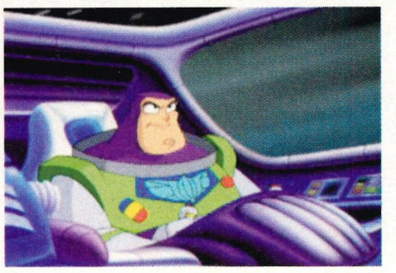
Writer Simon Cann **Available** Out Now **Weblink** www.activision.com



STARSHIP TROOPERS

Buzz isn't alone on his mission, not quite anyway. Cropping up at certain points throughout the game are some of his fellow Star Command members. Sometimes they'll appear and weaken end-of-level bosses, whilst on other occasions they can be summoned into the fray mid-level, where they have a smart bomb effect on any enemies in the near vicinity. With that said the game's so easy this additional help is hardly required.





BUZZ LIGHTYEAR OF STAR COMMAND

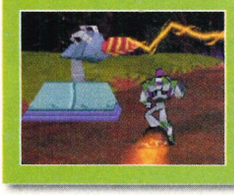
PLAY
UK PAL
PLAYSTATION

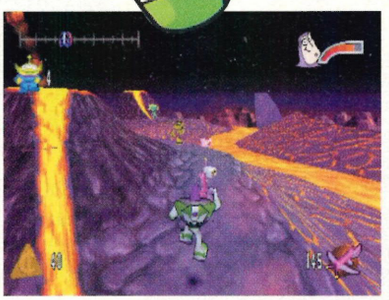
PUBLISHER	Activision
DEVELOPER	Traveller's Tails
PRICE	£29.99

One Player | Memory Card | Dual Shock

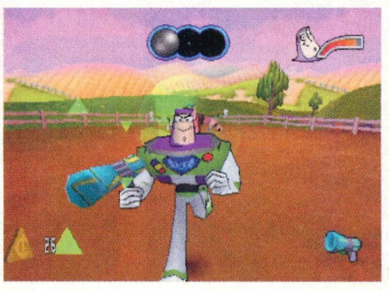
STAR BUY

Throughout the game accumulated currency can be used to purchase new weapons, including laser beams, pulse rifles and shields. Of more interest are the various modes of transport that can be acquired. These include a hoverboard, a speederbike-type vehicle and even the jet propelled wings that Buzz sported in the Toy Story movies. The latter devices shave seconds off your time but require fuel top-ups to keep them going.





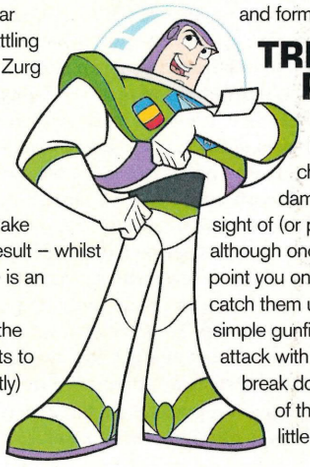
The game fails to work as either a platform game, shoot-'em-up or racing title...



TO INFINITY AND BEYOND... BUT WOODY AND THE REST OF THE TOY STORY GANG ARE NOWHERE TO BE SEEN...

First things first, despite sharing the same central character, this peculiar hybrid of the shoot-'em-up, platform and racing genres has precious little else in common with Disney's enjoyable *Toy Story* films. Instead, it takes its inspiration from the spin-off animated cartoon series that features Buzz and his Star Command comrades battling against the evil Emperor Zurg and his despicable henchmen.

Sadly, the developer Traveller's Tails was evidently unsure as to what direction it should take the title in and the end result – whilst by no means appalling – is an extremely schizophrenic videogame. You control the titular hero as he attempts to apprehend (on foot mostly) a selection of increasingly bizarre space criminals. If you imagine the ageing coin-op *Chase HQ* crossed with the into-the-screen sections of the *Crash Bandicoot* platform games then you'll get the basic concept. Each stage commences with a brief exchange between Buzz and the villain he's pursuing after which you must negotiate your way over and through a series of fairly linear and formulaic courses.

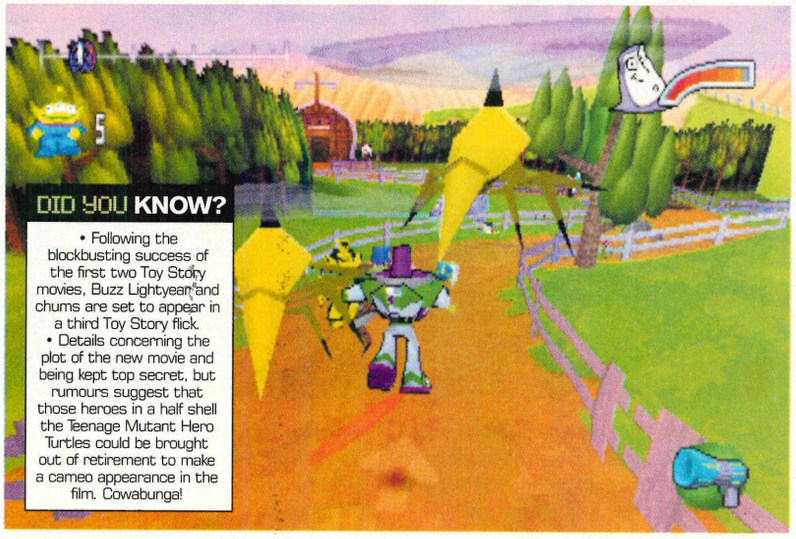


TRIVIAL PURSUITS

The fleeing perpetrator can't be injured during the course of the chase and is only susceptible to damage at the end of a level. Losing sight of (or passing) your foe is permitted, although once they've reached their pick-up point you only have 15 seconds in which to catch them up. Having cornered them a simple gunfight ensues in which you must attack with weapons of different colours to break down the corresponding shields of the boss – most of who fall with little resistance.







DID YOU KNOW?

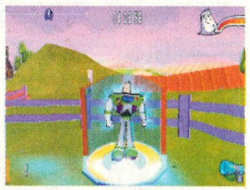
- Following the blockbusting success of the first two Toy Story movies, Buzz Lightyear and chums are set to appear in a third Toy Story flick.
- Details concerning the plot of the new movie and being kept top secret, but rumours suggest that those heroes in a half shell the Teenage Mutant Hero Turtles could be brought out of retirement to make a cameo appearance in the film. Cowabunga!

MEDALS OF HONOUR

At the end of each stage Buzz is awarded medals according to his performance during the level. Each planet potentially offers five medals that can be unlocked by performing various tasks throughout each mission. These include rescuing all of the helpless aliens you encounter, accumulating a certain amount of money and finishing the course within a certain time. Often you'll find that you can't progress on to the next planet until you've amassed enough medals in the previous ones. This involves retreading old ground – often more than once – which soon becomes crushingly dull.



[Below] For a price teleporters can be used during the stages. These act as short cuts and allow you to catch up with and in some cases overtake your target.







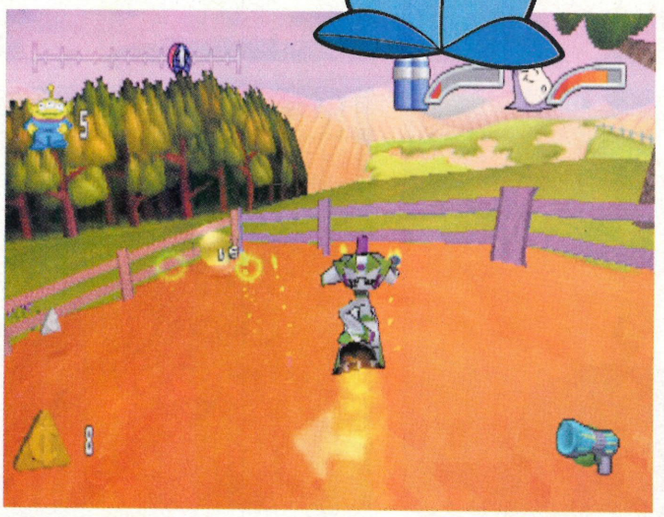
In addition to his main quarry Buzz also has to contend with hordes of laser-spewing robots, as well as natural hazards such as rockfalls and lava pools. These can either be despatched with a variety of outlandish weaponry, or evaded. Herein lies one of the game's fundamental problems. Stopping and fighting enemies not only wastes time, but also energy. Consequently, it's more effective to just plough through each area, occasionally stopping to pick up one of the many first aid kits strewn around the place. Admittedly, medals are awarded for stopping to collect stranded aliens and accumulating money (these medals allow for access to higher stages) but having to retread the same stages to accomplish these tasks simply compounds the already repetitive nature of the gameplay.

STAR STUCK

Two other play options are selectable on each planet, a Time Trial event and a mode where you must collect missing body parts for a robot colleague. However, their close similarity to the main section does little to add any variety to the action. Making things worse are the slightly suspect controls and collision detection which frequently see Buzz becoming stuck to parts of the scenery, the subsequent loss of time incurred inevitably leads to frustration.

Visually the game is quite competent, Buzz and the enemies he encounters are colourfully designed and well animated, as are the varied environments you traverse. Frequent polygon break-up and cumbersome camera angles (especially during boss confrontations) conspire to spoil the overall effect however. With that said the regular appearance of quality cut-scenes (presumably ripped from the series) and some enthusiastic voice-acting keep things from becoming too dull.

Ultimately the game leaves you with the feeling that the whole is less than the sum of its parts. It fails to work as a shoot-'em-up, platform or racing title and the repetitive action will inevitably bore all but the least demanding of gamers. The omission of a two-player mode is also an unforgivable oversight. If you must own a game featuring Buzz Lightyear then opt for the far more accomplished *Toy Story 2*, which provides a more challenging and polished slice of entertainment.



[Above] Dotted around the place are propulsion pads, these cost money to use but allow you to scale high obstacles with relative ease.



PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

57 PERCENT

A LACKLUSTRE HOTCHPOTCH OF IDEAS

ALTERNATIVELY:

Toy Story 2	73%
Crash Bandicoot Warped	91%

Writer Mike Richardson **Available** Out Now **Weblink** www.disneyinteractive.com

DONALD DUCK: QUACK ATTACK

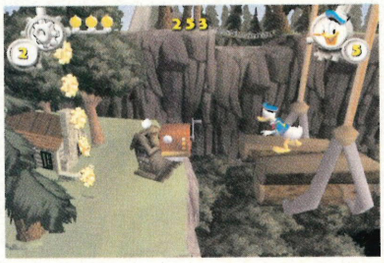
THE TEMPERED, FEATHERED FOOL COMES TO THE PLAYSTATION2 – BUT DOES IT HAVE ANY BITE IN ITS BEAK?

PLAY
UK PAL
PLAYSTATION2

PUBLISHER	Ubi Soft
DEVELOPER	Ubi Soft
PRICE	£39.99

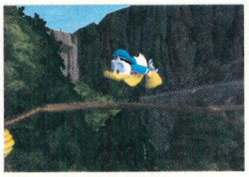
One Player | Memory Card | Dual Shock2







You're job is to rescue Daisy Duck







Another cute platformer based on a cartoon character – surely somebody learnt a lesson from *Toy Story 2*, *A Bugs Life* and all the countless others before them? As it is Donald Duck seems like an odd character to bring to digital life since he is one of the few Disney cartoon characters that gets truly angry. Well if he played *Donald Duck: Quack Attack* that pent up anger would be sadly more than justified.

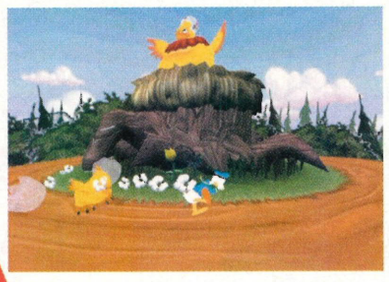
The main game is not much different to the PlayStation and N64 versions that came before it. In fact apart from the fact that it looks a bit crisper and contains 16 new special moves this is just a boring rehash. If you have played any of the other Donald games then you are left feeling a little cheated – especially as the PlayStation2 version has managed to retain a lot of the same shortcomings that dogged the other titles!

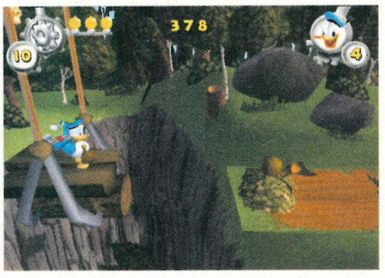
DUCK A L'ORANGE

You're job is to rescue Daisy Duck by negotiating your way through a series of themed levels that involve either side-scrolling or Bandicoot-style wandering into the screen. This fast becomes dull and repetitive and, like the previous games, it also fast becomes obvious that a change of theme and textures isn't going to save the game.

The most annoying parts of this game however are the leaps of faith – which are of *Rick Dangerous* proportions! The worst culprits for this are the levels where you are running towards the screen trying to avoid being caught by an evil hand. You simply cannot see far enough ahead and fun soon becomes frustration.

Go and spend the money *Donald Duck: Quack Attack* would cost you on a duck with real bite at your local Chinese.

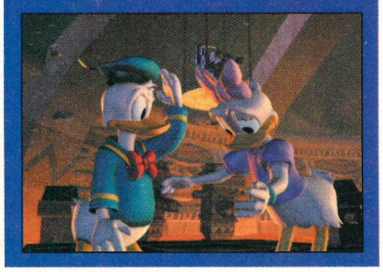




[Left] Will Donald make the jump to safe land? Will he fall down the gap and die a horrible death? Who really cares? **[Far Left]** Upsettingly, the first boss you come up against in this game is one of the hardest to beat!

IN THE BEGINNING...

The impressive opening sequence of this game really lures you into a false sense of security. Obviously more time has been spent on this rather than the game itself!



PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

56 PERCENT

A BELOW AVERAGE PLATFORMER

ALTERNATIVELY:
Mickey's Wild Adventure **79%**
Crash Bandicoot 3: Warped **91%**

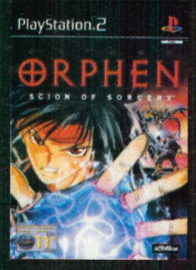
PlayStation 2

PlayStation

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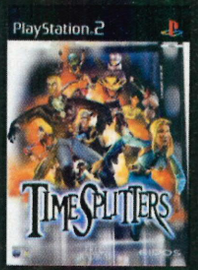




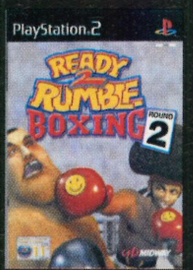
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£32.50



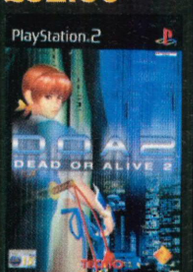
£32.99



£27.95

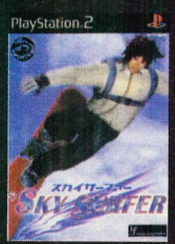


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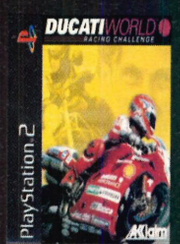


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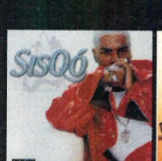


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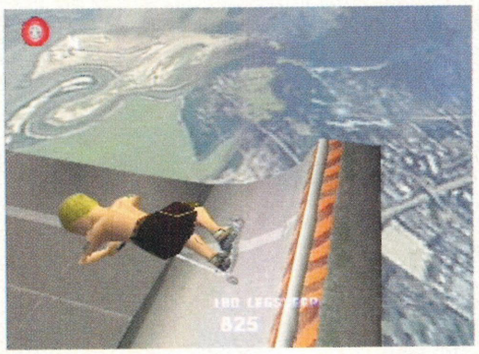
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Writer Simon Cann **Available** February 2001 **Weblink** www.ubisoft.co.uk





FREESTYLE SCOOTERS

PLAY UK PAL

PLAYSTATION

PUBLISHER	Ubi Soft
DEVELOPER	Shaba Games
PRICE	£29.99

1-2 Players | Memory Card | Dual Shock

BUMP AND GRIND

Mastering the fine art of 'grinding' is requisite if you're going to get anywhere in the game. This involves jumping up and gliding along surfaces on the base of your scooter. The longer you grind the more points you amass. Fortunately a handy balance meter allows you to make adjustments to your stance, in order to ensure you don't end up chewing the gravel.






REMEMBER THOSE REALLY ANNOYING MICRO-SCOOTERS THAT WERE POPULAR FOR ABOUT FIVE MINUTES LAST YEAR? WELL GUESS WHAT... THEY'VE GOT THEIR OWN GAME.



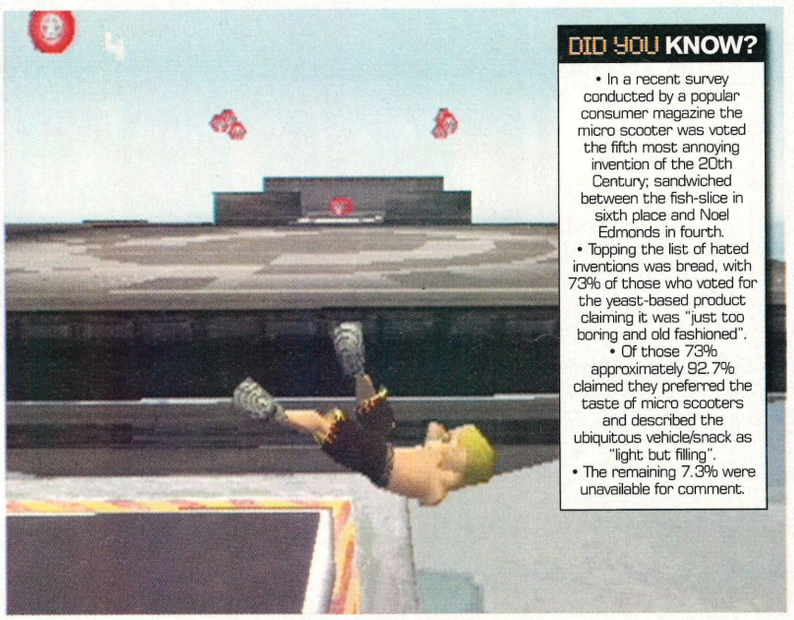

Following the enormous success of *Tony Hawk's Skateboarding* and its subsequent sequel, software houses (in a typical display of creative bankruptcy) have been falling over themselves to release variants on the urban sports theme. We've had skateboards, BMX and now almost inevitably we find ourselves faced with this surprisingly competent (albeit lightweight) micro scooter title.

Thankfully the game's wafer-thin plot doesn't concern paunchy, middle-aged businessmen riding into work on a foldable piece of metal in a tragic attempt to cling on to their fading youth. Instead, it focuses on a group of big-headed (literally) cartoon kids, who must rescue their abducted chums from the clutches of a crazed robot.

EASY RIDER

Gameplay closely follows the conventions laid out by similar titles in the genre and bares a particularly striking resemblance to last year's underrated skateboarding simulation, *Grind Session*. This similarity is no coincidence – the two titles share the same development team. However, given the average age of the typical micro scooter user, this has shrewdly been designed for a younger audience, a fact borne out by the far more simplistic user interface and control system employed within.

This relative simplicity runs throughout the whole game, in the form of fewer play modes, fewer tracks and the identical characteristics of both the riders and scooters available for selection. Practice and two-player modes are available, although disappointingly the latter does not allow for simultaneous play. However, the core of the game lies in the one-player Circuit mode. This is comprised of three main stages, each of which contain six fairly formulaic challenges to be completed, including performing the longest grind, collecting wheels and achieving a certain points combo. Completing all of these unlocks a



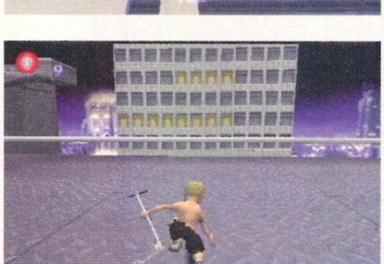
DID YOU KNOW?

- In a recent survey conducted by a popular consumer magazine the micro scooter was voted the fifth most annoying invention of the 20th Century; sandwiched between the fish-slice in sixth place and Noel Edmonds in fourth.
- Topping the list of hated inventions was bread, with 73% of those who voted for the yeast-based product claiming it was "just too boring and old fashioned".
- Of those 73% approximately 92.7% claimed they preferred the taste of micro scooters and described the ubiquitous vehicle/snack as "light but filling".
- The remaining 7.3% were unavailable for comment.





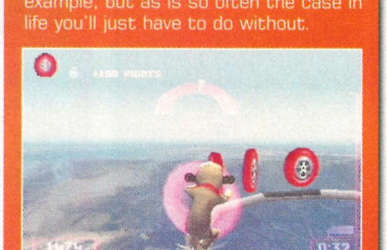


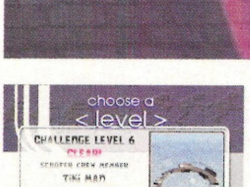


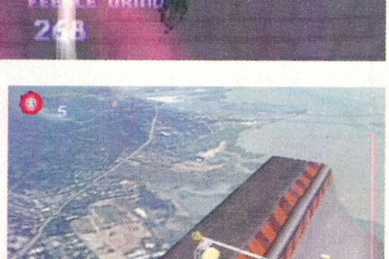
WHEELY GREAT

One of the six challenges that must be completed on the three main courses involves collecting every wheel that is scattered around the area. Some of these are hidden in seemingly impossible-to-reach locations that will require full mastery of the scooter to reach. Why you'd bother is more interesting – the wheels can't be traded in to purchase anything. It would have been nice to be able to obtain new scooters and outfits for example, but as is so often the case in life you'll just have to do without.



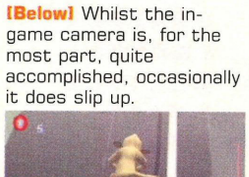


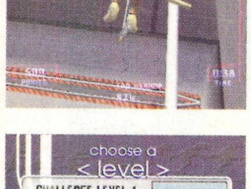






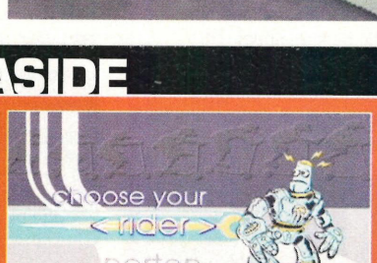
[Below] Whilst the in-game camera is, for the most part, quite accomplished, occasionally it does slip up.

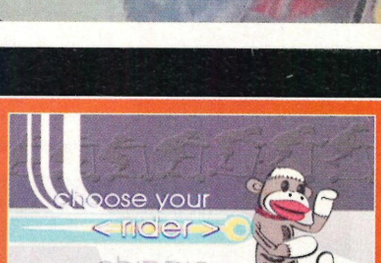


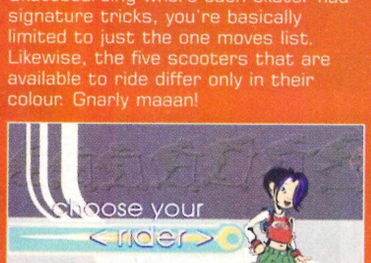


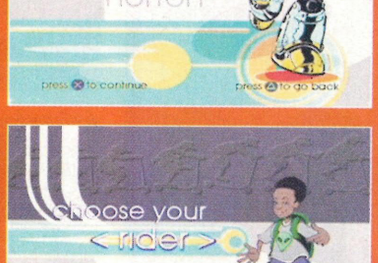
DIFFERENCES ASIDE

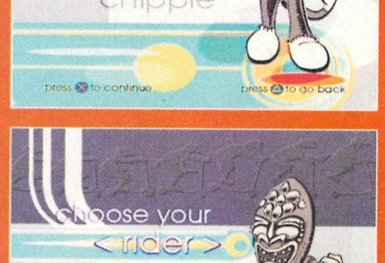
The game contains a total of nine different characters, although only two of these are actually selectable from the outset. Sadly, aside from their visual appearance, there's little to distinguish each of them from their counterparts, so unlike Tony Hawk's Skateboarding where each skater had signature tricks, you're basically limited to just the one moves list. Likewise, the five scooters that are available to ride differ only in their colour. Gnarly maaan!





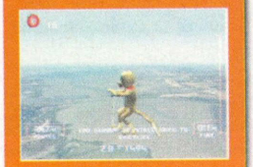






CASTLES IN THE SKY

Six hidden areas known as Sky Fortresses must be successfully negotiated if you're to free your kidnapped friends. Each of these stages introduces new elements, such as collapsing floor tiles, making the task of wheel collecting that little bit trickier. Furthermore, these levels are suspended thousands of feet up in the air, so should you accidentally veer over the edge you'll be in for a rather unhappy (and messy) landing.

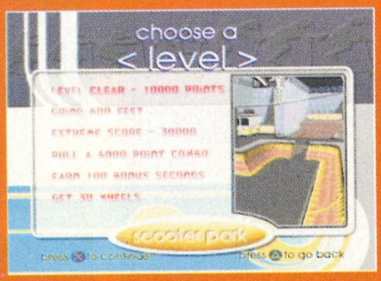


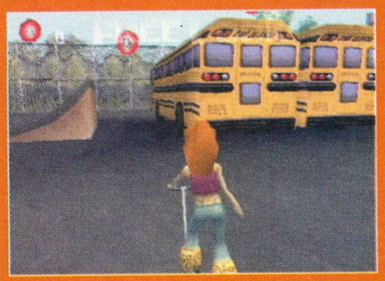




THREE OF A KIND

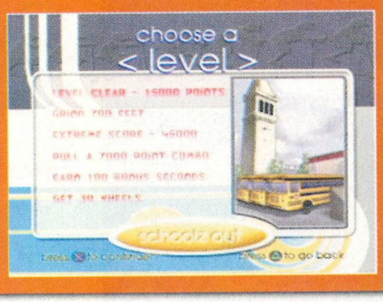
Whilst quite well designed, the three main courses in Freestyle Scooter are hardly set in the most original of environments. The first is simply a scooter park, complete with de rigeuer warehouse section (surprise). The second takes pace on the grounds of a local school, allowing more adventurous players to jump over rows of yellow buses Eddie Kidd-style. Finally we have the Clock Tower stage, which is set in a Mad Max-style post apocalyptic wasteland. (Actually that's just our little joke. Boom ahem... boom.)












further six challenge levels. These bizarre floating stages require you to collect a number of wheels within a strict time limit to unlock the game's six hidden characters, which include a monkey and the aforementioned crazed robot.

SAME AGAIN

In terms of stunts and tricks available, the game comprises a mixture of skateboarding and BMX moves, including plants, bar-spins, grinds and ollies. As you might expect, they can be strung together in sequence, allowing for high-scoring combos to be performed. Suffice to say there's little on offer in terms of gameplay that you won't have seen done before (and better) elsewhere, in the gaming spectrum.

Visually, the game is competent, with a fairly smooth frame rate and reasonable rider animations, but it hardly challenges the best examples in the genre. Consequently, a harsh critic could justifiably describe *Freestyle Scooters* as '*Grind Session* lite' and in many ways it does look like a product that's been quickly cobbled together to cash in on the micro scooter craze.

Freestyle Scooters provides an enjoyable if somewhat limited alternative to the more serious variants of the genre on the market...

With that said, *Freestyle Scooter* still provides an enjoyable, if somewhat limited, alternative to the more serious examples of the genre on the market, making it a good starting point for beginners to the urban sports genre. Those used to the sublime *Tony Hawk's* games will find little here to hold their interest, however.






PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

70 PERCENT

ENJOYABLE BUT A TAD SHORT-LIVED

ALTERNATIVELY:

Tony Hawk's Skateboarding 2 **92%**
Grind Session **85%**

BEAT THE COMPETITION



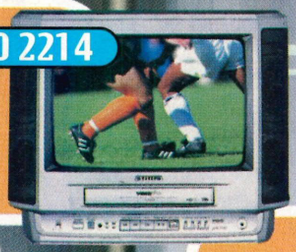
GUESS WHO

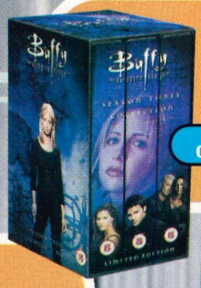
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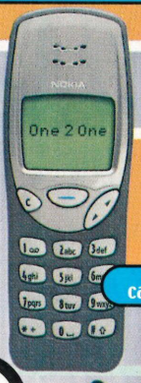
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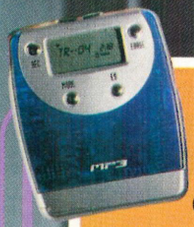
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Writer Paul Morgan **Available** February **Weblink** www.konami-europe.com



"Konami has successfully managed to transform the heart and soul of football into binary digits!"

HISTORY IN THE MAKING

In 1991 the Japanese developers released their very first football game, Konami Hyper Soccer, on the NES (Nintendo Entertainment System). Since then, a total of 21 football games have been/will be released over seven games systems. The International Superstar Soccer (ISS) brand kicked off in 1995 in Europe, with the Japanese editions being released as Perfect 11, Fighting 11 and Winning 11 – the most recognised label of the brand.

The last ten years have been witness to the making of the greatest football game in the world. And as such, Konami, we who are about to play salute you!



ISS PRO EVOLUTION 2

PLAY UK PAL

PLAYSTATION

PUBLISHER	KONAMI
DEVELOPER	KONAMI
PRICE	£29.99

1-4 Player | Memory Card | Dual Shock

THE PRODIGAL SON RETURNS. AFTER TWO YEARS OF ABSENCE, KONAMI IS BACK WITH THE ANSWER TO ALL FOOTBALL FANS' PRAYERS: ISS PRO EVOLUTION 2.



[Below] The Brazilian's are more concerned about protecting themselves.



It's been two long years since Konami's last formidable *ISS* outing, during which time we've witnessed many a rival publisher attempting to emulate their success. Yet all have failed.

Like many sports developers, the grunts behind the onscreen magic are fanatical about their work. Yet, the *ISS* PlayStation team are revered above all others. Why? Simple: they have successfully managed to transform the heart and soul of football into binary digits – something no other game has ever achieved. This *is* football. This is the beautiful game.

EVOLUTION

Progressing on from the aforementioned predecessor, *ISS Pro Evolution 2* has undergone multiple enhancements and additions, and has now finally achieved a status of authenticity with FIFPRO's license; allowing Konami to use real players names instead of 'Bekham' and 'Davidz' (although this excludes the South American teams). The creators have even gone so far as to supply a menu 'Information' screen, from which the physical changes (i.e. new moves and button corrections), can be viewed. This handy reference screen appears at the bottom of the main menu; a menu which has undergone a few visual changes of its own.

The layout and format of *ISS Pro Evolution 2* is virtually identical to its ancestor, with the selection and set-ups of the teams and competitions involved reassuringly swift and so simple to use, even Gazza could negotiate them!

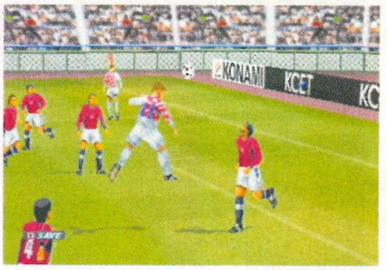
THE LEAGUE OF EXCELLENCE

The international scene's dominance of the *ISS* series continues with a whopping 54 teams from across the globe available for selection. There is also a further 24 domestic teams (Manchester, Barcelona etc) to choose from in the 'Master League' competition, which is split into two divisions, with one offering a higher points reward system for wins/draws. Unfortunately the league competitions are restricted to just one human team – this is a minor setback for *ISS*, as what is arguably the most played multiplayer genre on the market today, a two-player league, would offer greater longevity.

With as many options, leagues and cup competitions as there is, the real essence

TALKING RUBBISH

Unable to afford the hefty wage demands of Sky Sports' finest commentators, Konami has resigned itself to the not-so-well-known Chris James and... Terry Butcher. Not exactly the cream of the commentary crop, but they do provide a source of amusement with their inane ramblings and inability to describe what is actually happening on the pitch.

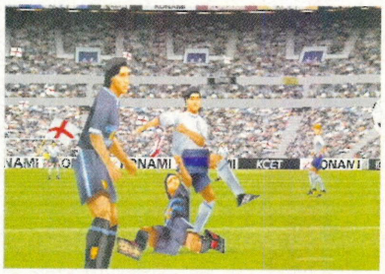




[Above] The Croatian defender soars above the defending team to connect with his team-mate's pinpoint cross.
[Right] "Jaap Stam is a big Dutch man..." rings out as the national team stroll out.



[Below] Owen narrowly avoids being felt up by an Argentenian defender.











TACTICAL ANALYSIS

Throughout the course of the game you might feel that a fresh pair of legs or a change of formation might be in order. In each of the 22-man squads you can alter their position, attacking/defending mentalities and the team's strategy. You can even select your set-piece specialist, assign the nerve-racking task of penalty taker, and for the first time choose the captain!







"ISS is the most challenging, rewarding football simulation this side of reality, and as such deserves every football fan's utmost attention!"





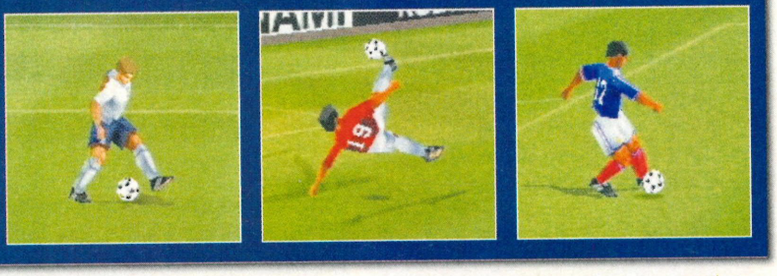
[Above] Messham, Gotobed and team achieve their dream of playing for the PLAY Select XI in the World Cup for England.

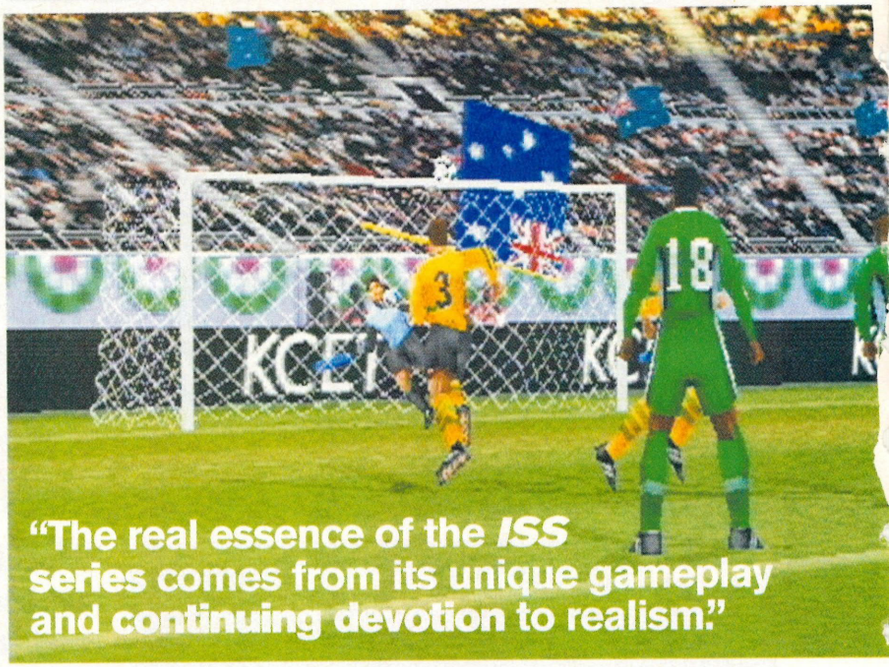




SILKY SKILLS

Nobody wants a simple tap-in when playing football games – it's just not spectacular enough. There's no fun in sprinting down a pitch without weaving one way or another. This is why ISS Pro Evolution 2 features numerous kicks, flicks and bits to entertain. Why punt it into the net when you can pull off a powerful volley, spinning scissor kick, tremendous overhead or diving header?

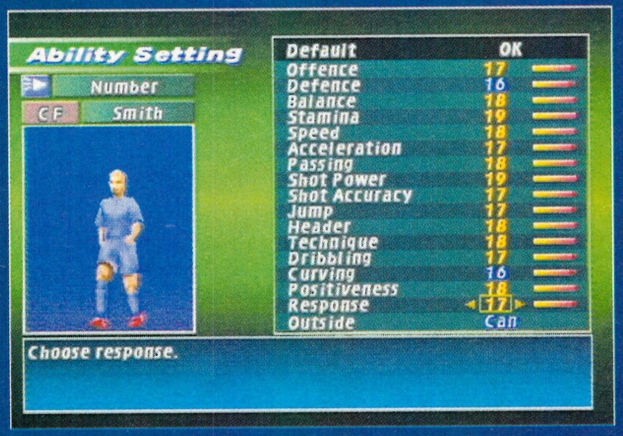




"The real essence of the *ISS* series comes from its unique gameplay and continuing devotion to realism."

PLAYER SELECT XI

One of the many key features in the ISS series is the Player Edit option. Enabling you to create new players (up to a total of 22) from scratch or existing guys, you're able to recreate yourself or your friends in digital form. There is a wealth of statistics to tinker with; most needing to be altered to suit your favoured position. As you can see, the PLAY Select XI has been recreated for World Cup glory!







of the *ISS* series comes from its unique gameplay and continuing devotion to realism. The games throughout the series have benefited from improvements over time (above and below the surface), and this latest release is no different. In fact, just have a couple of kicks with the ball and you'll notice the immediate response of the players; passing is now no longer a waiting game – instant touch really is a wonderful thing!

CONTINENTAL FLAIR

It's hard to pinpoint any one area or factor that contributes more towards the enjoyment of the game. For example, the wonderful level of control when passing or shooting is every bit as impressive as the Einstein-like Artificial Intelligence of the computer players – it often feels like you're playing against a human opponent. The superb AI allows for a more realistic feel, with players often reading the opposition's intentions. In fact, the varying number of statistics for each player (i.e. pass, shoot, balance etc.) reflect the player's attitude, and the position he occupies on the pitch.

One area that has been made more accessible is the ability to pull off stunning volleys, magical overhead/scissor kicks and acrobatic diving headers. Okay, so these traits have been available in *ISS* games of the past, but it wasn't until now that the majority of players (of varying skill levels) can pull them off at the touch of a button. Not even Alan Hansen could deny you the glory from these little beauties!

As you pass, chip and generally caress the leather sack [steady - Ed] around the pitch you'll also notice the new and improved animation of the players; whether they're taking the ball in their stride or being chopped down by the opposition. You even get summer and winter shirts with short and long sleeves respectively!

REAL DEAL

As *FIFA*'s popularity fades, *ISS* takes flight, with footie fans everywhere figuring out for themselves which one's the real deal. *ISS Pro Evolution 2* has it all: the looks, the sounds, the skills and the gameplay. Although the *FIFA* series continues to hold top spot for presentation, there's one vital fact that EA Sports have overlooked – no one actually cares! *ISS* is the most challenging and rewarding football sim this side of reality, and as such deserves every football fans utmost attention.





[Above] The experienced Manchester United midfielder needed to focus heavily on the task at hand: throwing the ball back into the field of play. **[Left]** The awesome stature of the many stadiums in ISS Pro Evolution 2 is just one area that makes this series the greatest soccer sim to grace any console – past and present!

[Below] The nerve-racking task of taking the penalties will be too much for some of you.







THE NAMES REMAIN

One of the few flaws in the ISS series was the lack of an official licence. However, times have changed and ISS Pro Evolution 2 now features official players names. Long gone are the days of 'Inse' (quite literally!), 'Owenn' and 'Stamm', thanks to the FIFPRO licence. Unfortunately, there is currently no South American licence that Konami can obtain (with EA Sports hording the coveted FIFA licence), so 'Ronnaldo' and 'R. Corlos' have to remain. Still, it means there are fewer names to physically edit this time around!









[Below] After a corking finish by the young starlet Johnston, he and his team-mates celebrate.



PLAY

LOOKS	9
SOUNDS	8
GAMEPLAY	10
VALUE	9
LONG TERM	10

97 PERCENT

BEST FOOTY GAME EVER JUST GOT BETTER!

ALTERNATIVELY:

FIFA 2001	83%
This Is Football 2	84%

Writers Simon Cann & Mark Crawley

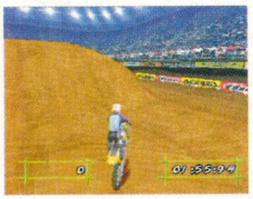
Blazing around the country tracks is a real pleasure...



Championship Motocross 2001

Featuring Ricky Carmichael

Rough and ready rider

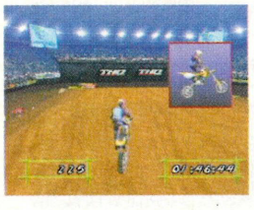


PLAY UK PAL PLAYSTATION

PUBLISHER	THQ
DEVELOPER	Funcom Dublin
PRICE	£29.99

1-2 Player | Memory Card | Dual Shock

[Below] Freestyle mode allows you to perfect the 50 available stunts.



It's a simple fact that the PlayStation console and motorcycle-based racing games have never made good bedfellows. Upon initial inspection, this motocross racer from THQ looks unlikely to sweeten this rather uneasy relationship. However, beneath it's workman-like and glitchy visuals lies what could arguably be described as the best motocross racer on the PSone (which is itself, hardly a huge boast given the quality of the competition).

The game offers bike fans a choice of over 30 real riders, a selection of 125cc/250cc bikes and a surprisingly large amount of events to participate in. These categories include Motocross, Supercross, Freestyle and Amateur competitions, the variety of which should keep fans of two-wheeled motorsport happy for quite some time. The Motocross sections are undoubtedly the most enjoyable, whilst the stunt-based freestyle stages have a slightly underdeveloped and tacked-on feel about them.

As mentioned, *Championship Motocross 2001: featuring Ricky Carmichael* is not the prettiest game you're gonna see this year, with the backgrounds frequently breaking up and some laughably poor rider animation. In its defence, everything runs along at a healthy frame rate, with slowdown only occurring when the screen is jam packed with riders. One area where the game scores highly is in the handling department. Admittedly the suspension of the bikes is slightly suspect, but the controls are hugely responsive and make blazing around the country tracks a real pleasure.

What really makes the game worth consideration, is its surprisingly enjoyable two-player mode. The somewhat over-enthusiastic 'catch-up' system ensures that, for the most part, these races are always neck and neck, resulting in some nerve-shatteringly close multiplayer gaming. Make no mistake, this is by no means a perfect title. But scratch beneath its ugly exterior and you'll discover a solid piece of racing action. **70%**

The Land Before Time: Return To The Great Valley

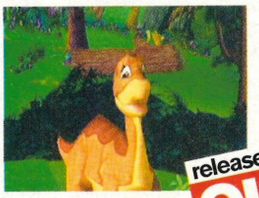
Land before gameplay, more like...

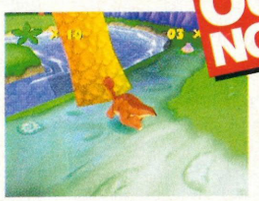
PLAY UK PAL PLAYSTATION

PUBLISHER	TDK
DEVELOPER	Realtime Associates
PRICE	£29.99

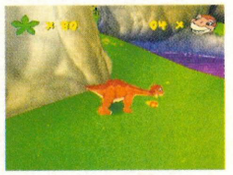
One Player | Memory Card | Dual Shock

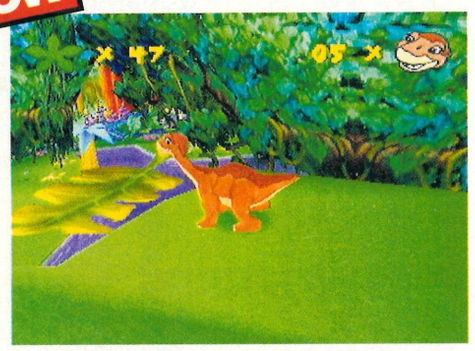
The choice of a 3D platformer is obscure...





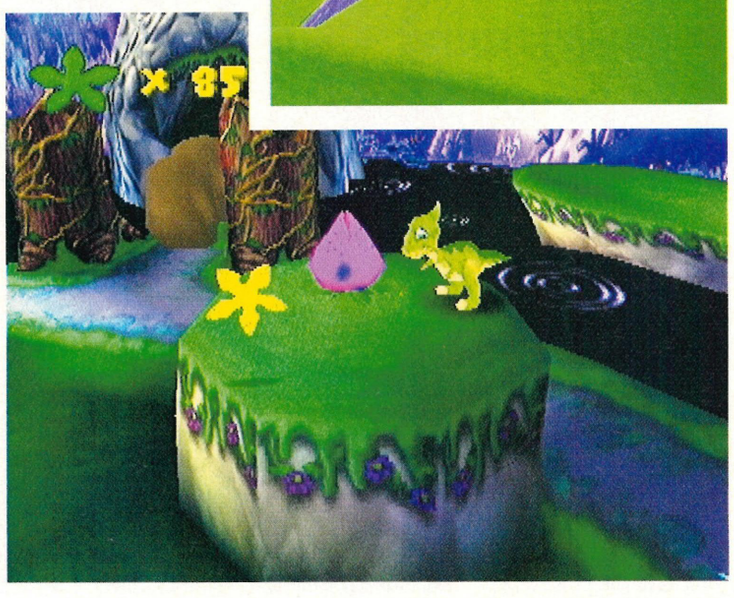






release date OUT NOW

[Right] Oh no, you can't just walk onto that leaf, you HAVE to jump. Sheesh!



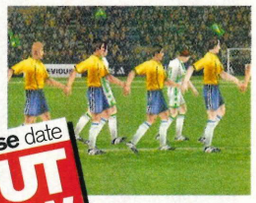
Evidently, as our complex industry rocks and tilts its way through the biggest transitional period we've ever seen (the make-or-break vie for true mass-market acceptance, no less), there are still corporate dolts who sit in boardrooms "yes-ing" software which transcends an oft-discredited philosophy – that it's alright if games aimed at youngsters are shite. This, as any gamers out there might instinctively realise, is simply not true. In fact, the opposite is the case – a game accessible to the very youngest players must be forged from sheer genius itself, sporting design which can hold the attention of fickle minds for extended periods and boasting a control mechanism which is about as intuitive as breathing.

The repetitive tasks and stiff, unfriendly controls of *The Land Before Time*, as you might expect, count heavily against it. Given the baggage which the genre brings, the very choice of a 3D platformer is obscure – the necessary quality of camera being unsurprisingly absent, rendering proceedings insufferable even for the experienced.

Take it how you will, as either a peerless example of ambition simply outstretching ability, or a cynical grab for easy cash. But unless you specifically want to rear a frustrated bag of nerves, don't subject your child to this torture – the constantly repeated advice alone had us weeping into our girlfriends' bosoms. I don't know about cassettes, but when it comes to games, TDK is no JVC... if you get my drift [wink]. **35%**



[Left] Your chosen player is capable of a pleasing display of skill...
[Below] Rumours that the entire team was short-sighted began to circulate very quickly...



release date OUT NOW



Libero Grande International

Can I be the goalie?

It's a fair litmus test of the original *Libero Grande*'s sanity that, in the interim between its debut and this sequel, the market has consummately failed to be flooded by similarly-minded football titles. Let's be clear though – the *Libero* games are more eccentric than lunatic, giving the player control of a single team member throughout each match being a rather attractive, if ultimately muddle-headed, proposition.

Presentation wise, *Libero Grande International* is typically Namco-slick, adding immeasurably to the experience of actually playing within a stadium-bound team. Speaking of which, it's nice to see the AI team members really getting quite aggressive this time round, although the renewed willingness of the CPU to do 'your job' may alienate newer players. Adding to this is the rather quirky control setup (having a different button for passing to and from squaddies being as incredulous as it is unintuitive) and a camera which, whilst following the action, cannot help but send your player running the wrong way, thus causing a time-consuming readjustment of direction.

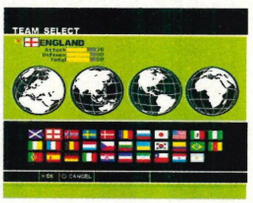
Whilst its real home will always remain in the arcade, the fact that they've cast the player as a single free man on the pitch makes for a surprisingly charming home title, although the amount of off-the-ball control one's granted can only be read as a basic admittance that doing it solo isn't how football games should really be done – as in so much of life! If you think you can take the reduced role *LGI* offers for the extended periods necessary to get your money's worth, an enjoyably novel experience awaits. **78%**

PLAY UK PAL PLAYSTATION

PUBLISHER	Namco
DEVELOPER	In-house
PRICE	£29.99

1-2 Player | Memory Card | Dual Shock

The *Libero* games are more eccentric than lunatic...



NBA Live 2001

Time for 128-bit basketball...

Tricky things, basketball games. Imagine for a moment that the real-life sport had never existed and, like *Speedball*, the game had been created specifically for the digital realm. Now, considered objectively, just how acceptable would you find its play mechanics? Well let's run through them shall we... as usual the dimensions of the court lead to an I-score-you-score routine which is monotonous whilst it lasts and makes one feel cheated should the balance of power suddenly tilt in your opponent's favour. Those who cannot appreciate the subtle pressures which the sport's risk-management places upon you (will you go for that higher scoring long shot or play it safe?) really should, as with every basketball game, steer clear.

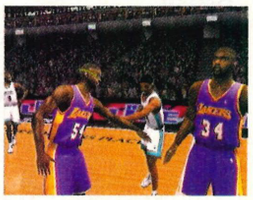
Whilst *Live*'s players don't give the impression of being quite as solid as those of, say, Konami's *NBA 2Night*, they're faster and remain serviceable, if a little flitty – especially in defence. And while we're on the subject, the game strictly penalises any attempts to shunt the ball from your opponent's grasp, ensuring a reliance on interceptions for a steal – a facet which greatly contributes to that overwhelming feeling of waiting for your opponent to score before being given yet another complementary basket. In practically disenfranchising players from half of the action, basketball makes for a dubious videogame design in which *Live*'s impressive realism can only alienate more casual players. Taking the accepted route and reviewing the title on the quality by which it apes real-life however, we find a game which delivers exactly what hardcore basketball fans would want. You know into which camp you fall. **80%**

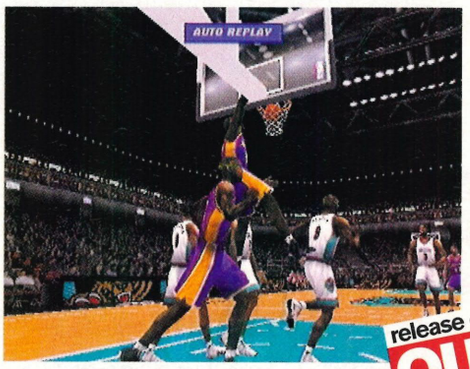
PLAY UK PAL PLAYSTATION2

PUBLISHER	EA
DEVELOPER	EA Canada
PRICE	£39.99

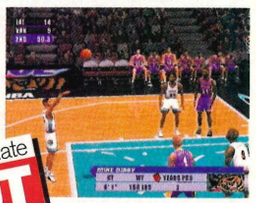
1-2 Player | Memory Card | Dual Shock 2

Exactly what hardcore basketball fans would want...





[Below] Scoring from penalties is a formality... foul the opposition and it will cost you.
[Left] Replays are expected and rightfully in place – watch and gloat!



release date OUT NOW



Writers Mark Crawley, Simon Cann

Power Spike Pro Beach Volleyball

Life's a beach!

PLAY INFORMATION

US

PLAYSTATION

PUBLISHER	Infogrames
SUPPLIED BY	Project K
PRICE	£CALL

1-4 Players | Memory Card | Dual Shock

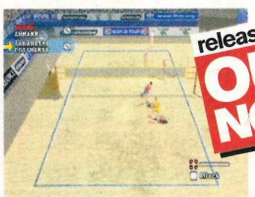
1-4 Players

To date there have only ever been two volleyball videogames worth playing; Ocean's 1989 *Beach Volley* on the Commodore Amiga and Video Systems 1991 coin-op *Power Spikes*. Now, with the release of *Power Spike Pro Beach Volleyball* there are still only two volleyball games worth playing. When you consider the fairly simplistic nature of the sport (especially the two-on-two beach variation featured here) it seems inconceivable that somebody couldn't have knocked together a half-decent PlayStation version by now (not that there's a lot of demand for one, admittedly). Yet once again we find ourselves faced with an abysmal piece of coding that is marred by dire visuals, poor opponent AI and a horrendously unresponsive control system.

For those unfamiliar with this beach sport it plays like a hybrid of tennis and badminton, only with rackets being replaced by bare hands. Instead of simply returning shots straight back over the (raised) net players can knock the ball vertically into the air, setting up their team-mate for a shot (not perhaps the best description of the sport but with the space available, it'll have to do). Exhibition, Tournament and Practice modes are on offer, as well as a selection of real-life beach volleyball players. However, all you really need to know is that this is a pitiful interpretation of the game, which will disgust fans of the sport and volleyball virgins alike. **35%**



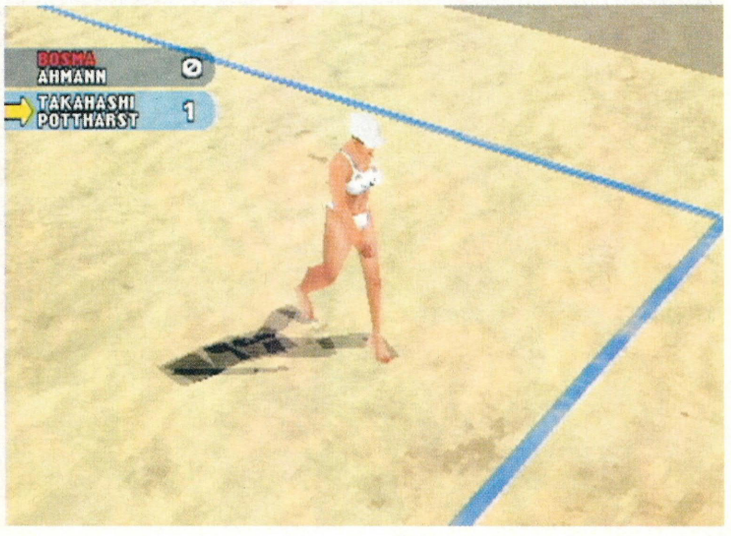
[Below] As this screenshot illustrates this is by no means the prettiest game you'll play on the PlayStation this year.



release date OUT NOW



Dire visuals, poor opponent AI and horrendously unresponsive controls mar the game...



[Below] Many of the rooms you enter have absolutely nothing in them!



Goemon

Ready, steady, Goemon...

PLAY INFORMATION

JAPANESE

PLAYSTATION 2

PUBLISHER	Konami
SUPPLIED BY	New Age Consoles
PRICE	£CALL

One Player | Memory Card | Dual Shock 2

The Japanese text contained within makes progress exceptionally slow...

Back in the 16-bit era (when a PS2 was the stuff of a madman's dreams) Western gamers were introduced to Goemon in the Super Nintendo's *Legend of the Mystical Ninja*. Sadly, the game's bizarre visuals and eccentric Japanese plot failed to strike a chord with western consumers. This was something of a tragedy as the title and its 16-bit sequels (never released over here) offered up a subtle blend of RPG and platforming that epitomised Konami's creative flair for game design.

Sadly, like the disappointing N64 versions of the game, this 3D PS2 addition to the series never quite captures the magic of the earlier sprite-based titles. The biggest problem faced when playing PS2 *Goemon* is one of the most common to effect import releases; namely the language barrier. Unlike the 16-bit import titles, the large amount of Japanese text contained here makes progress exceptionally slow. Consequently, even leaving the village you find yourself at the beginning of the game proves to be a formidable and bewildering task.

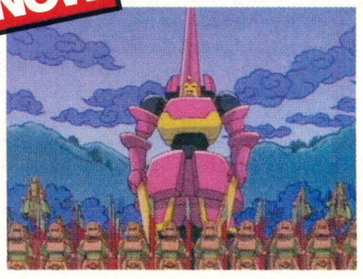
Visually, the game has a nice look to it. Goemon is now taller than he was in the previous games, but the bright, colourful graphics that have featured throughout the *Goemon* games remain intact, albeit in polygon form. The game's controls are tight and responsive, although the camera can be a little slow to follow the action at times. However, all this is by the by, for in its Japanese form this is a game that will only appeal to the most patient and persistent *Goemon* fanatics. Everybody else would be wise to wait for the Western release, which is pencilled in for the summer. You have been warned. **50%**





release date OUT NOW

[Left] The draw distance is impressively long, which gives the game a nice open feel.



Warriors of Might and Magic

Warriors of the wasteland...

The original *Tomb Raider* has a lot to answer for (not least the string of abysmal sequels it spawned), a good example being this characteristically turgid release from 3DO. The plot sees you assuming the role of Alleron, a warrior falsely accused of committing crimes against his own people. Having been forced to wear a cursed mask and then cast down into a pit of hell, you must guide the masked avenger through a series of monster-infested stages as he looks for a way to clear his sullied name.

To label the game a *Tomb Raider* clone would perhaps be a tad unfair, as it also blends in elements of Midway's *Gauntlet Legends*. These include the locked treasure chests and even the monster generators of the aforementioned title. By cutting and pasting elements (not always the best ones either) from several other titles, 3DO has created a product that, whilst by no means abysmal, is simply very, very dull.

The game's puzzles are too simplistic, and the slightly awkward camera angles render the platform sections fairly tiresome. Combat is slightly more competent and as Alleron progresses in his quest he acquires new weapons and spells, such as crossbows and fireball attacks. Sadly, the linear design of each level, coupled with the poor AI of the unimaginative enemies soon makes *Warriors of Might and Magic* a real chore. Hopefully, the forthcoming PS2 version of the game may prove more enjoyable. **55%**

PLAY INFORMATION

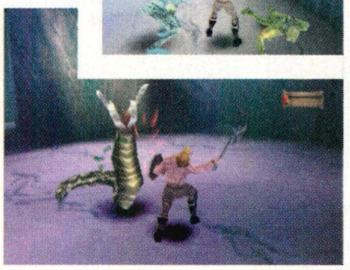
US	
PLAYSTATION	
PUBLISHER	3DO
SUPPLIED BY	3DO
PRICE	£29.99

One Player | Memory Card | Dual Shock

Sadly, the linear level designs make the game a real chore...



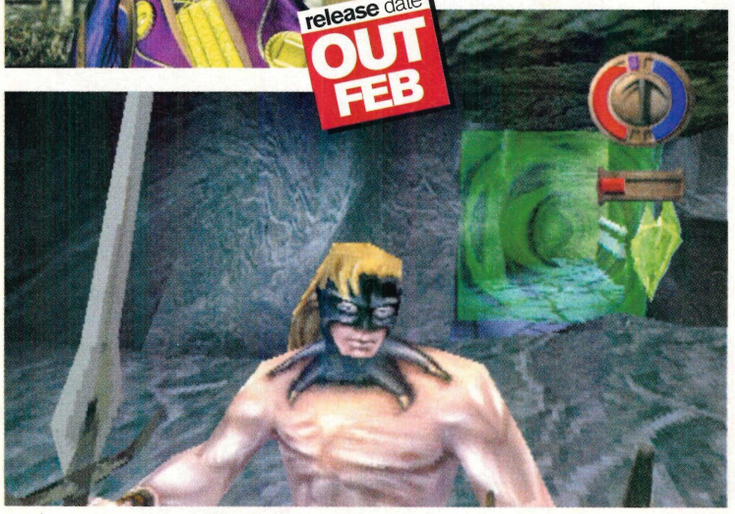


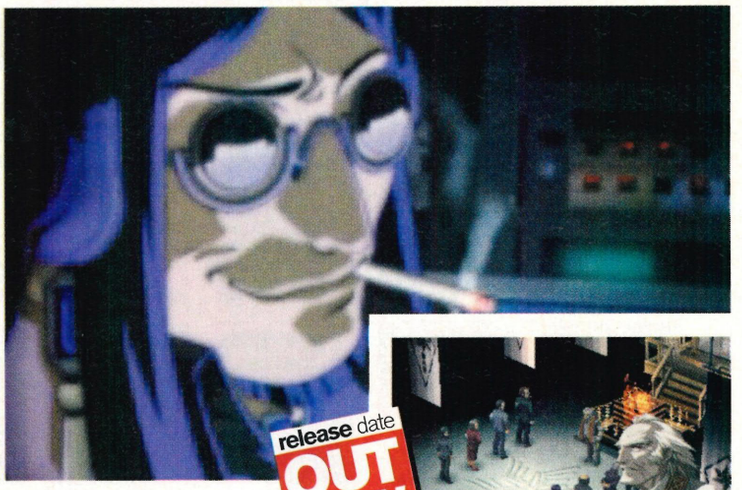




[Above] Like most of the game's foes, this maggot-like creature can be defeated with a few swift hacks. **[Below]** In visual terms this title is something of a mixed bag. Some of the environments are quite nicely detailed, whilst others are simply constructed of dull, listless textures.

release date OUT FEB





release date OUT NOW



[Above] Fighting isn't the only option against the spiritual entities you meet. A system of banter called 'Contacting' can be employed to befriend potential foes, similar to that used in The Secret of Monkey Island titles.

Persona 2: Eternal Punishment

Another you!

The original *Persona* gained itself a deserved cult status among the hardcore RPG gaming community and this intelligent sequel looks set to earn the same kind of admiration. Whilst the game's relatively simplistic graphics lack the finesse of Square's most recent RPG output, it is in the key areas of plot and character development that *Persona 2: Eternal Punishment* scores points. Taking place in a world not entirely dissimilar to our own, you assume the role of teen magazine editor Maya Amano who, at the request of her oppressive boss, is assigned to a story regarding a series of bizarre serial murders, carried out by the mysterious 'Joker'.

Rumours concerning the Joker and his/her bizarre killing spree have resulted in an outbreak of hysteria throughout the city, with your first port of call – a Japanese High School – being no exception. Before too long you find yourself dragged into a tale of the occult, which is intertwined with a cautionary subplot concerning the influential power of the press and media upon our lives... rumour becoming reality.

This may all sound a tad on the dull side, but rest assured that by the time you've made your way through the first scene the intelligent narrative (marred very slightly by some poor Western localisation) will have taken its grip. The game's combat interface is also well implemented, particularly the Persona system. Each character on your team has a Persona (a spiritual other self) that can be employed during combat scenes. In time-honoured fashion, both these and your standard attacks can be powered-up by engaging in random enemy encounters; sadly, the alarmingly high frequency of these may prove unpalatable to all but the most ardent of RPG fans. However, those willing to persevere will be rewarded with one of the richest and most original RPG experiences available for the PlayStation. Praise indeed, given the quality of the competition. **80%**

PLAY INFORMATION

US	
PLAYSTATION	
PUBLISHER	Atlus
SUPPLIED BY	Project K
PRICE	£CALL

One Player | Memory Card | Dual Shock



It is in the key areas of plot and character development that *Persona 2: Eternal Punishment* scores points...

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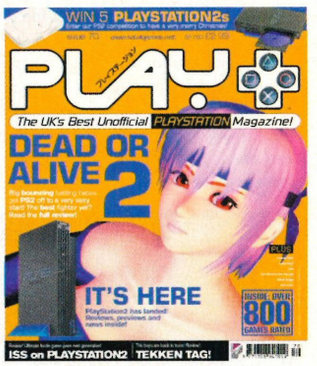
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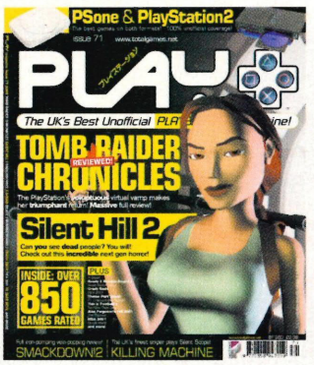
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StationMaster

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

Q&A questions&answers

Q I'm having big troubles with *Wild Arms*. In the Dead Sanctuary I can't figure out how to get past the coloured statues. I've tried placing them on the pressure plates, but I have still got an extra one.
Jeff Fletcher, East London
A Place the red statue on the left plate, gold on the middle plate and blue on the right. Then blow up the green statue with a bomb.

Q On *Who Wants To Be A Millionaire* I'm stuck on the question, 'Which of these provided the voice for Tex Tucker in Gerry Anderson's TV series *Four Feather Falls*' Can you help?
Brian Money, Kent
A Right, we reckon it's Nicholas Parsons, but don't come moaning to us if you end up losing all of your money.

Q I'm stuffed on *Vigilante 8: Second Offense*. While on the Quest mode, when playing as the Drifters, how do you create a roadblock on the bridge to force the cargo truck to stop?
Matthew Brody, Epping
A Create a roadblock by parking your vehicle on the bridge at the edge of centre docks. Stand on your brakes and wait for a truck to ram into you. Keep braking... don't worry if you get bounced along: eventually the truck will stop, creating a blocked road.

Q I've recently purchased *Crash 2* and I'm stuck on the Snow Go level, which contains the Red Gem I need to complete the game. I can see it floating above, but cannot reach it.
Melanie Shaft, Chester
A No problem, a couple of twists on my rack will increase your reach. Start the Air Crash level. When you get to the first jet ski, don't jump on it. Instead, use the crates floating in the water next to it and make your way to the small ledge on the left. From here you'll be warped off to the secret entrance to Snow Go. Simply pass through this entrance and drop down the end to recover the Red Gem.

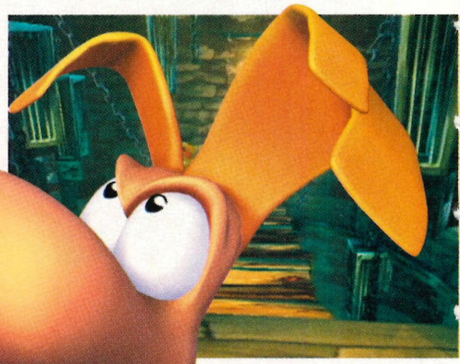
Q I have just spent a whole week trying the first timed puzzle on *Tomb*



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Rayman Revolution

HE'S FRENCH AND HE HAS NO LIMBS. INSERT JOKE HERE!



DIRECT ACCESS TO MULTIPLAYER BONUS MAPS

On the Option menu of the first map, select 'RAYMANIAN' as a language without activating it. Keep L1+R1 pressed while keying in the sequence: L2, R2, L2, R2, L2, R2. A new menu will appear with the three multiplayer bonus maps.

In any other map, go to the Sound menu, select the 'MUTE' option without activating it. Keep L1+R1 pressed and do the same sequence as above. You'll get a new cheat menu.



BABY SOCCER BONUS MAP

During a game keep L1+R1 pressed and do the same sequence: L2, R2, L2, R2, L2, R2. The name of the players will then appear on the baby globox.





SILENT SCOPE

NO SKILL TO YOUR SUBTLE SLAYINGS? NO WORRIES...

CONVERT TIME TO HEALTH
Pause the game in Arcade mode, then press ▲, X, ➡, ⬅, ➡, ⬅, Circle, X, ➡, ⬅, ➡, ⬅, ⬇, ⬇, ⬆, ⬆. Five seconds will be converted to one half of a life. You can do this as much as you want.

UNLIMITED TIME
Pause the game in Arcade mode, then press ■, ■, ■, ●, X, R1, R2, L2, L1, ▲, and then Select. Resume the game and the next part of the level will be without a timer.

MIRRORED LEVELS
Press ⬅, ⬅, ➡, ■, ⬇, ⬇, ⬆, ▲, ⬆, ➡, ⬇, ⬆, ⬅, ⬇, ■ at the Mode Selection screen.

LURVE MODE
Press ⬅, ➡, ➡, ■, ▲ at the Mode Selection screen.

TURBO MODE
⬇, ▲, ⬆, ■, ▲, ⬇, ➡, ⬇, ➡, ■, ▲ at the Mode Selection screen.

HIDDEN MODE
Press ⬅, ⬇, ➡, ■, ⬆, ■, ■, ▲, ⬇, ➡, ⬇, ➡, ■, ▲ at the Mode Selection screen.

MOUSE CONTROL
Not really a cheat, but you can use a USB mouse to aim. Press Left Mouse Button + Right Mouse Button in order to shoot.



Raider Chronicles at the Coliseum, the bit where you jump about in order to reach the Gemstone pedestal before it sinks back into the ground. I can't do it and I want to know what the devil you're going to do about it.
Henry Messham, Bingham
A Run into the centre. If you look over to your left, you'll see a cord. Pull this three times and a column will rise out of the hole with the second half of the Gemstone. You'll need to be quick to get it because it's on a timer. Jump over to the cord and pull it three times. Position yourself and jump onto the thin platform. Keep moving and jump up to the yellow block. Grab hold of it and climb up. Run and jump over to the darkened area. Climb up and make the final jump over to the centre. Feel better?

Blade

LAYING DOWN SHAME ON SNIPES' GAME

MASTER CODE
Hold L1 then press X, X, X, X, X, ●, R1, R2, R2, R1 at the main menu. Then, press Start during gameplay and activate any option at the Cheat menu.

UNLIMITED AMMUNITION
Press ⬇, ➡, ⬆, ⬅, L2, L1, R2, R1 at the main menu. Then, press Start during gameplay and activate Unlimited Ammo whilst at the Cheat menu.

UNLIMITED LIFE
Press ⬅, ⬅, ⬅, ➡, L2, L1, R2, R1 at the main menu. Then, press Start during the gameplay and activate the relevant option at the Cheat menu.



Q I know it's really crap, but I'm a big *Crow* fan so it's no real surprise that I've managed to stomach the game's major failings. For an undead vigilante, I seem to be dying a lot. Any ideas?
A At the Password screen enter Circle, X, Triangle, X, Circle, Triangle, Square, Circle, X, Square to become invincible.

Q I want some cheats for *Countdown Vampires* please.
A Short and sweet, eh? Well, complete the game in under seven hours and you'll unlock a special mode. That is all.

Q Hi, do you guys know if there are any more missions for *Ace Combat 3: Electrosphere*? I've finished it and I'd really like some more.
A If you are any good you will score a B or above for every mission. If you've done that a bonus mission will be yours.

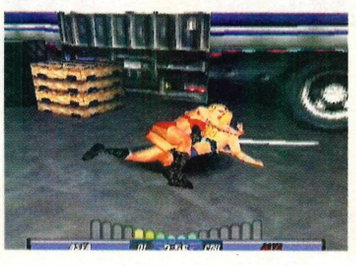
more Q&A next month

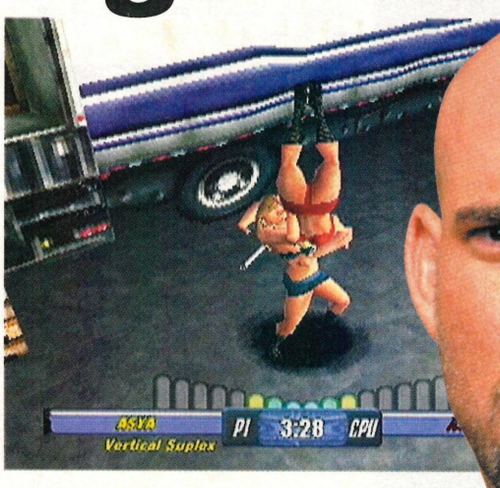
WCW Backstage Assault

SOUNDS PAINFUL, BUT CURABLE!

CHEAT CODES
Enter these codes at the main menu. A sound will confirm correct entry.
Infinite Stamina:
R1, R1, ▲, R1, R1, ▲
Indestructible Weapons: L1, R1, L1, R1, ■ x2
Big Women Wrestlers:
R1, R1, ▲, ▲, L1, L1
Small Wrestlers: R1, R1, L1, L1, ■, ■
Low Gravity: R1, L1, L1, L1, ■, ▲
Rude Noises: R1, L1, R1, L1, ▲, ▲







ARMY MEN: SARGE'S HEROES 2

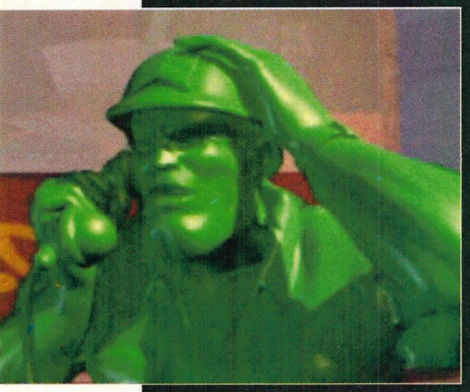
TIN FOIL UNIFORM
Enter TNMN as a password in order to get a foil uniform that looks cool, but doesn't function like armour.

ALL WEAPONS
Press Start in order to pause the game, then quickly press ■, ●, R1, L1.

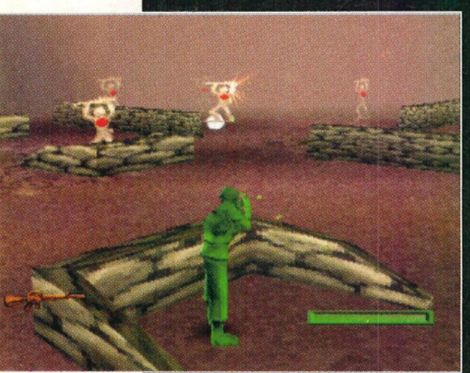
FULL AMMO
Enable the above code, then press Start in order to pause the game and quickly press ■, ●, R1, L1.

INVINCIBILITY
Pause the game, then quickly press ■, ●, L1, R1.









Crash Bash

MULTIPLAYER MARSUPIAL MADNESS MADE MINIMAL!

HINT: RELIC ROUND
When you get to Warp Room 4, go back to any level you have already visited to find a relic (after you press X to choose that level). You will then play a harder version of that level. To win, you must actually win two times in a row.

PLATINUM RELIC RACE
After you defeat the last boss you can go to the fifth War Room. Win one of the cups and the Gold Relic race, then the Platinum Relic race will be unlocked. Defeat the champion of this course three times. You can then go back to other worlds and do the Platinum Race after you have the Gold Relic. Phew!

NEVER LOSE AN ENERGY SHIELD
When playing on any Ballistix level, press ■ to kick the ball harder at the other players. On the bottom of your ship are three lights on each side. When you press ■ they turn off and on again. However, if you press ■ and the shield does not hit the ball at all, your shield will shut down for two to five seconds. To prevent this, only press ■ when the ball is close to you. If you don't, you will be vulnerable to all the balls in the arena.

SPYRO: YEAR OF THE DRAGON DEMO
Hold R1 + L1 + ■ and press Start at the opening screen.









Unreal Tournament

NOTHING CAN RUIN YOUR DAY LIKE A BULLET IN THE HEAD... UNTIL NOW!

LEVEL SKIP
Pause the game and press ↑, ↓, ←, →, →, ←, ● to skip to the next level.

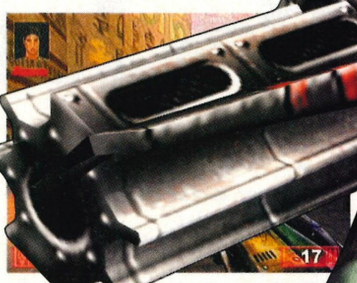
LEVEL SELECT
Save the game and return to the main menu. Select the Resume Game option, then highlight the previously saved game and press ↑, ↓, ↓, ↑, →, ↑, →, ↓

INVINCIBILITY
Pause the game and press ■, ●, ←, →, ●, ■

MAXIMUM AMMO
Pause the game and press ←,→,●, ●, ●, →, ←

FATBOY MUTATOR
At the title screen, press ●, ●, ●, ↑, ↓, ↓, ↑, ●, ●, ● Select multiplayer mode and choose the Fatboy Mutator. Every time you get a kill, you get fatter; be killed and you get thinner.

STEALTH MUTATOR
At the title screen, press ■, ■, ●, ●, ■, ■, ●, ●. Select Multiplayer mode and choose the Stealth Mutator in order to equip the players with cloaking devices.







Hacker's 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!

FROM THE MAKERS OF XPLORER
XPLODER
THE ULTIMATE CHEAT SYSTEM CD9000

codes

CRASH BASH

SCES-02834
XPLORER CHECK
07B84FD23535
Note: For earlier versions of the Xplorer cartridge, you may have to activate this code for the game to load.
P1 ONLY NEEDS 1 TROPHY TO WIN
77FC0EF23535
37FA0CF43337
OTHER PLAYERS DON'T WIN TROPHIES
E7FC0CF43436
37FD0DF33535
E7FD0BF53436
37FE0CF43535
E7FE0AF63436
37FF0BF53535
MORE TIME
(PRESS L1)
77FFEF1CBD34
37C7BFEE3337
LESS TIME
(PRESS L2)
77FCF21DC034
87C6C4E93635
77FCF21DC034
37C9C1EC3535
WARP ROOM 2 UNLOCKED
37C2DE9B3436
WARP ROOM 3 UNLOCKED
37B4CCAD3436
WARP ROOM 4 UNLOCKED
37C7DDA03436
WARP ROOM 5 UNLOCKED
37BDCBB63436

CRASH BALL/ BEACH BALL/ N BALLISH/ SKY BALLS:
P1 INFINITE POINTS
(PRESS R1)
7703EB1CB934
87FBF5FD3244
P1 NO POINTS
(PRESS R2)
77FDF11EBF34
370A04EE3535
P2 INFINITE POINTS
(PRESS R2)
77FDF11EBF34
878606693244
P2 NO POINTS
(PRESS R1)
7703EB1CB934
8795155A3535
P3 INFINITE POINTS
(PRESS R2)
77FDF11EBF34
87D216D53244
P3 NO POINTS
(PRESS R1)
7703EB1CB934
87E125C63535
P4 INFINITE POINTS
(PRESS R2)
77FDF11EBF34
873EB6413244
P4 NO POINTS
(PRESS R1)
7703EB1CB934
874DC5323535

POGO PAINTER/ POGO-A-GOGO/ EL POCO LOCO/ POGO PADLOCK/ RING DING/ DRAGON DROP/ MALLET MASH/ KEG KABOON:
P1 MAX POINTS
(PRESS R1)
7703EB1CB934
872020D2D51C
NO POINTS
(PRESS R2)
77FDF11EBF34
870A04EE3535
P2 MAX POINTS
(PRESS R2)
77FDF11EBF34
87AB313ED51C
P2 NO POINTS
(PRESS R1)
7703EB1CB934
8795155A3535
P3 MAX POINTS
(Press R2)
77FDF11EBF34
87F741AAD51C
P3 NO POINTS
(PRESS R1)
7703EB1CB934
87E125C63535
P4 MAX POINTS
(PRESS R2)
77FDF11EBF34
8763E116D51C
P4 NO POINTS
(PRESS R1)
7703EB1CB934
874DC5323535

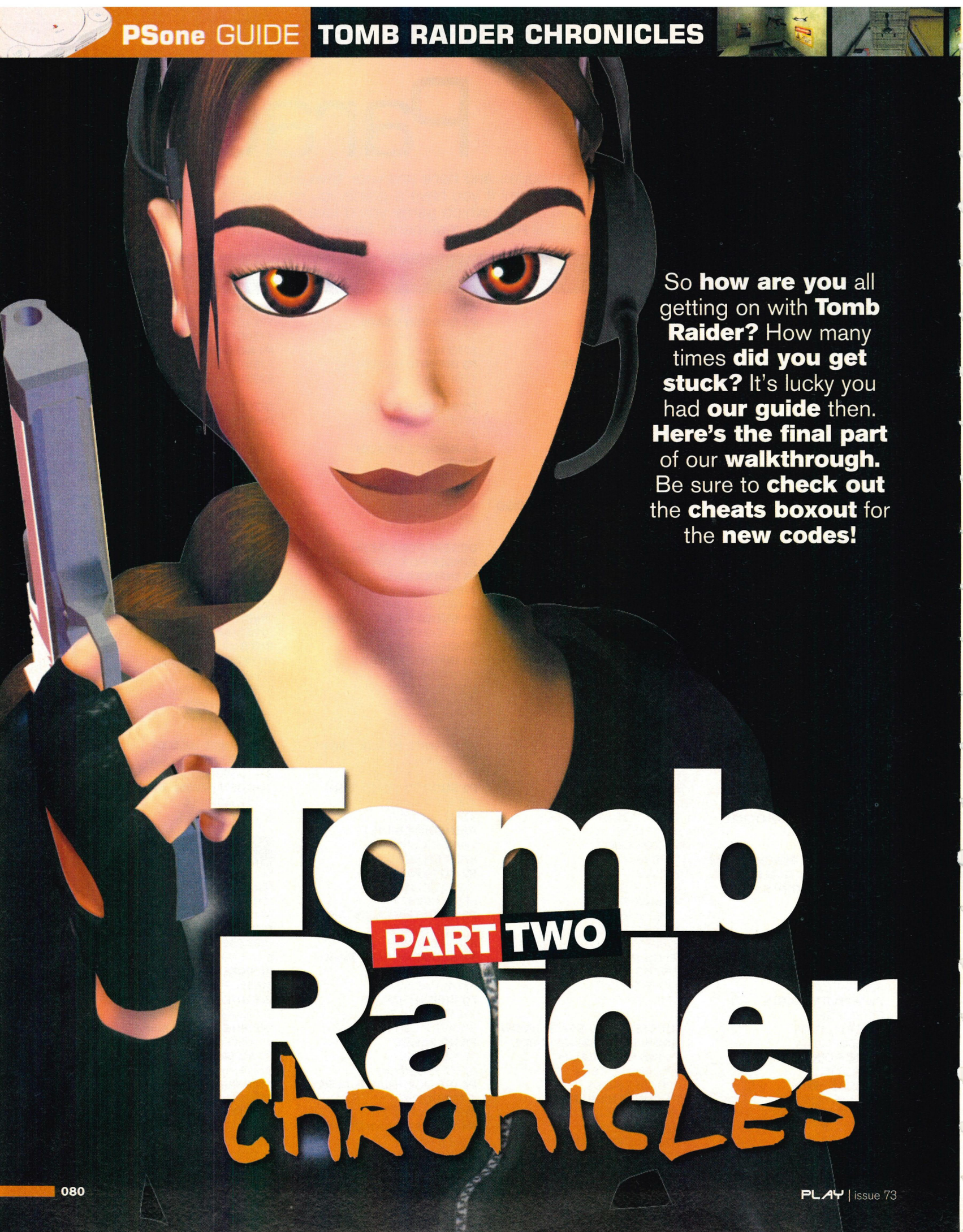
JUNGLE BASH/ SPACE BASH/ SNOW BASH/ DRAIN BASH:
P1 INFINITE HEALTH
7708FED42549
37DC0EC82549
P1 SUDDEN DEATH
7708FED42549
37F022D43535
P2 INFINITE HEALTH
77530F402549
37671F342549
P2 SUDDEN DEATH
77530F402549
377B33403535
P3 INFINITE HEALTH
77DF1FAC2549
37B3AFA02549
P3 SUDDEN DEATH
77DF1FAC2549
37C7C3AC3535
P4 INFINITE HEALTH
774BBF182549
373FBF0C2549
P4 SUDDEN DEATH
774BBF182549
3753D3183535

DESERT FOX/ METAL FOX/ JUNGLE FOX/ SWAMP FOX:
P1 INFINITE HEALTH TANK
77F3EC62D51C
874A7DD1D298
P1 SUDDEN DEATH TANK
774A7DD1D298
87ADE06E3535
P1 INFINITE MINES
77F3AE983337
87F2AD993238
P1 NO MINES
77F2AD993238
87F5B0963535
P2 INFINITE HEALTH TANK
77F3EC62D51C
87EE5D75D298
P2 SUDDEN DEATH TANK
77EE5D75D298
8751C0123535
P2 INFINITE MINES
77960F3C3337
87950E3D3238
P2 NO MINES
77950E3D3238
8798113A3535
P3 INFINITE HEALTH TANK
77F3EC62D51C
87B1AE19D298
P3 SUDDEN DEATH TANK
77B1AE19D298
871411B63535
P3 INFINITE MINES
773AEFE03337
8739EEE13238
P3 NO MINES
7739EEE13238
873CF1DE3535
P4 INFINITE HEALTH TANK
77F3EC62D51C
87588FBDD298
P4 SUDDEN DEATH TANK
77588FBDD298
87BBF25A3535
P4 INFINITE MINES
77E1D0843337
87E0CF853238
P4 NO MINES
77E0CF853238
87E3D2823535

DOT DASH/ SPLASH DASH/ DANTE'S DASH:
P1 ONLY ONE LAP TO RACE
77ECB2EA3535
37E3A9F3343E
TOXIC DASH:
P1 ONLY ONE LAP TO RACE
773783163535
372E7A1F343E
PAPU PUMMEL/ BEARMINATOR:
P1 INFINITE HEALTH
7708FED42549
37DC0EC82549
SUDDEN DEATH OPPONENT
774BBF182549
377224543535
BIG BAD FOX:
P1 INFINITE HEALTH
7708FED42549
378DBF37D298
77FEF4021555
37F4EA0C135F
OXIDE RIDE:
P1 INFINITE HEALTH
7708FED42549
37F123B3C234
SUDDEN DEATH OPPONENT
77732533C234
377224543535

READY TO RUMBLE BOXING ROUND 2

SLES-02850
MAX CASH (CHAMPIONSHIP MODE)
874B3F0BC234
ONLY 1 STAGE TO FIGHT (ARCADE MODE)
87A051793240
INFINITE ROUND TIME
87656CE8DF20
INFINITE Continues
87F724AA353D
INFINITE Continue time
871D52F4333F
P1 ALWAYS WIN
870236A23535
P1 INFINITE HEALTH
873E26A6D599
P1 INFINITE RUMBLE
873E27052248
P1 INFINITE ENERGY
87FDE666D599



So **how are you** all getting on with **Tomb Raider?** How many times **did you get stuck?** It's lucky you had **our guide** then. **Here's the final part** of our **walkthrough.** Be sure to **check out** the **cheats boxout** for the **new codes!**

Tomb Raider CHRONICLES

PART TWO

LARA THE ACROBAT!

There are a fair number of moves that Lara can pull off. You're going to have to master all of them to be able to get through the game. Check these out!



1 CLIMBING
The action button (✕) has many uses. It allows you to step onto a raised platform, climb up ladders or pull yourself up onto platforms.

2 SPECIAL CLIMB
Lara can do an acrobatic pull-up. This can be performed in the same way as a regular pull-up (✕ + ⇧), except you need to hold down R1 as well. It doesn't have any purpose, but it sure looks good.

3 SHIMMY
When you are holding on to a ledge, you can travel along it by pressing ⇦ or ⇨. You must hold down ✕ all the time.

4 MONKEY SWING
If you see a series of bars above, you can normally swing across them. Jump up and hold ✕. Lara will grab hold of them. Push ⇧ or ⇩ to swing on them.

5 RETREAT
Press ⇩ to perform a small hop backwards. This is very useful when you need to put some room between yourself and an opponent.

6 WALKING
Hold R1 while you are moving. This will make Lara walk. You cannot fall off edges when you are walking.

7 BACKWARDS VAULT
As for a Sideways Vault, except you must press ⇩ instead of ⇦ or ⇨.

8 DIVE
Lara can dive into a pool of water. This is especially useful when you have a long way to swim as the dive will carry you a fair distance into the water. Either stand next to the water or run towards the water. Then press ⇧ + □ + R1 (hold together).

9 STANDARD JUMP
Simply press ⇧ + □ (jump) to leap forwards a short distance.

10 RUNNING JUMP
Press □ while you are already running, in order to jump further.

11 MEASURED RUNNING JUMP
This is vital if you are jumping over a chasm – you don't want to mistime it and fall off, do you? Walk (hold R1) up to the edge of the platform. Tap backwards once. Now press forwards and, a split second later, press □. Lara will perform a running jump from the very edge of the platform.

12 SIDEWAYS VAULT
Press □, then ⇦ or ⇨ a split second later. The two button presses have to be done very close together. The move doesn't always work if you press both buttons together, so practise and get the timing right.

13 JUMPING GRAB
Sometimes the platform will be too far away to jump onto, so you'll have to grab onto the edge and pull yourself up. After you have jumped, press and hold ✕.

14 BACKWARDS VAULT REVERSAL
Press ○ (roll) as you are performing a Backwards Vault. This will make Lara face the other way when she lands.



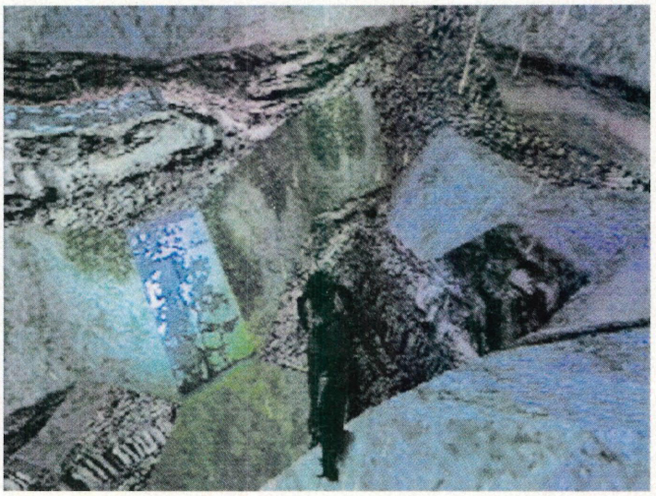


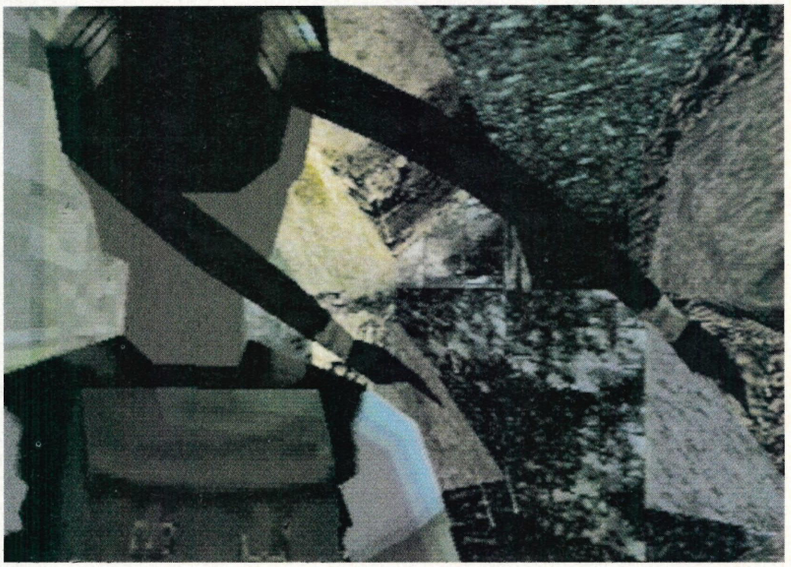

Part Three: Andy's Story



END OF CHAPTER TWO!

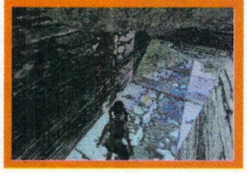
Oops, we missed a tiny bit off the end of Chapter 2 in last issue's guide...
After collecting Secret one, make your way back to the Bridge. Jump up to the hole and go back to the switch room Use the Bronze Key to open the door. Search the drawers in this room to find Secret two. Go back and see the captain and use the Nitrogen and Oxygen Tanks in the slots to escape in the pod.





SECRET ONE

Drop down to the ledge below and turn to your left. There is a cavern in the wall of the pit. Stand as close as you can and perform a standing jump to get over to it for a Medipack and a secret! There's nothing you can do about the bats – just keep reverse-rolling until they go away.



Level One GALLOWS TREE

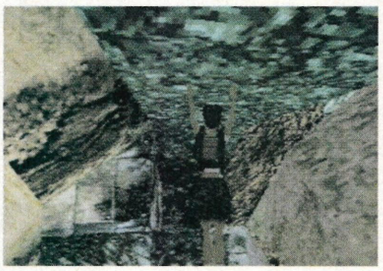
Jump over to the light grey strip of rock. Jump up and shimmy along the edge until you get to the strip of grey rock to the right of you. Drop down. Turn left and jump over to the green slope. Hold down the action button (X) so that you hold onto the edge **[1]**. Remember what you see at this point, as you'll need to come back to it in a minute (see Secret one).

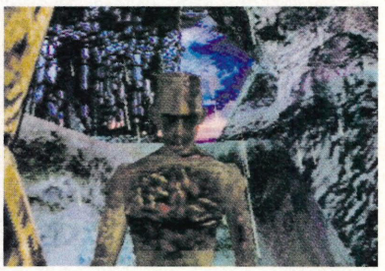
Drop down to the ground and search behind the rock pillar for a Medipack. Go back up to the point that you were at before you dropped down for the secret. Shimmy right until you are above the hole in the wall. Drop off and grab onto the ledge below. Crawl in and turn right. Climb onto the platform, then monkey-swing across the vines that you see above you.

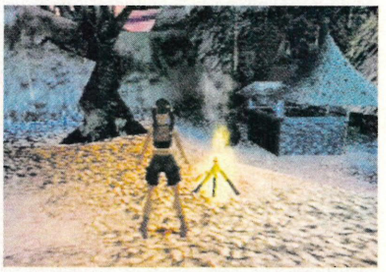
At the T-junction, turn right and pick up the Medipack. Slide down the slope and go into the World Tree area for a cut-scene **[2]** (see Secret two).

As you walk towards the hut a small creature will come towards you. Don't ask what this is! All you need to know is that it'll cause you severe damage if you get near it, and it follows you. Face the entrance and turn to two o'clock. There is a passageway in the corner. Crouch down and crawl through it. Run to the end into the small cave. Pick up the Pitch-Fork. Look around and familiarise yourself with the place.

Go back to the World Tree area and run parallel to the entrance. There is another passageway on the far side. Climb up and stand in front of it. Turn left. There's another opening at the top of a slope. Jump up and grab onto the bars above. Climb to the end and drop onto the platform. There are some bats up here – keep reverse-rolling until they go away. Run to the end and climb up.





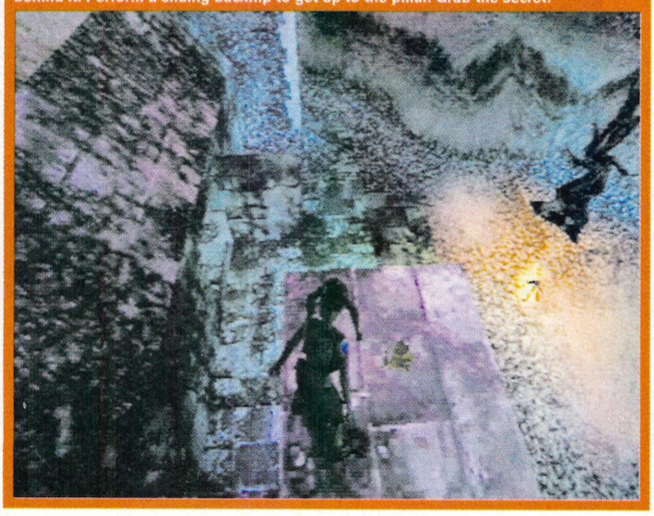


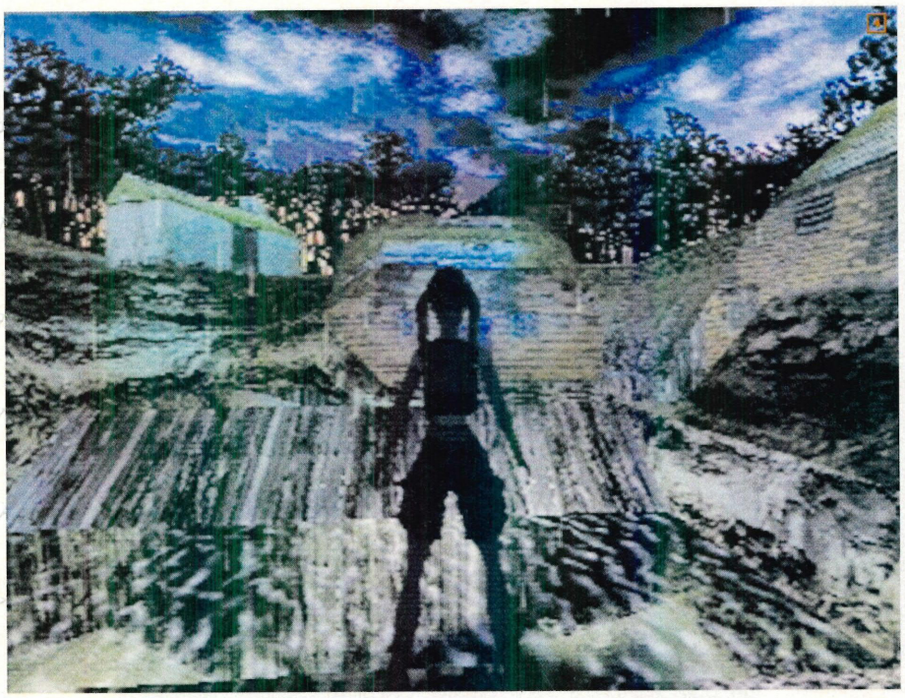
From here you can dive into the well **[3]**. Swim straight down and turn right at both of the turnings. There will be what looks like an exit at one point – don't be fooled, it isn't. Just keep swimming. When you come out a group of rats will attack you. They won't be able to harm you while you are in the water – they're too busy swimming themselves! Swim over to the place where there is a slope next to a platform. Climb up and perform a sliding backflip onto the platform. Crawl under the hut and pick up the Medipack and the Rubber Tube. Combine the Rubber Tube with the Pitch-Fork to make the Catapult. Go back outside and climb up to the jetty. Jump over the dam into the water **[4]**. Climb out of the water and crawl through into the World Tree area.

Go to the platform above the place where you found the Pitch-Fork. Use

SECRET TWO

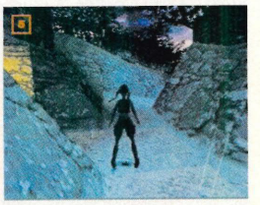
After the cut-scene, turn around and you'll see a stone pillar. Climb up to the slope behind it. Perform a sliding backflip to get up to the pillar. Grab the secret!



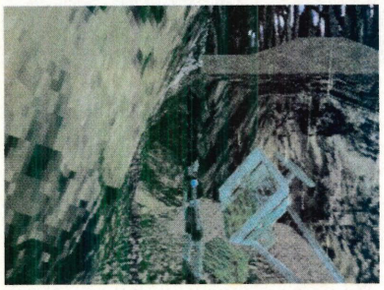




(BELOW) Lara stands silhouetted next to a mysterious crypt. Demon babies are nearby – careful!









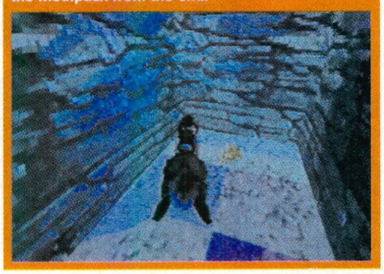
the Catapult to break open the barriers. Go inside. There's an Iron Clapper on the floor and a hole in the corner. Drop down into the hole and follow the slope. You'll end up outside again **[5]**. Go into the crypt next to you and pick up the stick. Run to the end of the path and chuck the stick into the hole. Lower yourself into it and retrieve the stick. The floor ahead of you will collapse, so turn right and go up the slope. Press ✕ when you are next to the torch, in order to light it **[6]**. Drop it and remember where you've left it (see Secret three).

Go back and get the torch. Carry on up the slope until you get to the room with the roots of the tree in it **[7]**. Press the action button to burn the roots and release the Heart **[8]**. Pick it up and go into the room which has just opened. You'll see a cut-scene in which the Father banishes an evil being back to where it came from.

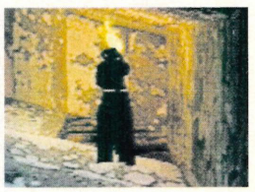
After the cut-scene **[9]**, slide down the slope. You'll end up at the well again. Go back to the crypt area and use the Heart on the hole at the end of the path. All of the coffins will slide open and an imp will emerge from each. Lara will have to use the Iron Clapper to defeat them **[10]**. Push the slab away to clear the hole. Follow the corridor and keep running away from the bats until you get to the next level.

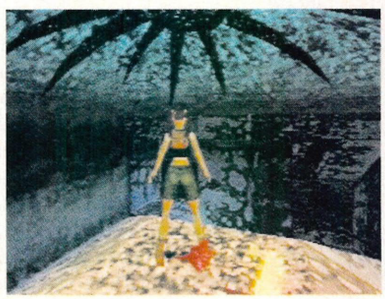
SECRET THREE

You will have two options available to you at this point. Go with the descending slope to obtain the secret. When you get to the bottom of the slope, crawl through the spikes and get the secret and the Medipack from the end.











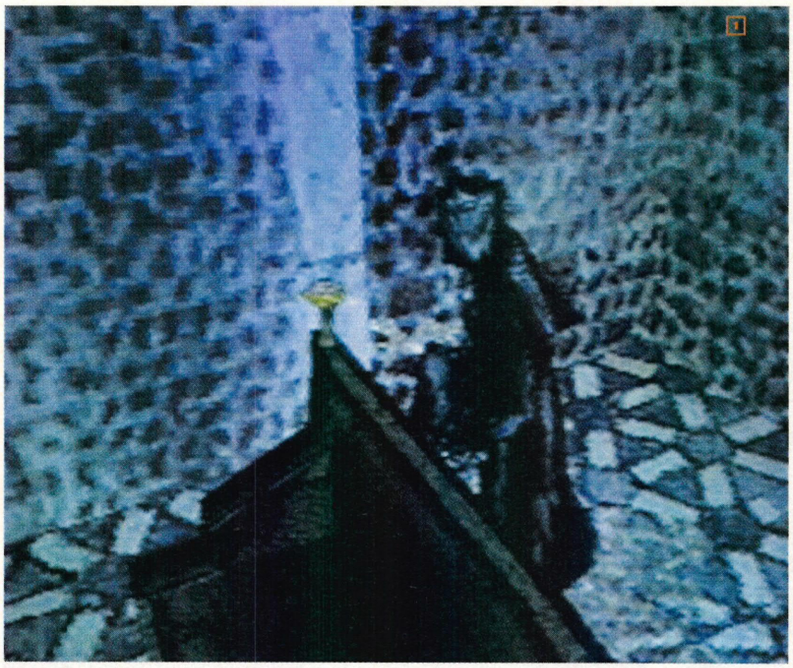


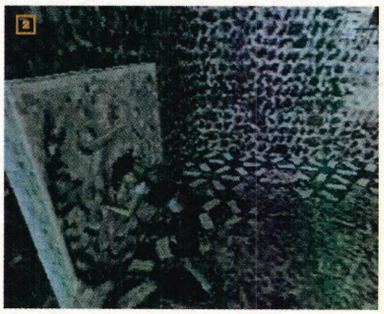
FOR EVERYONE WHO'S RUBBISH...

For anyone out there who isn't good enough to get through the game without cheating, here are some codes for you.

ALL WEAPONS, INFINITE AMMO & MEDIPACKS
Press Select during play, to bring up the inventory screen. Highlight the Timex-TMX, hold L1 + L2 + R1 + R2 + ⇧ (all together), then exit the inventory screen.

ALL LEVEL ITEMS
Press Select during play, to bring up the inventory screen. Highlight the Timex-TMX, hold L1 + L2 + R1 + R2 + ⇩ (all together), then exit the inventory screen. Return to the inventory to find all the items needed to complete the level.





Level Two LABYRINTH

Walk around a bit to get a cut-scene. A skeletal ghost is roaming around **[1]**. It goes into the next room and touches a gold handle of some sort.

Go to the end of the chapel and press the slabs **[2]** in this order: centre, left, right. The gate to where the ghost was has opened. Sword-wielding skeletons are guarding the way **[3]**. If you stand in front of them they'll slash you – use the sideways somersault to get past them. Once you are in the next room, examine the gold handle **[4]** and get the Bone Dust. Go back into the main room and put the Bone Dust in the cauldron **[5]**. This will banish the skeletons from the room **[6]**. The gate next to the balcony will now be open (Secret one).

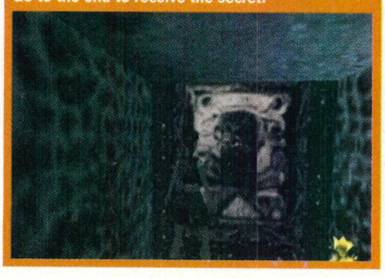
Go in and slide down the slope. Run away from the bats – keep running round the gap or you could do sideways somersaults over the gap if you like. Drop into the gap. Lara will scream her little heart out as she falls three storeys down into a disturbingly shallow pool of green water **[7]**.

When she climbs out you'll see the ghost passing over at the top of the long drop. Go into the first opening (bottom-most). This area is full of lava (see Secret two).

Run into the centre and hit the switch. This will twist the middle section by 90° **[8]**. Go back out and up to the next opening. Go to the centre and turn right. Leave through the opening ahead and go up to the next opening. Collect the Bestiary from the centre **[9]**. The patterned door will swing open. Jump to the block below you and climb up to the doorway **[10]**. You'll come out in a

SECRET ONE

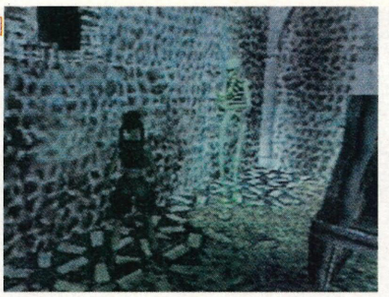
Go through the door but don't go down the slope. There is a room above you which you can climb into. Pull the switch in here. This will open up the door in the room where you found the Bone Dust. Go to the end to receive the secret!



SECRET TWO

The railing in this room happens to be broken in one place. Take advantage of this gap and jump over to the block. Shimmy round and pull yourself up. Turn around, jump over to the next block and get the secret. Sorted!



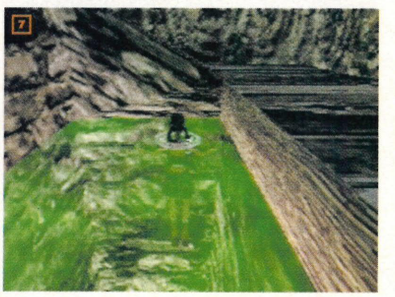


(BELOW) You'll have to use the sideways somersault to get past these warrior skeletons. Maybe they're friendly...



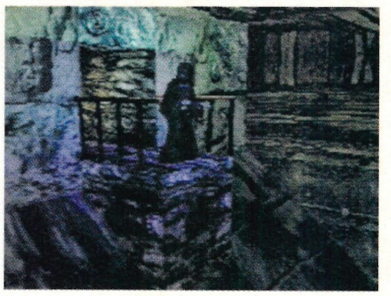


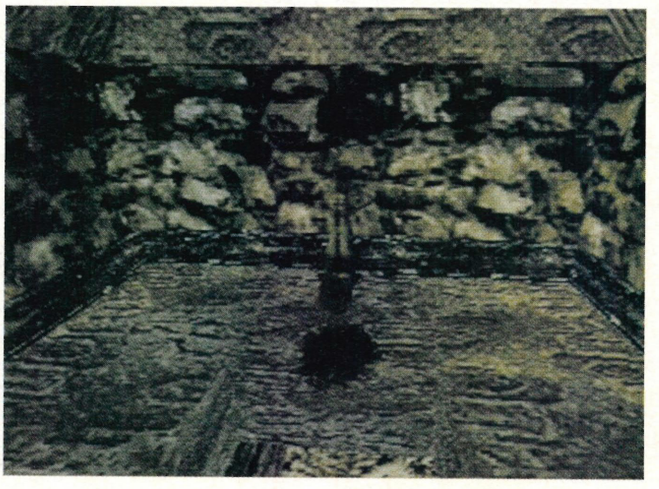


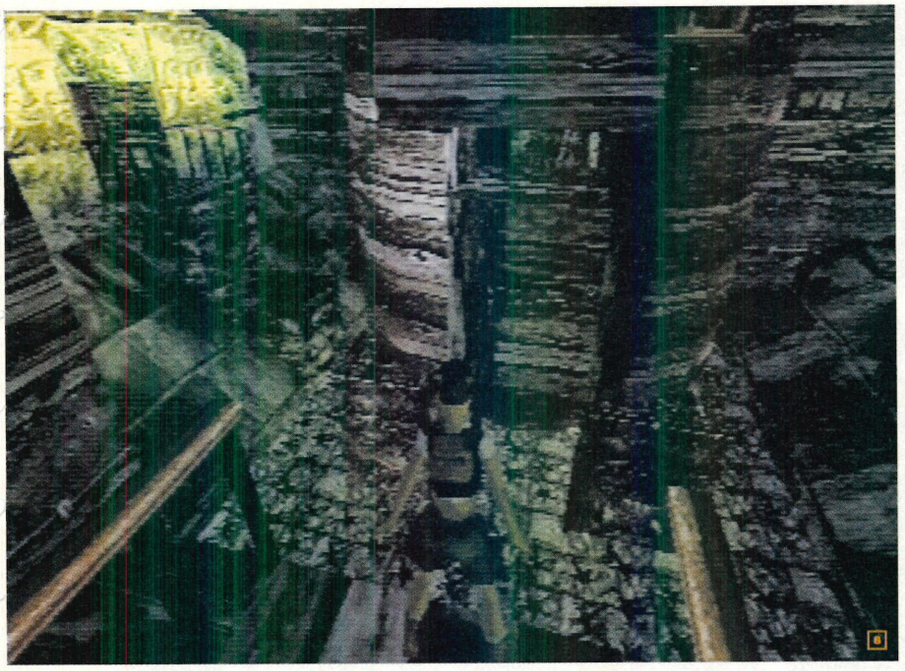


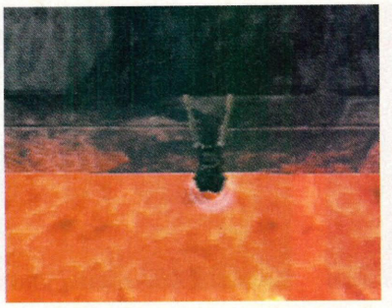




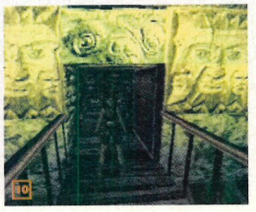


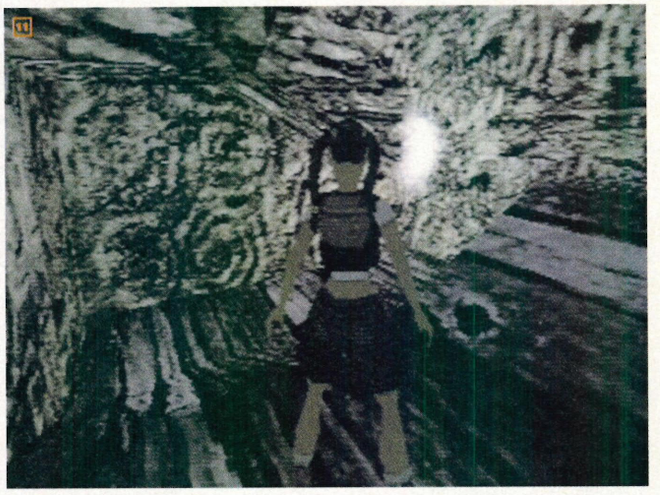


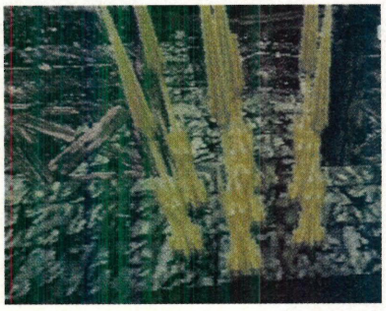


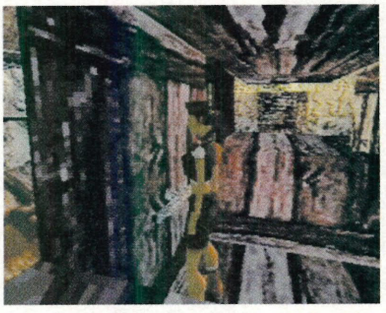


(BELOW) Spin the central pillar in order to open up the gateway to the artefact. What's beyond the doorway?









stairway with a glowing entity in the centre **[11]**. Don't worry, it won't harm you. Pick up the Medipack and jump up to the platform above. Walk up the slope as far as you can go, then jump up to the bars (see Secret three).

Drop down and head up to the platform beneath the bars. Jump over to the wooden platform in front of you. Jump over to the next one and make your way up the walkway. Slide down the slope to enter the Labyrinth **[12]**.

The entity will guide you. Keep moving as there is a hideous creature chasing you! Jump across the first gap to get to the other side. Turn right, run to the end and jump the gap. Go to the end and turn left. Jump the gap and take the next left. Jump the gap and take the next right. Walk to the end and slide down the slope.

You'll now be in a room with a Medipack in the middle. Pick it up and go through the coffin door. Once again you'll bump into the Father **[13]**. This time his hair has been turned pure white! He warns you to stay put, but we all know that that's not going to happen.





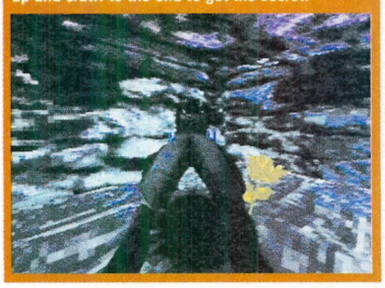


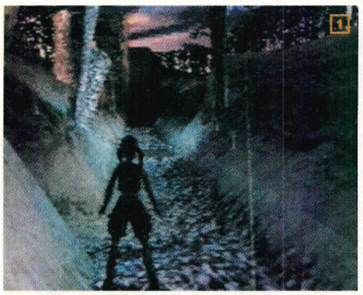




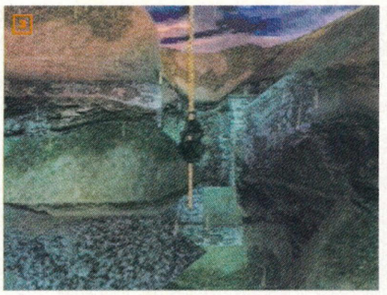
SECRET THREE

Instead of using the bars to get to the platform, climb into the darkness. Let go of the bars, then immediately press the action button again to grab hold of the invisible platform. Drag yourself up and crawl to the hole. Lower yourself onto the ledge and shimmy round to the other side. Climb up and crawl to the end to get the secret!





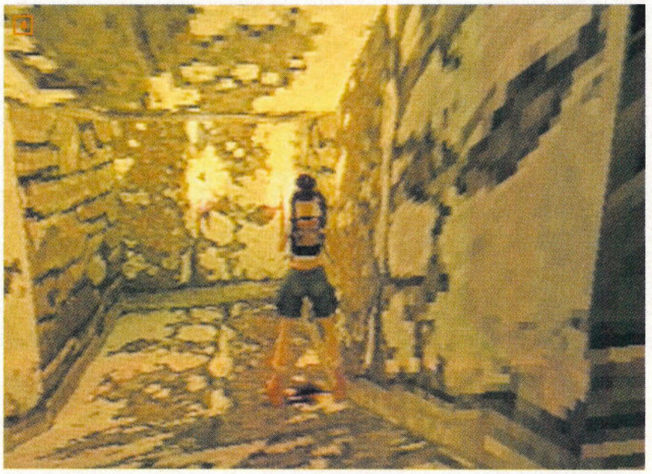




(BELOW) Lara's friction burns don't come from any sort of late-night action. Nope, she just climbs ropes.







Level Three
THE OLD LEADMILL

Run straight down the path [1]. A demon on horseback will rear up and try to cut you down to size **[2]**. After falling to the ground, the demon will pick Lara up and throw her like a rag doll, before riding off. You'd probably better avoid that path. Go back and run down the passageway. Drop into the pit and climb out on the other side. It will be possible to go up a slope into the open again. Go down and find the Medipack first.

Once you are outside, you'll see that there are more of those annoying little impy things on the level below you. Damn them! Jump over to the rope and grab hold of it **[3]**. Slide to the bottom and turn around to face the platform above the entrance. Hold down the R2 button to swing up to it. Press the jump button (whilst still holding onto the rope) and grab the torch. Slide down to the entrance and go down the corridor to the lit torch. Light your torch **[4]** and jump over to where the imps are. Throw the torch to the ground **[5]**. The imps will run around screaming – they won't bother you any more (see Secret one).

Get back onto the rope **[6]** and use it to swing over to the platform with the gate on it. Examine the gate and pull one of the bars off **[7]**. Jump over to the entrance. Use the rope (for the last time) to get over to the far side. Find the passageway and pick up the Medipack. Go back outside and prepare yourself for one of the hardest jumping sections of the game (see 'Phew!' box).

After all that tricky pillar jumping, crawl along the passageway until you get to the opening. Lower yourself onto the ledge and shimmy along to your left. Climb up and follow the passageway. You'll drop into a room with a Medipack and a block of chalk in it. Use the Crowbar to break off a chunk of Chalk. Now it's time to make your way all the way back to the start of the level.

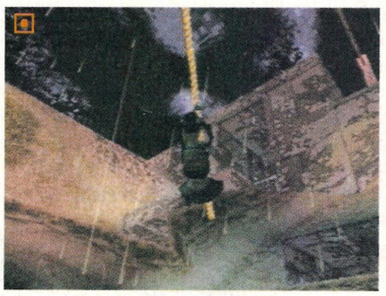
SECRET ONE

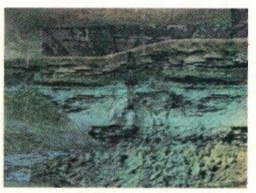
Jump over to the impy platform and crawl under the overhang. There's a passageway under here. Crawl along it to get the secret!

















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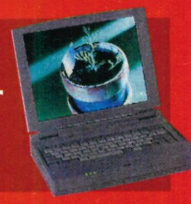
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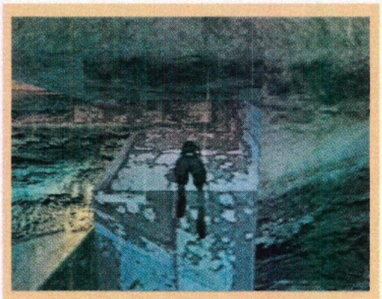
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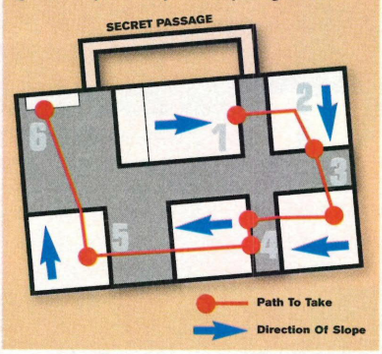


PHEW!



If you're using this guide, it won't be too hard because we'll tell you exactly what to do. In order to get to the opening high above the ground, you'll need to jump between the six angled stone pillars. Refer to the diagram for positioning.

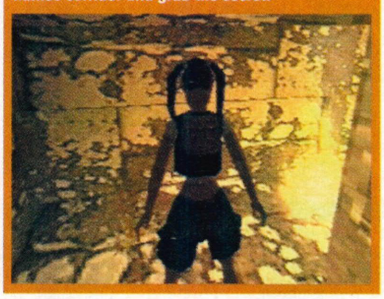
In actual fact, you can miss out the first pillar. Go up to the edge of Pillar 2 and shimmy along it a little. Position yourself in the centre and pull yourself up. As soon as Lara starts to pull herself up, press and hold the jump button (□). Lara will jump over to the next pillar. Let Lara slide down Pillar 3. At the end, press and hold ⇦ + □ (jump) to make her jump over to Pillar 4. Half way through the jump, press the grab button (×). If she doesn't jump from Pillar 3 (ie if she just falls off), it means that Lara didn't slide for long enough. In this case, make sure Lara lands a bit higher up on Pillar 3. This, in turn, is achieved by positioning yourself closer to the wall when jumping from Pillar 2. Don't pull yourself up to Pillar 4. Shimmy across to just left of the centre of Pillar 4. Climb up, slide to the edge and press jump. Let Lara slide down Pillar 5 and jump off of the edge. As soon as she has jumped, press and hold ⇦ + × (grab). Pull yourself up to the opening. Phew!





SECRET TWO

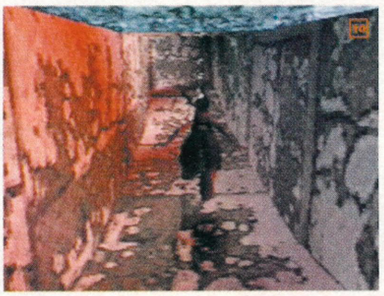
Find the darkened passageway and crawl down it. The next corridor is full of flames. Pick up the Medipack and make sure that your health gauge is full. Dash through the flames and jump into the water on the other side. Climb back into the flames corridor and grab the secret!

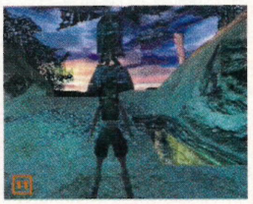


Go up to the tile on the floor and use the Chalk to draw a pentagram **[8]**. The demon will ride down and try to kill you, but the Father will save you at the last minute. The demon will knock out the Father and take him away **[9]**. Follow the corridor until you see the demon again. He'll reveal his identity and inform you of what you have to do.

Follow the running water until you can swim under water **[10]**. Swim through the passageway and climb out. One of the passageways will take you to a large opening with a windmill in it **[11]** (see Secret two).

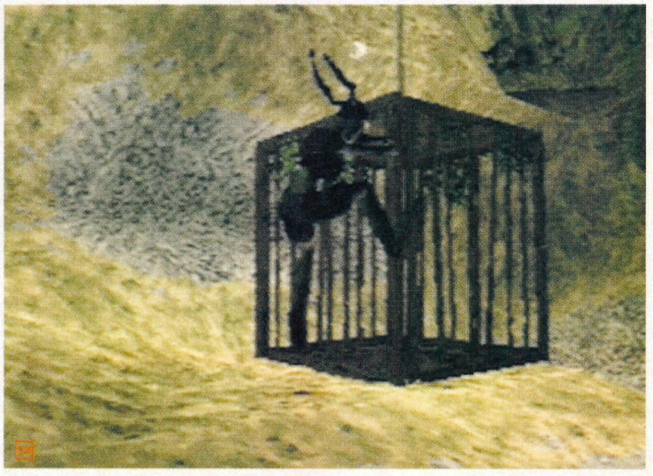
Jump into the water and swim down





(BELOW) The windmill doesn't appear to have an entrance, but there is a deep moat surrounding it. Dive right in!

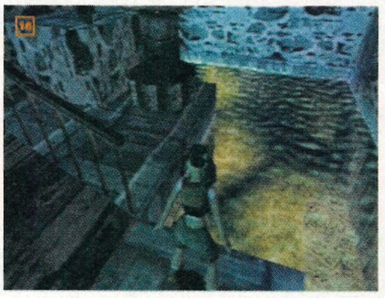








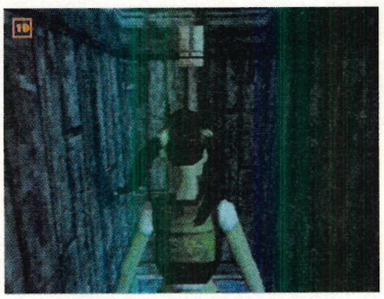


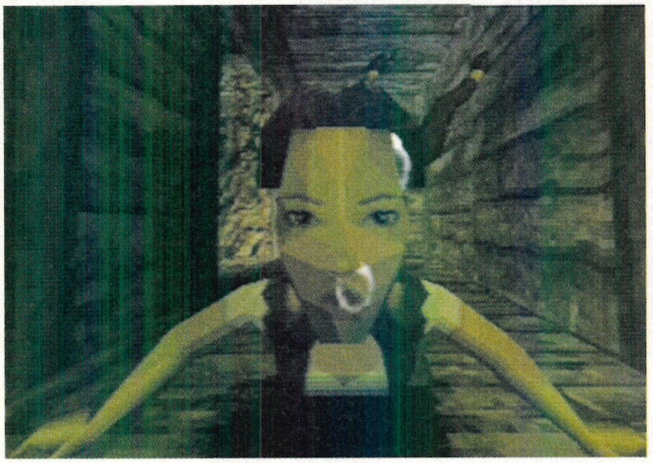


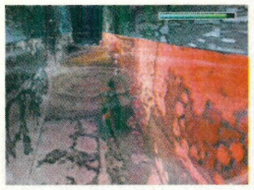


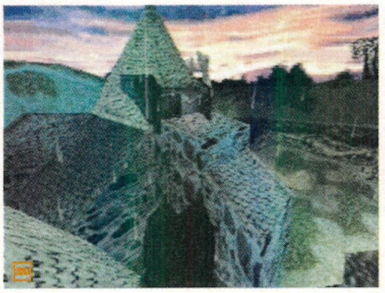
(BELOW) This door is timed – you'll only have a couple of seconds to make your way over to it.

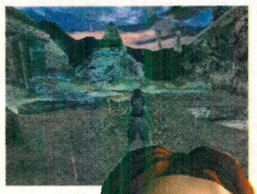




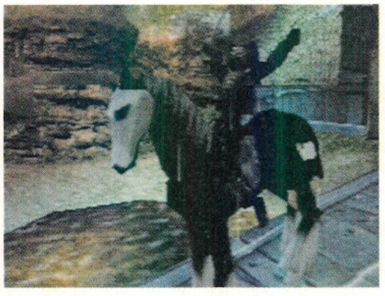


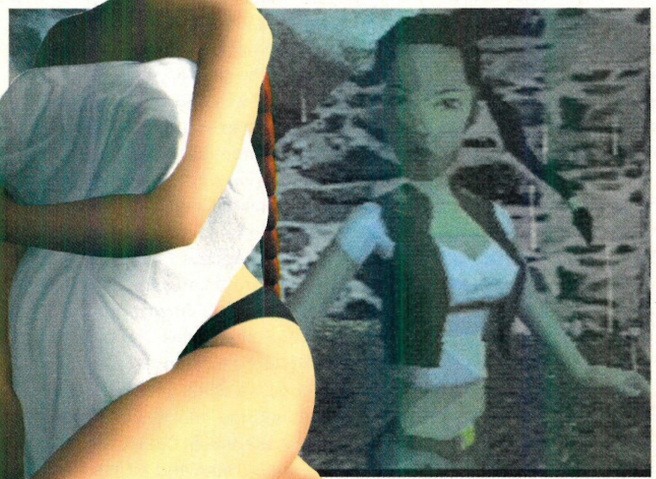












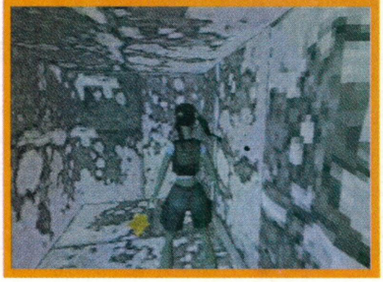


into the opening. When you get to the glowing stones, a water demon attacks you **[12]**. Lara will fight it off. Swim back up to the surface. There is a Silver Coin in the middle of the creature's treasure pile. You'll have to keep going down and trying to get it. The best way to do it is to wait for the creature to retreat back into its cave. Quickly swim up to the pile and grab the Coin. Swim around to the crate and put the Silver Coin inside **[13]**. The creature will swim inside and Lara will slam the door shut. Somehow the imps know what has happened – they'll winch the crate up and do all sorts of really horrible things to the poor creature **[14]**.

You can now get into the creature's cave. Swim up the passage and climb out at the top **[15]**. Climb up the stairs and pull the cogwheel three times **[16]**. Sideways somersault to the left of the cogwheel, then jump over to the pole. Swing around it and use your momentum to propel you over to the platform **[17]**. Turn around and jump over to the adjacent platform. Turning the cogwheel will have opened the door in front of you, but it is closing as the seconds pass **[18]**. Run to the door and reverse-roll

SECRET THREE

Jump into the water at the end of the corridor and swim along the passageway. The opening on your right is now accessible. Swim in and climb up to get the final secret!

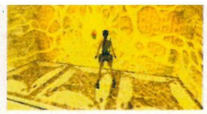




into it. There are some bats in here – don't let them worry you. If you start running around, you'll fall down the slope and miss the whole point of this room. When the bats have gone, walk up to the edge of the slope. Jump up and grab the platform above you. Turn around to see the windmill switch **[19]**. Jump over and pull it down. You'll see a cut-scene in which the waterwheel will stop. Exit the windmill room via the newly opened passageway in the water. Exit windmill area via the corridor (see Secret three).

Swim out of the secret passageway and turn right. As you come out into the open, there's a small grassy area where you can climb out. Jump up to the small opening and crawl along it until you get to the opening where the rain is coming in. Climb out and turn left. Jump over to the stone platform. From here you can jump over to the first shutter on the roof. Jump onto the porch, then over to the second shutter. The next jump is hard if you don't know how to do it. Walk up to the edge and position yourself on the very corner **[20]**. Jump back and line yourself up so that you are facing just to the left of the corner of your destination. Jump over to it and hold ⇦ + X. Lara will just about make it. Climb up to the opening and press the action button to drop into the room. Turn the switch to complete the level.





Part Four: Tower Block







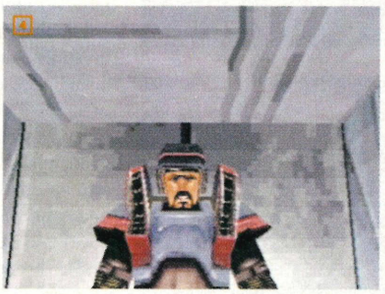


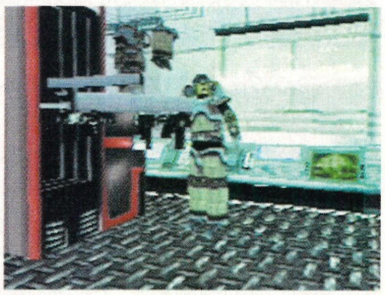
Level One
THE 13TH FLOOR

Turn left and shoot out the grate. Grab the Medipack and crawl along the passageway until you get the cut-scene. Take note of the armour-suited guards – they are very hard. Keep going until you get to the T-junction with the moving lasers. Keep down and grab the Medipack on the right. Crawl left, then stand up when you get to the pit. You'll have to jump over it as there are lasers inside **[1]** (see Secret one).

Go back and take the route opposite the removable grate. Drop into the room. There is a Hammer, a Medipack and some Ammo on the shelves **[2]**. Head back to the start of the level. There are now two laser-grids in place **[3]**. God only knows how they were installed so quickly! Wait for the floor-level laser to move away, then run as far as you can without hitting the head-level laser. When the floor-level laser comes back, jump over it and crawl to the end of the corridor. Wait for the head-level laser to go away, then climb up the ladder.

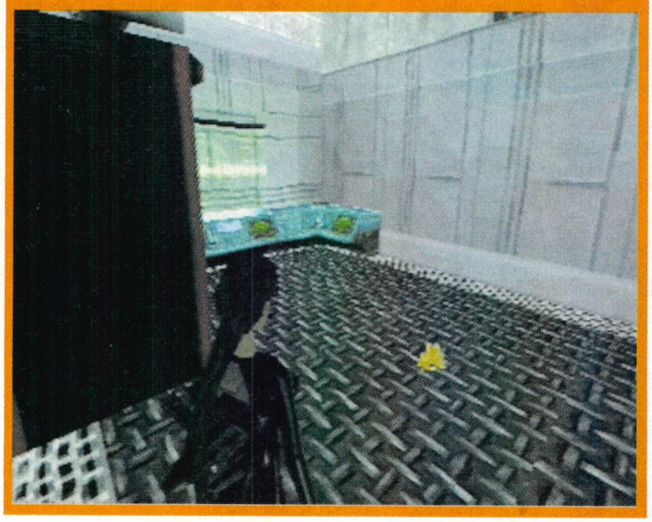






SECRET ONE

Shoot out the grate on the left side. Crawl down it and make your way past the lasers. Drop down into the room – this is the same room that you looked into earlier. Unfortunately, you can't get yourself one of those awesome laser-rifles! You'll have to make do with a secret instead.



At the top is the chamber for the device. Crawl to the end and grab the Ammo. At the end of this corridor is a locked grate. If you shoot it, the whole vent will collapse into the room below. For no apparent reason, Lara will die if you don't stand in the correct place. Stand just in front of the countersunk grid in order for Lara to survive. There is a guard down here armed with two Laser Rifles **[4]**. Stay exactly where you are. For some reason, the guard can't hit you straight away if you stay near the vent. Get the HK out and aim for his chest; a few shots will do it. Climb back up to the intact vent and drop down through the now destroyed grid.

This next corridor contains a booby-trap. Step forwards and as soon as you hear the explosion, jump back. You need to figure out the pattern of the blasts and then dash through. Start dashing at the middle of the third explosion. Grab the Medipack from the other end and then proceed to climb up the ladder.

You are now in the room on the other side of the collapsed corridor. There is a makeshift ladder in the centre of the room **[5]**, protected by a laser grid. Jump up to the small opening and grab the Ammo. Climb up the ladder (avoiding the laser grid) and shoot the damaged panel at the top. Climb into the vent and pick up the Ammo from the left side. If you stay in here too long, a Security Gun will appear and kill you, so move into the next room. Take out the guard. You can't use any of the machines and the other end of the corridor is sealed off by laser cannons that will rip you to shreds.

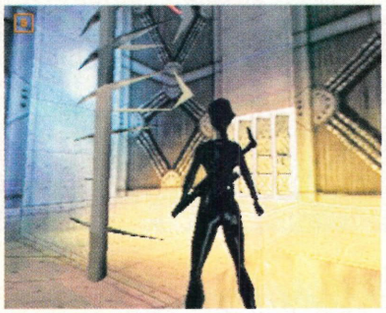
Shoot out the grid opposite the vending machine. Crawl halfway along the passage, then stand up. Shoot out the next grid and crawl through. You'll need to creep up on the guard by using the walk button. Go up to his desk and press the action button in order to get the High Level Access Card. Use it on the card reader behind you. There is a Medipack and some Ammo in here. Go to the lift near the crates and press the button **[6]**. Go inside and activate it. When the doors open, you'll see two guards around the corner. Crawl over to the left and use the Access Card. Head into the control room and hit the button

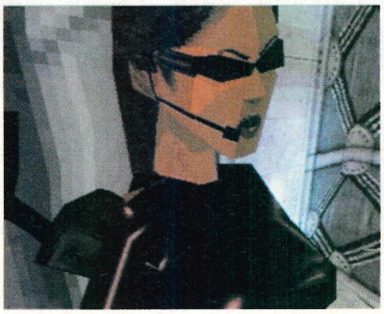

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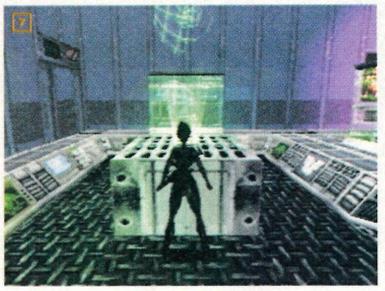

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1507 Dancing Queen - Abba
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1512 Zombie Nation - Kermkraft 400
1513 Stan - Eminem
1518 I Believe I Can Fly - R Kelly
0267 American Pie - Madonna
0395 Thong Song - Sisco
0151 Star Wars Theme
0346 Millennium - Robbie Williams
0402 What A Girl Wants - Christina Aguilera
0382 Sweet Like Chocolate - Shanks And Bigfoot
0299 Don't Call Me Baby - Madison Avenue
0296 Crazy - Britney Spears
0284 Boom Boom Boom - Vengaboys
0282 Bittersweet Symphony - The Verve
0309 Fall Apart - Sugar Ray
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0322 If You Had My Love - Jennifer Lopez
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0340 Livin La Vida Loca - Ricky Martin
0374 Sex Bomb - Tom Jones
0357 Oops I Did It Again - Britney Spears
0377 She's The One - Robbie Williams
0285 Born To Make You Happy - Britney Spears
0273 As Long As You Love Me - Back Street Boys
0404 Why Does It Always Rain On Me - Travis
0407 You Say It Best - Ronan Keating
0353 My Love Is Your Love - Whitney Houston
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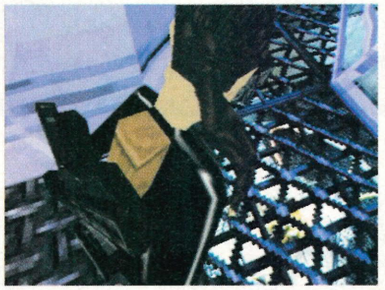














on the central table **[7]**. Go back out and snipe the two guards; there's another just around the corner. Go down the slope and turn left. You'll now be in the room above the Iris **[8]**. Go straight through into the room with the scientist. Press the button next to him so that you can collect the Disc. Go back down to the sleeping guard area and use the Disc on the control panel. This opens the grate.

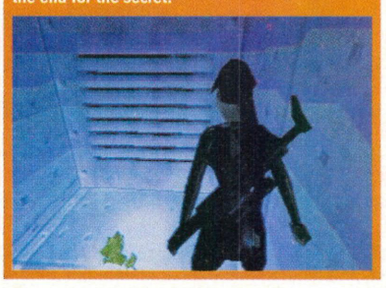
The next section is much like the section earlier with the explosions. The difference now is that you'll have to slide down a pole instead of dashing through a corridor (see Secret two).

At the bottom of the shaft is another passageway. Crawl down it into a large room. Zip will fill you in on the guard below you. Run along the walkway and grab the Cloth and the Medipack from the storeroom. Walk down the slope and put the HK into sniper mode. Shoot the two guards in the face to kill them. Before you go to the main door, go into the side room with the card reader by it. There are two tanks full of bugs in here. They will break and attack you – you don't need to spend long in here. Grab the items from the two cupboards and run back outside.

Combine the Cloth with the Chloroform and go through the main doors. You'll see that there is another guard in here. Be ready to snipe and pick up the Iris Lab Access Card that he drops. Use it around the corner to open the door. There is a guard, security gun, and laser-testing unit in the next room. Stand on the corner so that you'll be able to snipe the guard when he gets to the end of the corridor. Use the dash button to get past the security gun. Go into the control room. Lara will force the laboratory assistant to help her open the door. Go through and run up the slope to the main observatory room. Hit the switch. This switch is timed. It will turn off the shield protecting the Iris. You have to quickly make your way down the stairs and through the door in the Iris Room **[9]**. Run up to it and grab it immediately.

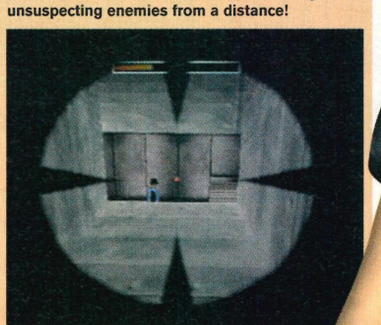
SECRET TWO

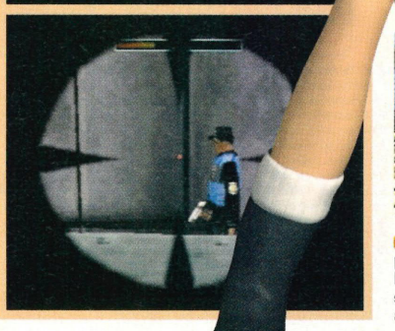
Halfway down the pole there is a passageway. All you have to do is jump back into it and walk to the end for the secret!



SNIPER KID

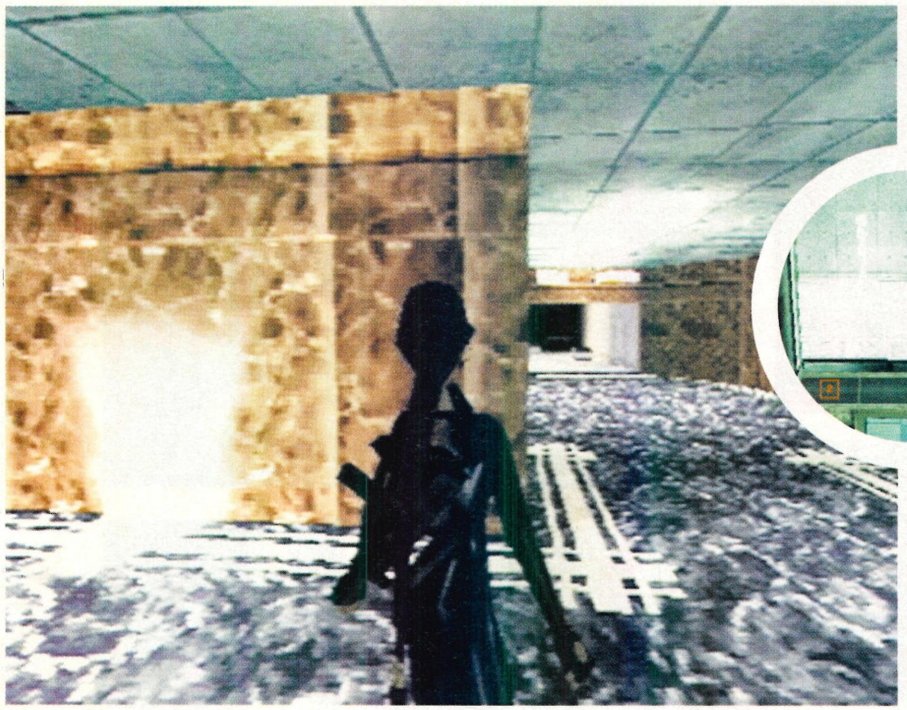
On this level, Lara gets to use an HK as her standard weapon. This gun has a sniper mode on it. Hold down L1 to get the sights up, then press down L2 to zoom in. This is ideal for taking out unsuspecting enemies from a distance!

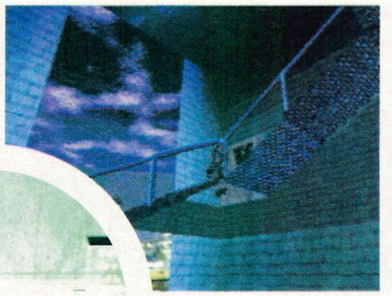






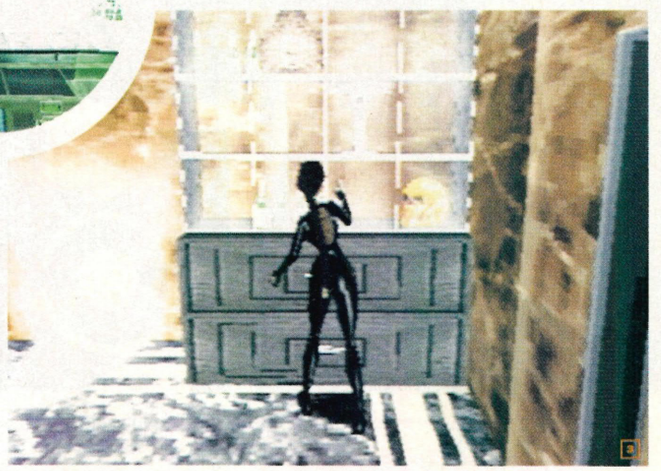
(ABOVE) The secret artefact is protected by a forcefield. Make Lara walk into it for some cartoon-style 'burnt to a cinder' action!





(BELOW) There's a helicopter on your tail, so you don't really have time to check out the view. Get on with it...







Level Two
ESCAPE WITH THE IRIS

Zip tells you to put your weapon on the tray [1]. You'd better do as he says, otherwise the weapon detection system will activate and you'll be pumped full of holes. Run along the corridor to the other end **[2]**. There's some Ammo on the right-hand side. Go to the far left of the corridor and look at the video screen. You'll see that the stairs are indeed being guarded by men. Turn the corner and go into the room at the end. Pick up the Chloroform **[3]**. Go out of the room and turn right. The next door on your right has a Cloth in it. Combine the Cloth and the Chloroform. Walk around the corner and press the action button to knock out the guard **[4]**. For some reason you can't grab his gun, which is frankly ridiculous!

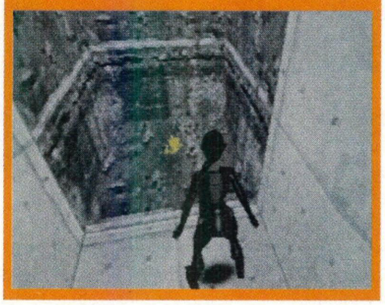
Go back to the room that you have missed and collect the Medipack. The large door on your left will open as you go past it. Search the next couple of rooms for the Chloroform and the Restroom Access Card. Follow the corridor back and use the number from the card (8526) to get into the Restroom **[5]**. There is a Medipack in the central cubicle of the women's toilets. The first cubicle of the men's toilets has an access hatch above it. Jump up and pull it down **[6]**. Climb up and crawl over to the ledge. Lower yourself onto it and drop down. Keep the action button held down so that you grab onto the ledge halfway down. Drop down to the bottom and crawl to the edge.

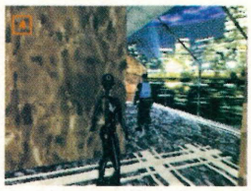
Scan the area in front of you – you are now in the lift shaft **[7]**. The idea is to get onto one of the chains. Lower yourself onto the centre of the ledge and perform a reverse flip (press □ + ○ together). Grab onto the chain (see Secret one).

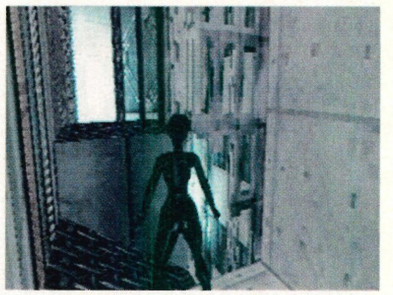
Climb back up to the top of the chain. Perform a flip onto the platform. There is a pole which you'll need to swing around **[8]**. You'll have to do a slightly different jump, as this game is ridiculously petty when it comes to jumps like this. If you perform a running jump and press grab halfway through, Lara will fall and die. You have to hold □ + ✕ together when performing the jump. Swing over to the opposite platform. Use a diagonal jump to grab onto the lift. Open the hatch and drop in. Press the button in the lift and eventually the door will open. There is a

SECRET ONE

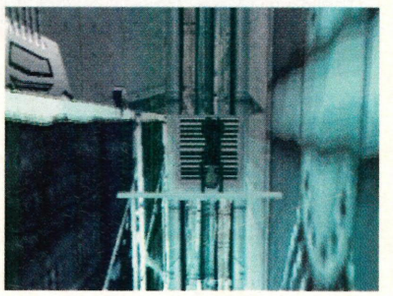
Slide down the chain until you get to the platform. Face the hole with the secret in. Step to the back of the platform and perform a dive into the opening. Grab the secret!



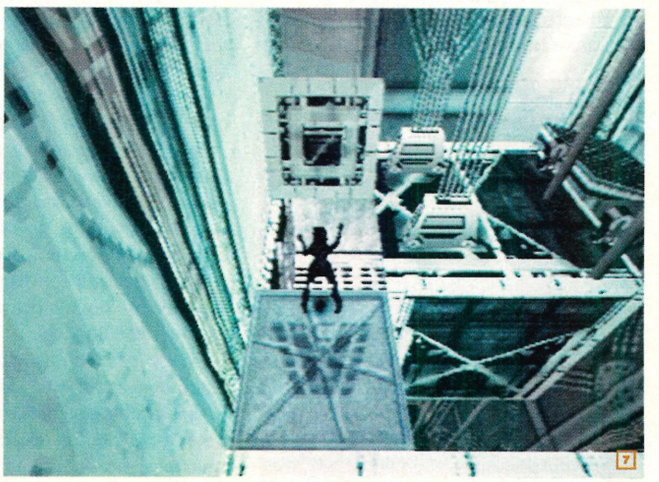




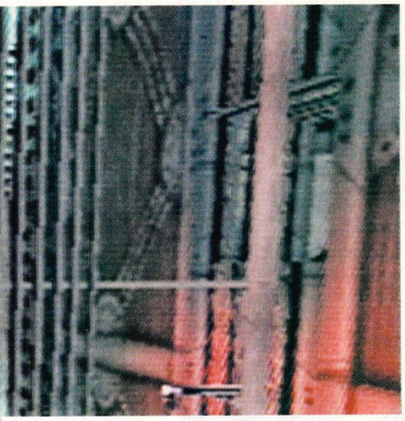


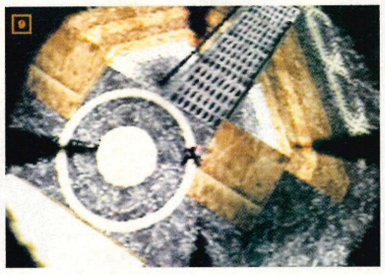


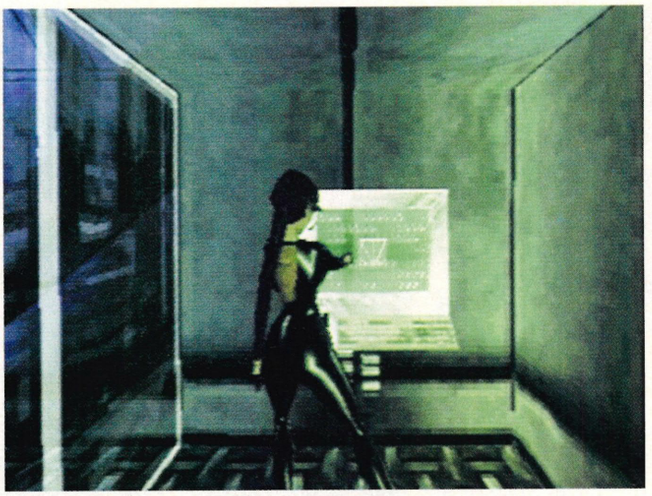
















SECRET TWO

Run past the guard and lure him to the water tank at the end of the corridor. He'll smash the glass with his gunfire. Run into the now empty water tank and collect the secret!



guard outside but don't try to knock him out as the game won't let you (don't ask us why!). Turn left and call the next lift. Go in and press the button. When the doors open, you're faced with a room full of enemies. Quickly close the doors. Something goes wrong and the lift begins to fall. Press the button on the panel to activate the emergency brakes. The lift will only just stop in time.

You are now on the bottom floor. Use the grate to climb out of the hatch. Use a standing jump to swing over to the far platform. You'll have to grab onto it. Climb up the mesh on your right. As soon as you see the grid on your left, flip back onto the platform. Trust us – as long as you can see the grid, you're high enough. Use the same tactics that you used for the previous problem-pole to swing across the gap.

Face the wall and jump up to the opening. There's a series of slides coming up, at the end of which is a fiery pit. On the second slide, press and hold □ + × to get up to the first pole. Wait for the flames to disappear, them swing over to the second pole. Watch for the flames on the far platform, then swing over to it. Immediately retreat so that you don't get burnt. Perform a standing jump over to the ledge and pull yourself up.

You'll now be standing next to the pole which crosses the lift shaft. Walk across it and slide down the vent on the other side. You're now in the corridor on the ground floor (see Secret two).

Follow the corridor round and run up the ramp. There are snipers in this room **[9]**. You won't be able to see them, but they are there. Run over to the main doors and climb up the left ladder. Jump over to the ledge and run round to the other side (see Secret three).

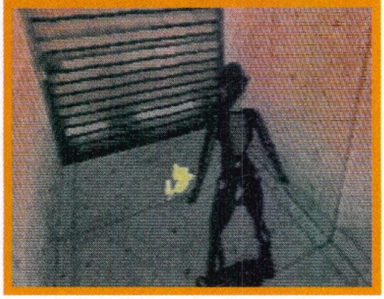
Run out of the secret room and hit the switch on the wall, to turn off the lasers below. Make your way down the ladder and go through the doors. This corridor consists of a door on your left, two lifts on your right and some double doors at the end. The double doors are cut off by an electrified floor.

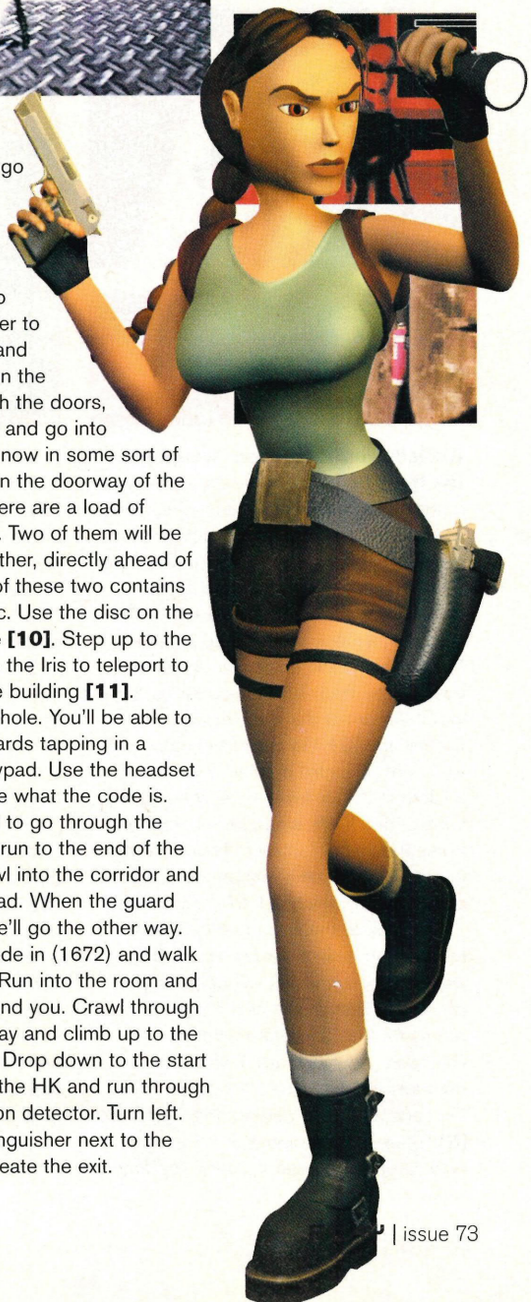
As you pass the door on your left, a guard comes out. Run to the end and jump over the electrified moat to the water tank. Get the guard to smash the tank, thus short-circuiting the floor. Hit the switch by the double doors and go through. Run into the room and listen to Zip. There are motion sensors in here, so don't run. Walk over to the two switches and press them to open the doors. Run through the doors, follow the corridor and go into the room. You are now in some sort of laboratory. Stand in the doorway of the adjacent room. There are a load of containers in here. Two of them will be in line with each other, directly ahead of you. The furthest of these two contains the Teleporter Disc. Use the disc on the laboratory console **[10]**. Step up to the teleporter and use the Iris to teleport to another part of the building **[11]**.

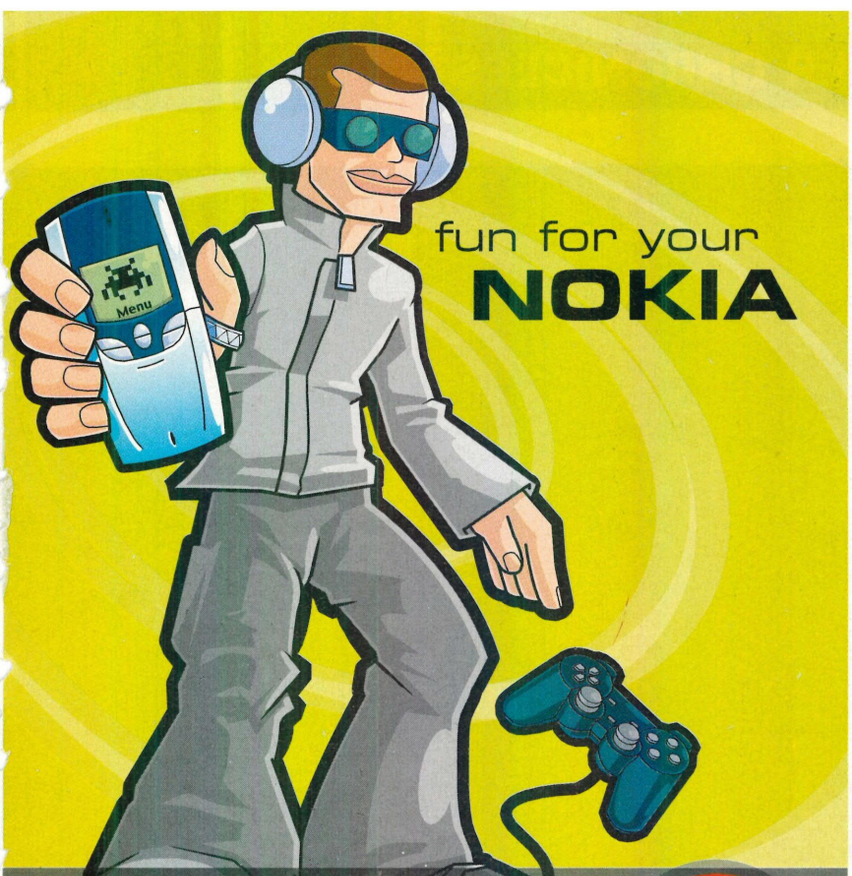
Drop down the hole. You'll be able to see one of the guards tapping in a number on the keypad. Use the headset to zoom in and see what the code is. Wait for the guard to go through the door, then quickly run to the end of the passageway. Crawl into the corridor and stand by the keypad. When the guard comes back out he'll go the other way. Quickly tap the code in (1672) and walk through the door. Run into the room and hit the switch behind you. Crawl through the red passageway and climb up to the blue passageway. Drop down to the start of the level. Grab the HK and run through the inactive weapon detector. Turn left. Shoot the fire extinguisher next to the video-screen to create the exit.

SECRET THREE

Stand in front of the fire extinguisher. The sniper will hit it and part of the wall will be destroyed. Run inside for the final secret.







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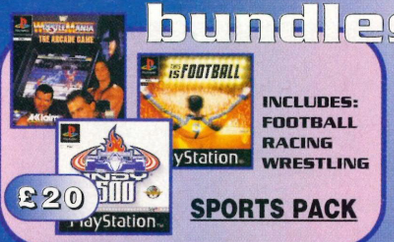
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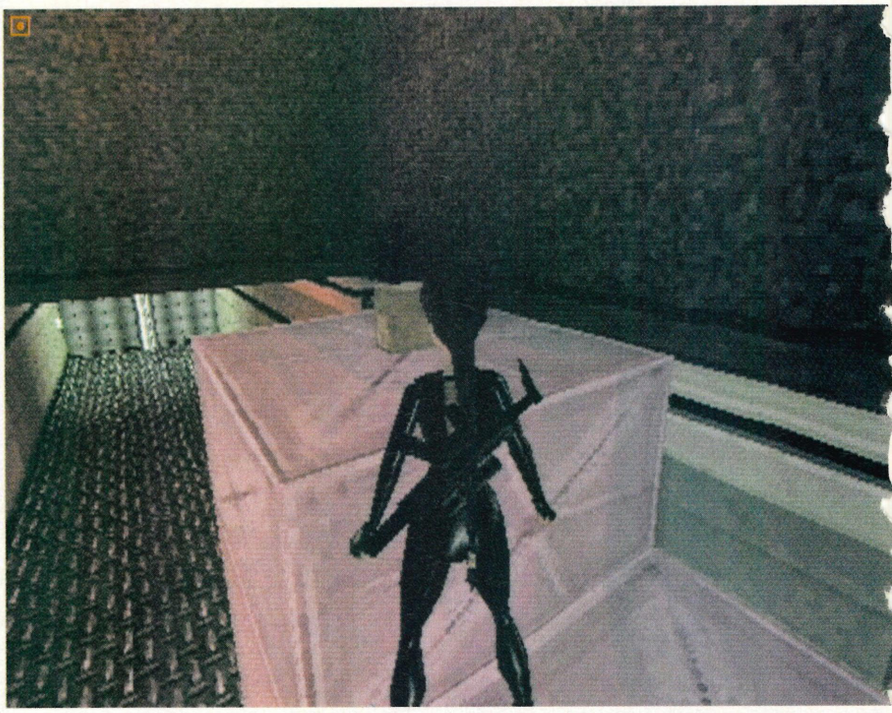
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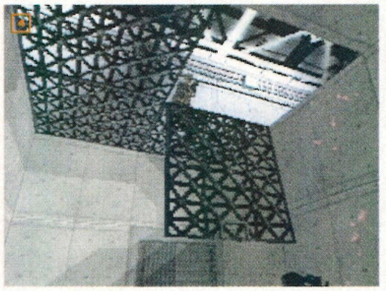




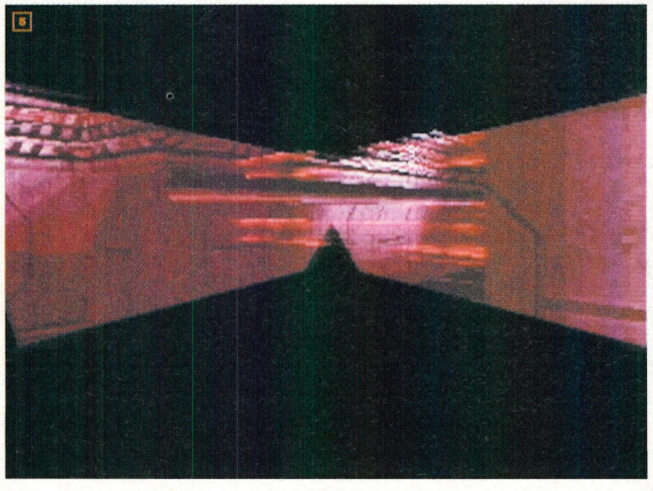






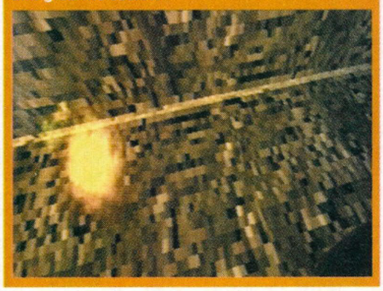






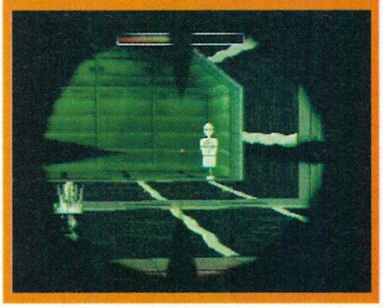
SECRET ONE

Part of the stairway will collapse. You must hold onto it and climb down to the fire. Then climb in and grab the secret!



SECRET TWO

There are two doors in front of you. Go through the left door and collect the Ammo. This is a target practise area. Make sure that you save your progress at this point – you need to get it right first time in order to get the secret. Hit the button and get the HK out. Zoom in to about half maximum. You need to shoot all the targets before they get to the second line from the back. If you succeed, the topmost light will come on and you'll be allowed into the other target practice room. Collect the Ammo from the shelf and hit the button. As soon as you begin, the room starts to fill with poison gas. If you miss any of the targets, the door will be locked and Lara will slowly die. The fourth and fifth round will come in pairs. The sixth round has three targets. You'll need to zoom out at this point, otherwise your turning speed will be too slow. The door will now open. Succeeding in this task also opens up the door on the left at the end of the corridor. Go in here for the secret!



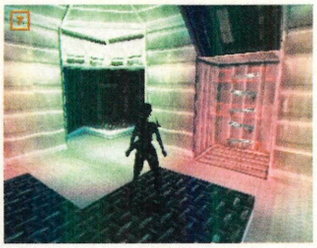
Level Three
RED ALERT

Immediately take out the guard with the sniper rifle [1]. Follow the stairway (see Secret one).

Drop out of the secret room and make your way up the stairway again. When you get back to where you were before, another section will collapse. Stay where you are to avoid it. Perform a standing jump to the next platform and a running jump to the next. The slope on the next section will collapse under your feet – you'll have to perform a running jump and grab onto the next section **[2]**. Don't start to jump until you get halfway along the platform, otherwise you won't make it. For some reason the computer makes it near impossible to get back up here after the platform has collapsed. Kick the wall through **[3]** and crawl along the passageway. One of the grids above you has a handle on it – jump up and open it **[4]**. The guard jumps down to attack you. Shoot him, then jump up into the corridor.

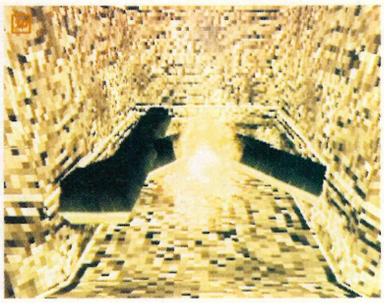
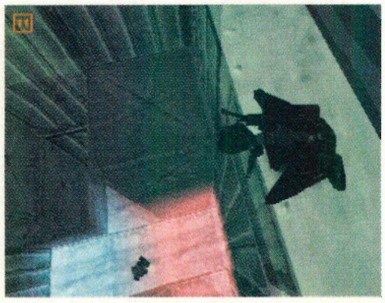
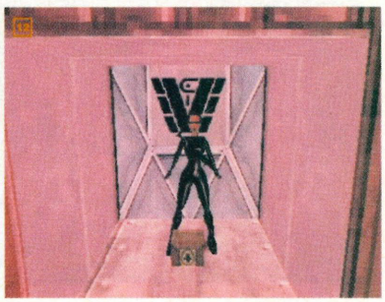
Zip will tell you to use the infrared mode on your Headset. Do this by pressing X when the Headset is equipped **[5]**. You'll see that there are lasers blocking the corridor. Grab the Grappling Ammo and the standard Ammo from the crates. Walk up to the edge of the laser field and get the HK out. Zoom in to the valve wheel at the end of the corridor and shoot it. The steam will highlight the lasers for you. Negotiate your way across the laser field and grab the Medipack from the crate in the next room **[6]**. As you approach the lift, a guard comes at you. Use the HK to get a couple of head-shots. Activate the lift and take out the guard at the bottom (see Secret two).

Collect the Ammo from this room and




go into the next. There is some more Ammo in here as well. The decent guns are protected by lasers **[7]**. However, you can get a Grappling Gun from the green laser cupboard. A guard creeps up on you at this point. Take him out and go into the adjacent room. There is a special forces guy in here **[8]**. He'll take quite a few more shots to kill than a standard guard. Grab the Ammo from the tall crate. Get the Grappling Gun out and aim for the grid in the ceiling. Jump up to the grappling line from one of the crates and get swinging. It's nigh on impossible to swing directly to the opening, but you can grab onto the broken brick work to


the left of it. As you slide down the slope, whip the HK out and go into sniper mode. There are two guards ahead of you. A head shot for each will do the job nicely.

Now that you've got the Grappling Gun, you should be able to progress further up the stairway. Go all the way back to the stairway. There will be a guard in the laser area and a Grappling Hook to pick up on the crate, just after the lasers. Crawl out into the stairway and stand on the slope on your left. Aim for the broken stairway above you and swing across to the opening on the other side **[9]**. The fire in here can hurt you – as you slide towards it, jump up and grab onto the ledge **[10]**. Crawl down the passageway.

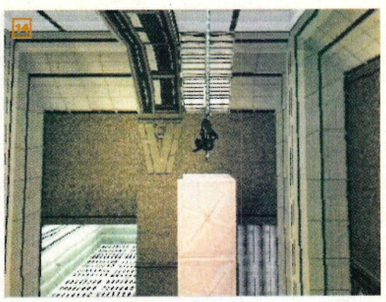
There is a guard below **[11]**. Again, it's almost impossible to do this bit as it was intended to be done. You are supposed to lower yourself onto the ledge, drop down, reverse-roll **[12]** (whilst equipping the HK) and shoot the guard before he notices you! The security gun won't be alerted and you can hit the switch to open the door.

In reality, this won't happen. Drop down and reverse-roll. The guard will almost definitely see you before you get the head-shot in. The security gun will kick in – stay by the doorway and it won't be able to get you. The problem is that the switch for the door is in full view of the gun. Sadly, you'll have no alternative but to stand there and take all the damage. You're going to have to use the entire Medipack that you just picked up. Then go through the door and activate the lift.

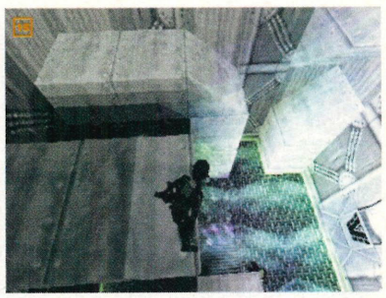
As you walk into the lobby **[13]**, a special forces guy and a guard will drop in through the roof. Take them both out and use their ropes to swing up to the pile of crates **[14]**. There is a hatch above you. As soon as you open it, reverse-roll and take out the special forces guy who is standing in the doorway. There is another one above you. Turn around, take a step back and annihilate him too.

Climb up into the vent. There's a button at the far end, but the floor will give way before you get to it. There is only one way that is not blocked off by lasers. Using that, keep going until you get to the grate.

There is an android below you **[15]**. This next part is very hard – don't give up too easily! Perform a standing jump and you'll land right next to a Medipack. Pick it up and turn right. Climb onto the crate. Stand in the middle and use the camera to see where the android is. If he starts to shoot you, crouch down – if you're right in the centre, he should leave you alone. Put the HK on single-fire mode (sniper). Stand up and continuously fire at the enemy. Don't use the burst or rapid-fire mode, as you'll run out of ammo far too quickly. After a while, his hand will start to spark. You are about a third of the way there at this point. The area in which you are standing will regenerate Ammo whenever you run out. Keep ducking, reloading and shooting until you see his leg start to spark. Spin round and shoot the red valve wheel. This will release a shower of water and destroy the android. Unfortunately, the entire floor is now electrified. Look around and find the angled pillars. Perform a running jump over to the first one and hold down the jump button until Lara has somersaulted all the way to the top. Drop down to the grid and pick up the Grappling Hook. Shoot it at the grid in the ceiling. Swing over to the passageway **[16]** and hit the switch. This will have opened the grate and released the water. Make your way back down to the dead android and pick up the Key Bit **[17]**. To get out of here, you'll have to go back over to the









switch and hit it. This opens up the grate covering the exit. Swing over and lower yourself down to it.

The doorway opposite the end of the passageway is now open. As soon as you go into this area, a helicopter attacks you **[18]**. Dash to the other end of the corridor. This room is safe. The next part is very hard, if only because the camera angles are absolutely dire. As soon as you enter the bar, the helicopter begins to shoot at you. The camera changes to a zoomed-out view. The plant will impair part of your vision, so you won't be able to judge what angle to approach the bar at. When you get to the bar, the camera angle gives you no sense of depth, so you'll be guessing where you are in relation to the edge of the worktop. After bumping into the edge of the bar and the shelves behind it, you may be lucky enough to get to the end of the bar. Hit the button **[19]** and listen to the pointless information from Zip.

You now need to go back the way you came. The realism factor really lets the game down at this point. You should be able to dive over the bar and keep running, but guess what? You can't! Dash to the gap. This will put the helicopter's aim off a bit, and you'll have that extra half-second to get round the bar and into the safe room. Unfortunately, this room isn't safe any more – there's another android in here. Keep running! There are holes in the floor; jump over the first and jump to the far left side of the second hole. Grab the Medipack and climb onto the crate. Drop down into the next hole and crawl down the passageway to the second Medipack. Climb up and dash over to the corridor on your right. You don't have to get these Medipacks, but the health you receive more than compensates for the health that you lose. Follow it round and hit the switch.

SECRET THREE

Go into the poison gas room. Go through the rooms in this order – straight ahead and left. In this room, you'll find that there is a secret at the end of the passageway!



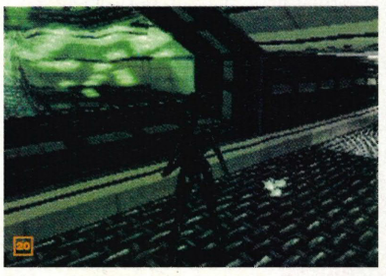
The idea is to lock the android in the room. Above the switch is a grate. You'll be able to see the android walking over it and into the room. Press the switch now. Your previous exit is now blocked, but another one has opened. One of the doors from earlier is no longer protected by lasers. Go into the 'danger' area. It is full of poison gas! (See Secret three.)

Hit the switch above the crate. In the first poison room, there was a door that you missed. Go back the same way that you have just come. The door you need will be on your right. Ignore any guards that you come across. Follow it through and hit the second switch. The gas will be transferred into the room in which you locked the android **[20]**. After a while, the android dies and leaves behind the second part of the Key. Transfer the gas back into your room and run back to the room where the Key is. Combine the two parts together to make the Helipad Key. The door opposite the entrance to the poison gas area is now accessible. Climb up and turn around. Climb up the ladder and use the Helipad Key **[21]** in the relevant place. Run up the slope and watch the ending!



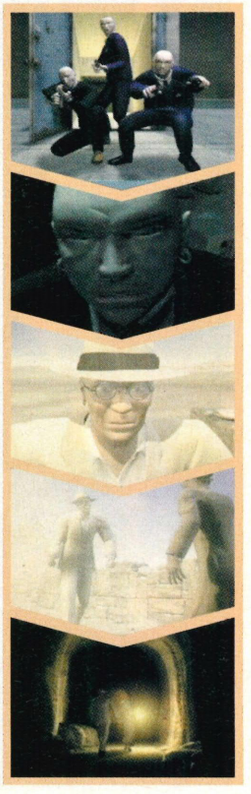








THE END



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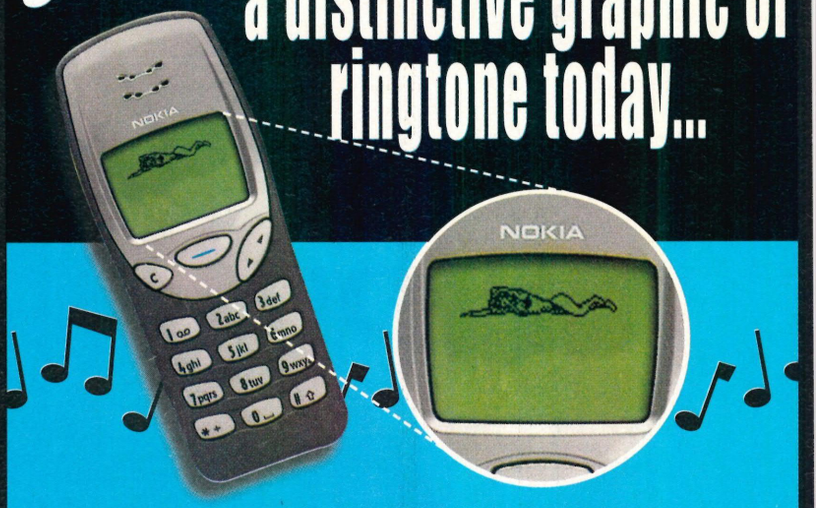


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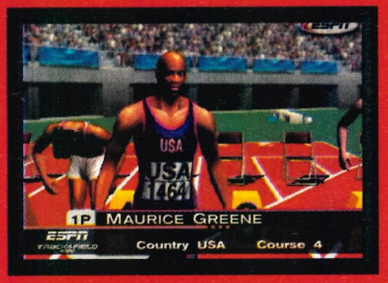
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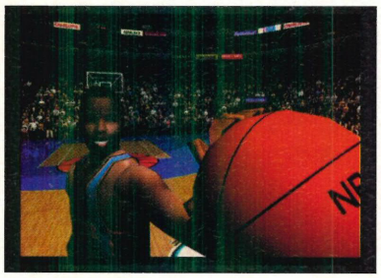
7 BLADES



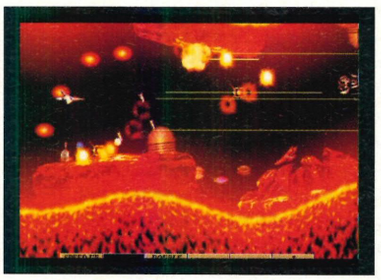
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"SMALL WAVE"



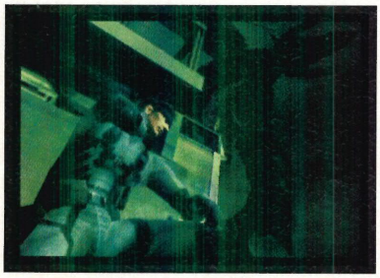
ESPN NBA 2 NIGHT



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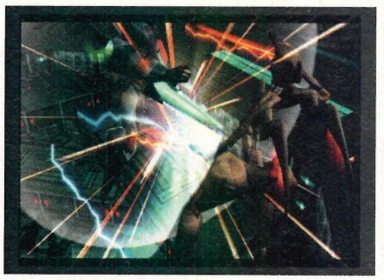
SILENT SCOPE



METALGEAR SOLID 2: SONS OF LIBERTY



SHADOW OF MEMORIES



ZONE OF THE ENDERS

SMALL WAVES BUILD GREAT STORMS

KONAMI®

A STORM APPROACHES

Writers Mark Crawley, Simon Cann, Will Johnston

WIRED UP

INCOMING GAMES LATEST REPORTS **NEWS**

Paris-Dakar Rally

expected release date
APR 2001

PUBLISHER Acclaim

GENRE Racing

1 **Player**

60% **Complete**

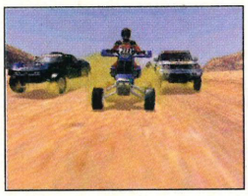
Anticipation ★★★★★

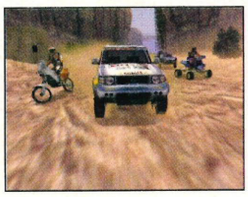
Deserting the PS2 already?

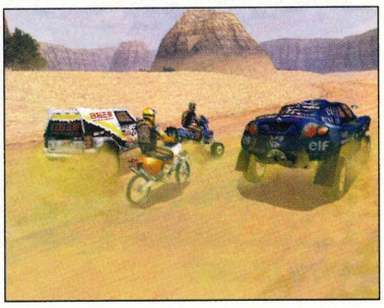
"Dakar? Left at the next dune mate, past the dune on your right then straight on over the next two dunes. Can't miss it..." It's all too easy to assume that a certain amount of monotony must inevitably await those who embark upon a route which leads straight into the Sahara. However, starting from Paris and heading resolutely out of France, wending ever southward until Europe fades from the rear-view mirror, provides more than enough varied scenery to stuff a DVD, as you might expect once you give it some thought. It also ensures plenty of interest in your swanky new rally game... or at least it would if you were ambitious enough to cover the entire event. Confusingly, according to Acclaim's most recent press-release Paris-Dakar Racing 'comprises a journey across North Africa, from jungle on the coast, through savannah and scrub to rolling sand dunes and the wonders of Egypt'. Whilst the likes of Michael Palin will vouch for the rich diversity to be found within this vast continent alone, the more pedantic punter may well voice consternation that European stages – particularly the one encompassing the French capital – fail to receive a mention.

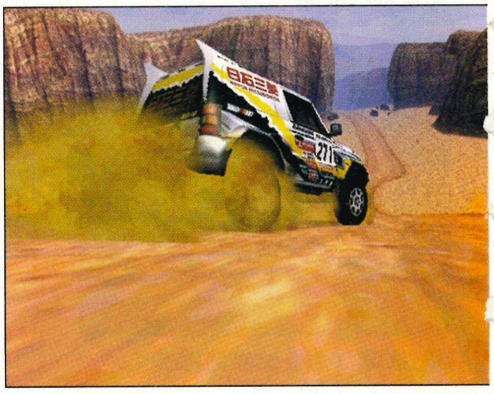
All of which leaves us with little more to chew on than the admittedly lovely screenshots. Acclaim has confirmed that the game will present a wide range of environmental conditions and include Dakar's standard assortment of cars, trucks and bikes. Other than this it's just a case of letting the desert dust settle and seeing what Broadsword Interactive can produce for the game's release this Summer. One to watch.











Acclaim has confirmed that the game will present a wide range of environmental conditions and will include Dakar's standard assortment of cars, trucks and bikes!





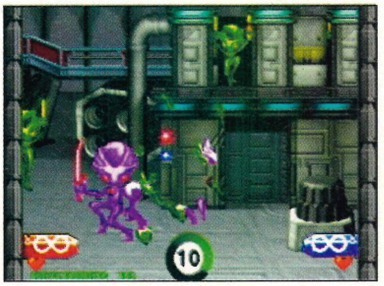
[Above] Expect to eat a quite a lot of dust if you choose to compete on two wheels.

Point Blank 3

Wanna root 'n' toot?

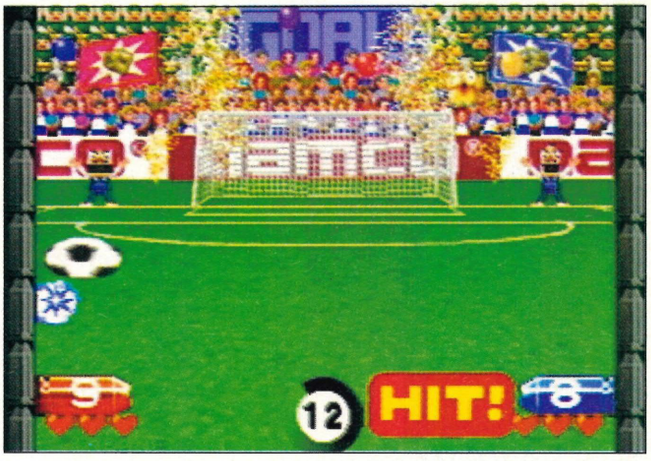
Good ol' doctors Don and Dan! Where would G-Con owners be without 'em, eh? Sitting in a corner with a peripheral aimed at their own heads, desperately pulling the trigger most likely – such has been the device's meagre support. Well, they're back again and we dare say you know the drill by now – hardly worthy of your interest without a virtual firearm, *Point Blank* games have always come to life in company with two or more people packing plastic heat and this third instalment looks like being no different. Geared towards communal play, *PB3* will support up to eight players in Party mode, four players in Tournament mode and two teams of four in, you guessed it, Team mode. Whilst we usually hate anything which can legitimately be described as ker-ay-zee, the *Point Blank* magic will doubtlessly charm us once again come the title's release late March… itchy trigger fingers of the UK, prepare to be soothed.

expected release date
MAR 2001
PUBLISHER SCEE
GENRE Racing
1-8 **Players**
90% **Complete**
Anticipation ★★★★★





[Below] This third instalment of the series should prove to be the definitive Point Blank title.







[Above] The sub-games are impressively varied, yet all share the same fairground feel.

Power Diggerz

Time to dig down deep!

Having already received an extraordinarily impressive 92% when the glorious Japanese version arrived – then named *Power Shovelling* – a couple of months back, we couldn't be happier that this construction yard classic is headed for international stardom.

This endearing game asks its players to skilfully operate a digger, paying close attention to the nuances of bucket and arm control whilst manoeuvring gently using the treads. From practical acts of industrial labour such as loading sand onto the back of a truck or digging a trench, to trivial tests of pneumatic dexterity like serving dinner sauce or scooping turtles out of a swimming pool, there will be more than enough power puzzles to keep you hooked.

Still, questions remain. Will a British public be happy to be rewarded for mastery of machinery with unlockable image galleries of 'famous' diggers? Will the PAL conversion strip away the very layer of Japanese eccentricity that makes the game so loveable? You will know when we do.

expected release date
MAR 2001
PUBLISHER JVC
GENRE Digger Sim
1-2 **Players**
95% **Complete**
Anticipation ★★★★★





mini-view

Batman: Gotham City Racer



Right, it's time to turn of our collective cynical brain. Yes, it seems like every exhausted licence is being brought out of well-earned retirement and given the suffix of 'Racer'. Yes, even The Flintstones are doing it. But no, *Batman Racer* isn't actually looking as bad as you'd imagine. It's based on the heavily stylised cartoon show and features fourteen vehicles, though we can only think of a Bat-mobile and Bat-cycle. Bat-moped anyone? Bat-people carrier?



Continued

4x4 Evolution

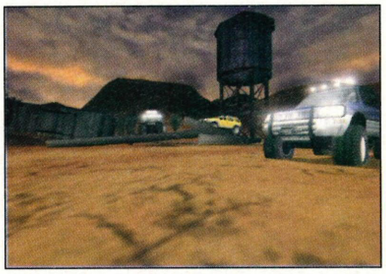
Take 2 covering fresh terrain

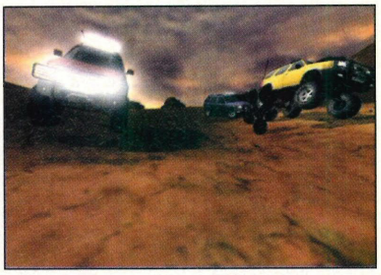
It's unsurprising, when you consider the technical demands of an off-road engine, that it's taken so long for developers to really tackle the subject matter head-on. 4x4 Evolution roars from within the 128-bit undergrowth, undoubtedly talking the talk... 70 real-world vehicles are available for punishment over 15 courses, and with few landmarks or cities lending themselves to the off-road forum, we're quietly confident that the design of each track won't be compromised by a preoccupation with authenticity. Of course, when it comes to how those four wheels handle, nothing but a genuine feel will do – fortunately, Take 2 promises not only realistic physics but competition too. The latter will be particularly interesting to observe as Evolution's go-anywhere, take-any-route levels should be testing enough for real players, let alone AI drones.

Whether the developer Terminal Reality has got itself a coup and persuaded each vehicle manufacturer to agree to the simulation of damage remains to be seen, but the inclusion of upgrades and tune-ups bodes well for those who like to tinker under the virtual bonnet. The statement that Evolution boasts a 'superb rock musical score', sadly, does not.

Music aside, with the particular sub-genre in question yet to find anything approaching a defining moment, the field is open for an attempt at the top spot – it should soon be time to turn the radio down and the revs up.









expected release date
APR 2001

PUBLISHER
Take 2

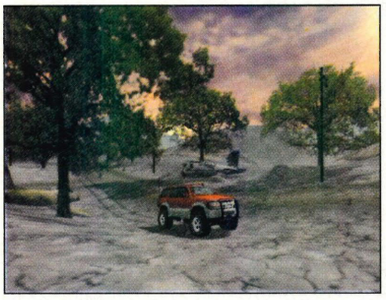
GENRE
Racing

1 **Player**

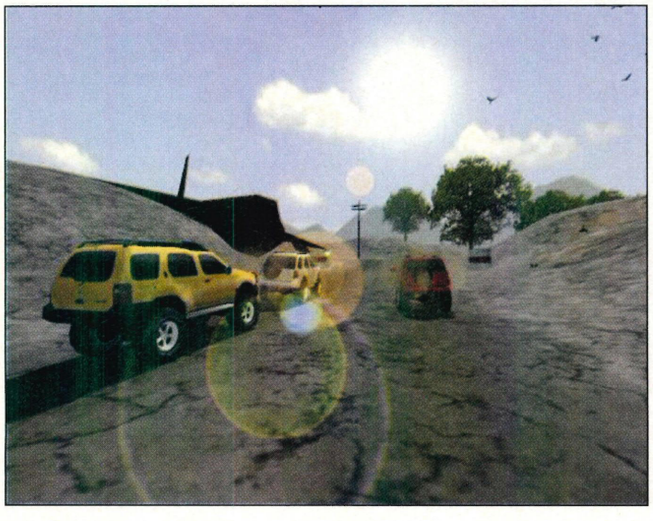
80% **Complete**

Anticipation
★★★★★

4x4 Evolution roars from within the 128-bit undergrowth, undoubtedly talking the talk...

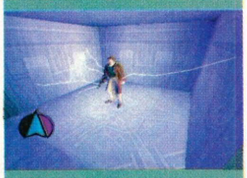


[Right] The free-roaming locations are all gorgeously detailed. **[Below]** The game's lighting effects already look impressive.





mini-view
Roswell Conspiracies



Hot on the dying heels of *The X-Files* comes a *Resident Evil*-style adventure from Sinister Games. Aliens walk among us cunningly disguised as such everyday creatures as werewolves and vampires. An elite undercover agency has been formed with the sole purpose of finding these unsubtle ETs and putting an end to the nefarious schemes. The game is based on the yet-unreleased children's cartoon and will share its inspiration's sense of graphic bravado.

Black And White

So... what is it? Read on and find out

As anyone who took more than a passing interest in *Red Dwarf* will know, black holes suck time and matter out of the universe whilst white holes spew them back in. This explains a lot where Lionhead's *Black And White* is concerned as, we assume, the white half of development hell has been pumping content into the product whilst, at an equal rate, the black portion has been greedily slurping it back out again. "Really," people are beginning to ask with increasingly cheeky grins, "why are we having to wait so long for 'Populous IV'?". A fair enough question, but not the one PLAY would ask. No, ours would be this: "Anybody want a slice of toa... no, hang on... [cough] how will a game which is so ground-breaking that getting it up and running on high-end PCs has taken years possibly be done justice on the PSone?"

These concerns are particularly valid when you consider that referring to *Black And White* as 'Populous IV' really fails to do Lionhead's vision justice. It will, if we ever see it, be THE god-sim – whilst the central theme of dominating competing deities re-emerges, it is swamped in layers of gameplay hitherto unknown for the genre. From initially impressing humans into believing in you, through to the nurture of worship (out of either fear or affection), the deformation of the terrain in line with the player's personality, the raising of Tamagotchi-style Titans and the execution of magic, *B&W* will have you struggling for supremacy as never before. Until that day, PLAY sceptically waits as MiDAS itself doubtlessly struggles to squeeze the game within PSone's tender frame...



[Above] Titan? Looks like a big monkey...



[Below] How the PC's revolutionary mouse control will translate to a PSX pad is intriguing.



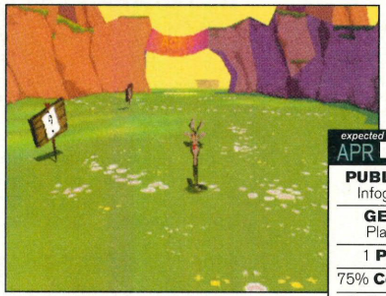


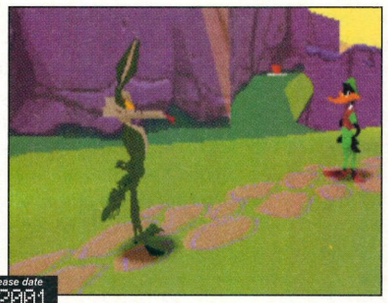
expected release date APR 2001
PUBLISHER Lionhead
GENRE God Sim
1 **Player**
90% **Complete**
Anticipation ★★★★★

Sheep, Dog 'n' Wolf

So a sheep, a dog and a wolf walk into a game...

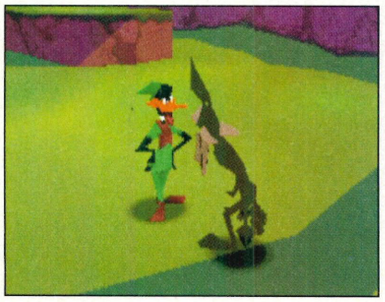
Livestock lover Sam the Sheepdog finds no task more fulfilling than watching over his sheep all day, protecting them from harm. Ralph the Wolf, however, harbours a far more sinister desire regarding the helpless animals and... hang on, you know this, you've seen the cartoon! In the game, which Infogrames insists on calling 'the world's first steal-'em-up', Daffy Duck has dreamt up a TV contest in which canus lupus villain Ralph must steal a total of 18 sheep from 16 toontown levels. Sam, that carrot-top pooch with deceptively dopey mannerisms, will do all he can to prevent this from happening as, like we all know, he's somewhat fond of his flock. Thus develops a cartoon-inspired mixture of freakish and comically dangerous tasks for Ralph (under your control) to perform, in a problem-solving platform game aimed at infants.

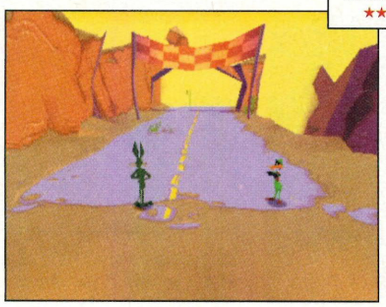


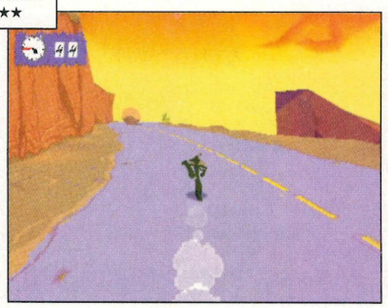


expected release date APR 2001
PUBLISHER Infogrames
GENRE Platform
1 **Player**
75% **Complete**
Anticipation ★★★★★

[Above] The carton style appears authentic whilst the 3D models don't quite look right in motion as yet. **[Below]** Bet he's running straight into trouble! Some things never change...







mini-view

The Italian



The Self-Preservation Society gets the PlayStation treatment in the form of this mission-based racing game. Expect to burn some iconic late Sixties rubber around European cities as you get your gang together in order to rob a Turin bank. Fans of the film and students who insist on painting Union Jacks on their Minis will be in ecstasy. Those of you who had the misfortune to play *Carmageddon* may be concerned to hear that SCI still be holding the publishing rights.

NBA Hoopz

Hoopz-a-daisy...

You score, they score, you score, they score, you score, they score, you snore... then wake up the next day feeling startlingly refreshed. Yes, basketball takes its proud place as the only sport prescribed as a cure to videogaming insomniacs – the first serious efforts being so dishwater dull. Of course, we wouldn't be seeing *NBA Hoopz* today if things had stayed that way and, indeed, the contrast in entertainment value which arcade excesses have brought the sport in digital form is stunning to behold. From what we've seen of *Hoopz* so far – which isn't as much as we would like but hey, there are magazines to be written – it looks as though Midway has taken the core idea to new levels of play via simple but significant improvements. Chief amongst these is the three-on-three play mechanic which allows the kind of strategies you'd normally see in a fully populated game without the associated clutter of bodies. More over-the-top than any Jam-style game before, *Hoopz* sees players literally setting on fire when on a roll! Currently having the last few bugs and glitches ironed out, *Hoopz* is set to brighten up February no end – and you PSone owners needn't worry either, as the good folk at Midway are coding a version just for you too. Bless 'em.

expected release date
APR 2001
PUBLISHER Midway
GENRE Arcade Sports
1-6 **Players**
90% **Complete**
Anticipation ★★★★★



[Above] Haley's Comet, eat your heart out!



[Above] "Oh, ah! Gotta dunk it quick. Hot!"



[Below] Oops, that guy in blue's not looking – this could be painful...

Robot Warlords

And Philippa Forrester nowhere in sight!

Fans of Square's semi-splendid *Front Mission 3* may be looking for something in a similar style on PlayStation2 – and Midas is only too happy to deliver. Strategic deployment of heavily armoured Mechs is what it's all about, though being stuck firmly to the restrictions imposed by turn-based battle, it's more chess than chainguns.

Though it shows some blinkered otaku optimism on the part of developer DAZZ to set the game in August of next year – even though there is, at present, no sign of the Japanese military mobilising a fleet of 40-foot robot warriors – the company has shown scruples in other areas. For example, the surroundings for these battles are not your typical RPG wishy-washy generic apocalyptic backgrounds, but closely modelled locations in modern Tokyo, something which will no doubt please the Japanophile in your life. *Robot Warriors* also features a cinematic fighting mode which activates after you make the necessary choices on a more familiar strategy map, zooming in to show off a more appropriate PlayStation2 level of detail during skirmishes. Set up a perfectly orchestrated fracas, then recline and watch it unfold in high-res-o-vision. Sound like your can of oil?

expected release date
MAR 2001
PUBLISHER Midas
GENRE Strategy
1 **Player**
98% **Complete**
Anticipation ★★★★★







[Above] The grid-based combat interface works in a similar fashion to the one used in Front Mission 3. However, it remains to be seen if this PS2 release will match up to Square's celebrated strategy title.



[Left] Keeping a close eye on your suit's stats is vital if you are to succeed in the game's later campaigns.



mini-view
Technomage



Bringing a fresh quota of hocus pocus to PS2, *Technomage*, as its title suggests, will cast the player into a turbulent world where magic sits alongside steam-punk sensibilities. Taking on the role of, ahem a-ha-hur, Melvin, it's the player's job to quickly and painfully pull their mates' underwear up around their chests... sorry, we mean vanquish the evil forces which blight the land of Gothos. The promise of evolving characters should sustain interest beyond such a well-worn premise...

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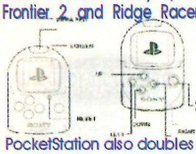
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FINAL FANTASY IX IN STOCK

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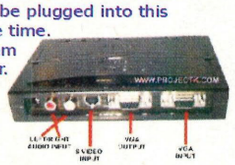
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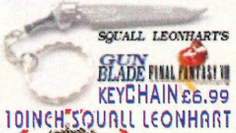


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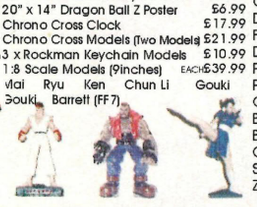
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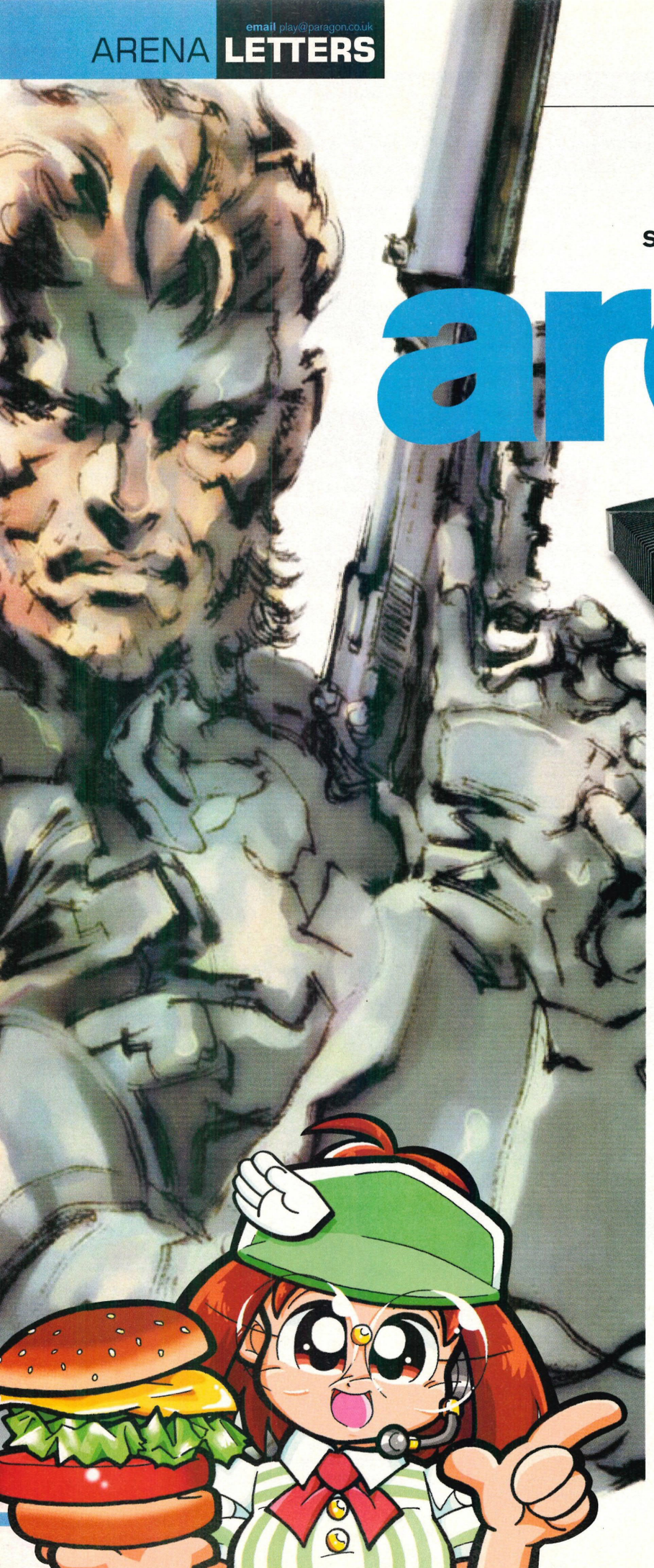
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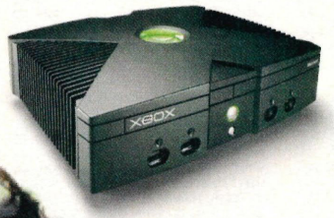
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Edited By **Will Johnston**





PROGRAMMING PORKIES

Your feature, Sony's Sequel, failed to mention one or two things, mainly Sony's current third party position. True enough, the PlayStation was welcomed by third parties, as was Sony's attitude towards them. However, Sony and Nintendo seem to have reversed roles. Nintendo's new GameCube has been made to be as third party friendly as possible. They've loosened up the restraints of production that strangled the N64's success, meanwhile Sony has tightened up in an effort to make money and is supposedly selling the PS2 at a loss in an attempt to keep the machine off the shelves. This was exactly Nintendo's attitude with the SNES. Low price hardware, high price games. Fair enough, it worked for Nintendo... at the time. As you stated, Nintendo's tight grip lost a great deal of third-party business. Now that Nintendo has opened up the floodgates there is even a rumour of a Sega/Nintendo joint venture. The GameCube has been made user-friendly in the eyes of third-party developers who have workstations compatible with high-end PCs. The official word being that the PS2 is "a pig to programme." Issue 70's report on *Munch's Oddysee* being placed solely for the Xbox, I fear, may only be the beginning. Sony has slowed production of other products to keep PS2 rolling off the lines, there are reports in the press that Sony has incurred losses of $250million. PS2, 'The Trojan Horse', more of a white elephant in my eyes. There are already far too many arguments being raised regarding the amount of sequels listed for Sony's cons... sorry, Computer Entertainment System. This seems to sum up the differences between PSone and

"The official word being that the PS2 is 'a pig to programme.' Issue 70's report on *Munch's Oddysee* being placed solely for the Xbox, I fear, may only be the beginning." Jay Condron, Cheshire





"I play PlayStation almost twenty-four seven, so when I buy PLAY and see reviews of games coming out that I enjoy it's a great experience, because you tell us whether it's an interesting game and worth buying or not." Michael Fagbore, East Londoner and lyrical terrorist







PS2. The PSone was a dream machine because it incorporated everything. It was great for gamers and developers alike. The PSone had launch titles like *Ridge Racer* and *Tekken*, while the PS2 relied on old rehashes like *Ridge Racer V* and *Tekken Tag*. Is this an improvement? That's a matter of opinion. New? Definitely not. The solution? Well, Nintendo seems to have learned from its mistakes. Perhaps Sony should too. Cheers for my two pence.

Jay Condron, Cheshire

Interesting to note that for every PlayStation2 sold in America, Sony loses $300. It's the same razor blade economy as we had for the original PlayStation and something that is not unique to any console. Yes, Nintendo did it – but so did everybody else. You buy the machine cheap (Yep, £299 is actually cheap for what you get) and then pay out for expensive games. It's also interesting to note that the GameCube's launch titles will be: A* Mario *game, a* WaveRace *game, a* Metroid *game, A* Zelda *game and a* Pokémon *game – to name but a few. Improved? Definitely. Original? Come on. To get the best out of any console takes a great deal of development money. This is why we're seeing a huge influx of games that take a PSone game engine and add flash sound and graphics.

The whole Sega/Nintendo merger has been officially denounced so there is no need to worry about a giant manufacturer making your console obsolete. At the end of the day, the hardware is nothing without decent software. This is why Nintendo wants so much control over its games and why one of its spooks sits on the board of* Perfect Dark *developers, Rare. It's a strange Catch 22 situation where developers will gravitate to the most successful console and the most successful console is the one with the most attractive software. Sony learning from its mistakes? 70 percent of console owners in the UK own Sony PlayStations. In America it's about 50-50. Hardly a mistake, is it?



RECIPIENT LIST WITHHELD

When you run competitions you expect us to try and win the prize, which is good, but my point is there are hardly a lot of winners who win in London – including East London. I admit I didn't buy PLAY's first magazine, but when I did get round to getting it, it was excellent and I try to buy it every now and then. I have a PlayStation and a PC. I play PlayStation almost twenty-four seven, so when I buy PLAY and see reviews of games coming out that I enjoy it's a great experience because you tell us whether it's an interesting game and worth buying or not. PlayStation2 is a great and fantastic computer and I may have to put my hand in my pocket and purchase one, because the games that are coming out for it are just games that you have to play straight away. I hope that some day *Metal Gear 2, International Superstar Soccer, Dead or Alive 2* and many more games come out on the original PlayStation to make everything equal. Happy New Year!

Michael Fagbore, East London

Er... some people from London do win prizes, but you wouldn't know anyway because we don't publish their names or addresses. You might have a long time to wait before the likes of* Dead or Alive 2 *or* Metal Gear 2 *comes out on the PSone. Perhaps by then we will be too busy ice-skating on the lakes of Hell to be that bothered.

REWIND, PLAY, REWIND...

I know that this argument has been brought up enough times, but I am writing in about gaming originality. I don't know which side to take though. I'm all for completely original game ideas like *Bishi Bashi Special* and great new concepts put into brilliant games like *Metal Gear Solid*. An original yet awfully made and under-developed game is never going to cut the mustard against games of the standard of *Resident Evil 3*, *ISS Evolution* and *Syphon Filter 2*. All fine games but hardly original concepts I'm sure you'll agree. So what I'm saying is that originality and new ideas in games is great, and well worth working at, but means nothing without fitting the idea into a competent game, and a brilliant



LETTER OF THE MONTH

GREEN SCREEN MEAN DREAM

I may as well state that I managed to get hold of a first batch PS2 and, as far as games are concerned, it's the absolute cream of the crop. However, I am deeply, deeply disappointed in the DVD playback capabilities and believe the machine cannot even claim to be a DVD player. Let me elaborate... First I discover that using an RGB cable, which is highly desirable for high quality images and is a requirement for 60Hz modes such as those provided by *DOA2*, produces a green image when used for DVD playback. Oh well – the composite output isn't too bad, though not quite as crisp. It's just a shame I now have to switch between RGB and composite cables for games/DVDs. With this slight disappointment out of the way I go to play my region free copy of *Once Upon A Time In China And America* (a fine Jet Li film). Oh dear, of course, it is an NTSC disc so cannot play through composite (you only get black and white). So I can watch in black and white, or green. Hmmm, not looking too good, I can't use region free NTSC discs. Still, that just rules out Far Eastern martial arts films. Not too bad... Then the final nail in the coffin. I try to play a widescreen DVD. Note that I do not have a widescreen TV, nor should I need one as the manual states I can select between 16:9, 4:3 Letterbox and 4:3 Pan Scan. However, is this menu activated and editable? I think not. I have tried everything but cannot change the TV Type from 16:9 and have tried several different DVDs and TVs. This means the widescreen image is stretched out to fill my entire (non-wide) screen leading to vertically stretched images. People are nice and slim but it is effectively unwatchable.

So what am I left with? A DVD player incapable of RGB output, on which I can only use Region 2 PAL non-widescreen DVDs. If I wasn't such a games addict I'd be taking it back to the shop right now and demanding my money back. What on earth was Sony thinking? Oh well, it's down to Richer Sounds to buy a cheap region-free DVD player. And it definitely will NOT be a Sony model.

Tich, Edinburgh

We can't help you with the Incredible Hulk-o-vision problems, but you should be able to watch widescreen movies on a standard 4:3 TV. The trick is that you have to tell the PS2 that by highlighting "4:3" on the System Configuration menu. It is there, we promise.

⏭ and really fun game will still be just as entertaining whether it is original or not.

Al, email

How many times can you see the same movie or read a novel and still be entertained? It's only natural to get bored of something you are so familiar with, no matter how much you love it. Obviously* Star Wars *and* Lord of the Rings *fanatics will disagree with this parallel, but hopefully they have too many other problems to deal with without having to write in to complain.

ALL WE ARE SAYING...

Everyone that writes into your mag is expecting the PlayStation2 to be so great, but remember in 1994 when the PlayStation took the world by storm with its excellent graphics? Well, they look primitive now when compared

With: *Gran Turismo 2*, *Final Fantasy VIII*, *Resident Evil 3* and so on... So come on, give PlayStation2 a chance to show what it can really do!

Jim Anderson, email

You heard the man and you know the plan, so shake it!

LEGACY OF SHAME

Recently my PlayStation departed this earthly world and I was grief-stricken. However, I soon purchased a new machine, yet being a PSone my Datel cheat cartridge was now useless. Hope was not lost though because in issue 71 the Xploder by Blaze was reviewed with flying colours. The CD9000 apparently runs on all PlayStations, you even have a picture of one with an Exploder CD fitted. Armed with this knowledge I began my legacy of pain. First I wandered the realms of Electronic Boutique until I found the Holy Grail, quickly I returned home with my new toy only to find what I thought was a faulty product. So it was returned for cash to Electronics Boutique to get my redeemer and told a shocked member of staff the news about the fact that the Xploder did not work on a PSone.

Happy with the product I now have I still feel that someone somewhere has been misleading the public. Shouldn't Blaze have informed their clients of a problem and sent labels to retailers to stick on the CD9000 boxes saying something like "Not For PSone." Being that I counted on an article I read in your excellent magazine I thought it proper to inform you so you may warn other readers. It would be interesting to see if other PSone owners have experienced similar problems.

Dave Starowicki, Gloucester

You are not alone and you are dead right. Version 1.0 of the CD9000 does not work on the PSone due to what we in the industry call a "mistake." We've tested out version 2.0 and everything seems to be Jim Dandy, so if any other readers are having similar problems, just take your disc back and ask for a replacement. Don't worry, the staff will have dealt with this type of situation before and there is no reason to feel embarrassed. Wear clothes.

PRIDE (IN THE NAME OF LOVE)

I'm proud owner of a PSone and I like all the games that are out for it, however, people keep telling me that the PSone games are going to be few and far between. When I emailed my friend in America he said that most of the PS2 games are released on PSone anyway, so a PS2 would be a complete an utter waste of time.

Chris Evans, email

Your friend is right up to a point, but he seems to have missed out on a bitter truth: if the game is good on PSone, it is still going to look, sound and hopefully play better on the PS2.

DVDS OF AMERICA UNITE

I've just bought issue 71 of play and in the buyers' guide DVD spy section it featured Region 1 DVDs. Is it possible to multi-region a PlayStation2? And if so, how?

Russell Williams, email

As this is written there is no proven way to hack the UK PlayStation2 for Region 1 DVD playback. The Japanese models though, which we and the world have been enjoying up until now, feature the simplest of region hacks. And you've got to remember, lots of techno happy folks have sweet all-region DVD players as well as the PlayStation family of products. R1 playback on a British PS2? We reckon it is only a matter of time before a third-party manufacturer will be able to provide you with a solution.

HORSES FOR PS COURSES

I have been buying your magazine since issue 33, and I must say that you still have the most up-to-date information when it comes to PlayStation games. Anyway, now to the real point. I am writing to complain about all of these people who write to you, and other magazines for that matter, saying things like, "*Final Fantasy VIII* is the best game ever", or "*Metal Gear Solid* is the best game ever". It doesn't matter what games are voted in these massive public polls, it's still just the person's opinion and specific interests that determine what games they like. I myself am not too bothered with

"Everyone that writes in to your mag is expecting the PlayStation2 to be so great, but remember in 1994 when the PlayStation took the world by storm with its excellent graphics?" Jim Anderson, email

games like *MGS* or *FFVIII*, my favourite game is *Tony Hawk's* and I also have all of the *Tomb Raider* series. So this is to all of the whiners out there, GET A LIFE.

Neil Lawton, Merseyside

Fair enough, you say poh-tato, we say potatoe – let's call the whole thing off.

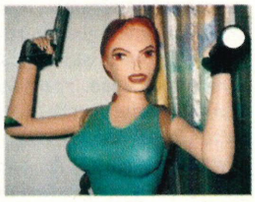
FISSION CHIPS

Hi, I have just recently purchased the new PSone console and am looking for some information and was hoping you can help. I know you will most likely disagree with chipping, but is it possible to chip the new PSone? Has Sony brought out the new version so you cannot chip it?

Lee, email

While we can't condone invalidating your warranty for the sole purpose of playing 'import' games we can point you in the right direction. Use your Internet connection and search for the words "PSone" and "mod chip." We're not saying that you will find someone that can help you with new "undetectable" six wire modification chips. And we're definitely not saying that if these chips did exist, they wouldn't really need a skilled engineer to fit them. And now we wash our hands and move on. ■





NEARLY LETTER OF THE MONTH
WOODS AND TREES

Way to contradict yourself, Ryan Potts. In Play 70 you complained about the number of PlayStation sequels in general and *Tomb Raider* games in particular, only to enthuse over the release of yet another *WWF* title. But Will Johnston has sure got you beat. He might think that all of Crofty's games are "third rate arcade adventures, but PLAY's own buyers' guide rates each of the five as an "essential purchase." Surely these opinions aren't based purely on the first lady of videogames' presence in them? Will, old son, *TR: Chronicles* is only Lara's fifth outing in as many years. Considering that she is the most popular character ever, I'd say that Core and Eidos have shown great restraint in the way they've used her. Look at how many *Pokémon* games Nintendo has already knocked out, for example. And, you know I've yet to go into a shop and find Lara Croft sweets and trading cards on sale. In the end, any business is all about milking your winners. At least the Core and Eidos boys haven't done it as mercilessly as some. Oh, and Will, most of us Lara Croft and *Tomb Raider* fans are also gamers, first and foremost. Sure, we like the character and enjoy playing the games. But we also like lots of other characters, and enjoy playing lots of other games. What's so sad and depressing about that?

Scott Ross, Angus

If you can't find the Lara trading cards you probably can't see them for the functionless statuettes, clothing lines, pencil cases, Lucozade bottles and movie trailers. If you are into trading cards, chances are you use them to say, trade, whereas Lara's merchandise has no purpose but to celebrate the icon's fine buttocks. An icon that is, incidentally, not as big as a certain moustached plumber. The Pokémon-related games are about collecting and exchanging monsters. This seed has given us the RPG Colour series (Red, Blue, Yellow etc.) as well as *Pokéball*, *Snap* and *Stadium* to name an ever-growing collection. Compare this variety to "Crofty" and you'll notice that every *Tomb Raider* game is essentially the same. If Nintendo can punch out so much quality and variety in such a short time, why can't the fifth *Tomb Raider* game have anything as innovative as, say, a refined control system? But hey, you're right because there is obviously nothing sad and depressing about spending £150 over the years on the same game because at least, as our Playlist states, they are all as good as they have ever been. Hooray for the first lady of gaming!

We reserve the right to edit your letters and regret that in most cases we cannot reply to them personally.

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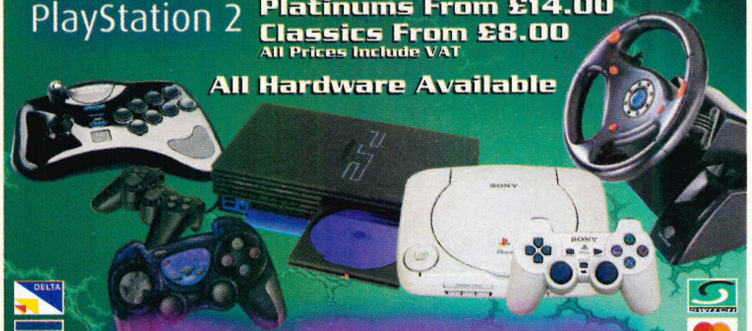
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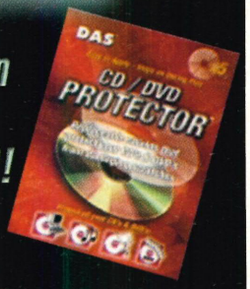
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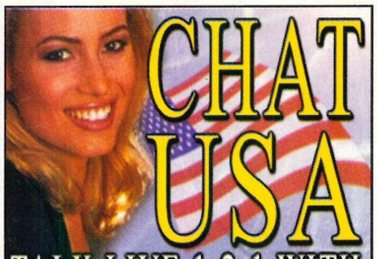
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Playlist

UPDATED EVERY MONTH

NEW REVIEWS

Tomb Raider Chronicles
Smackdown!2: Know Your Role
Crash Bash
Alex Ferguson's PM 2001
This Is Football 2
Ducati World
The Road To Eldorado
WCW Backstage Assault
Dynamite Soccer 2000

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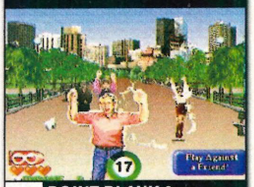
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GAMETITLE			issue	SCORE	WESAY...
007 Racing	1-2	●	72	54%	Under-developed and far too short.
40 Winks	1	●	56	76%	Great to look at, but very, very boring.
4x4 World Trophy	1-2	●	62	72%	Surprisingly enjoyable off-road racing!
4-4-2	1-2	●	26	57%	Dated 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.
A. Ferguson's Player Manager 2001	1	●	71	88%	Slow but rewarding soccer sim.
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: Sarges' Heroes 2	1-2	●	72	25%	All the flaws are still in evidence here.
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

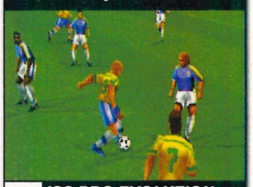


01 **POINT BLANK 2** – The ultimate Guncon target test!
02 Colony Wars: Vengeance
03 R-Type Delta
04 G Police 2
05 Vigilante 8
06 Ghoul Panic
07 Future Cop: LAPD
08 Ace Combat 3
09 Omega Boost



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

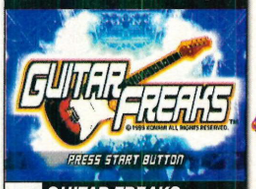


01 **METAL GEAR SOLID** – The best PlayStation game of all time!
02 Final Fantasy VIII
03 Resident Evil 3 Nemesis
04 Syphon Filter 2
05 Tomb Raider Last Revelation
06 Dino Crisis
07 Resident Evil 2
08 Vagrant Story
09 C&C: Retaliation



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

TOP10 Puzzle Party



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.*
Blade	1	●							●	72	50%	*Horrific for all the wrong reasons.*
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!*
Bombing Islands, The	1	●							●	72	32%	*Annoying and dull 'puzzler'.*
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.*
Carnage Heart	1	●								23	57%	*Dull robot strategy adventure on the moon.*

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 3 *HK import* NTSC

Crouching Tiger HIDDEN DRAGON

This extravagant oriental feast of martial arts and romance is 'too foreign' for many cinemas (it's subtitled) but is one of the highest profile Hong Kong movies ever, starring top-of-their-class meganames Chow Yun-Fat and Michelle Yeoh. Fanciful human abilities accentuate the spectacular fight scenes. Audio commentary and galleries.

rating ★★★★★



Region 1 *US import* NTSC

Hollow Man

Second only to Showgirls in Paul Verhoeven's gallery of ghouls, Hollow Man is really just an internal software demo for the effects community to 'ooh' and 'ah' at. Invisible man under water. Invisible man in steam. Invisible man in pipe smoke. Invisible man in infrared. Sort of makes the incredible DVD rather over specified.

rating ★☆☆☆☆



Region 2 *UK Retail* PAL

Election

A bit of a dark comedy. Reese Witherspoon is Tracy Flick (!) and she's not going to rest until all of Carver Highschool votes for her as president of the student body. Matthew Broderick steps in as the unhappy teacher who organises a counter campaign with another student. Oh dear, that sounds terribly dull. It's not, really, not at all. Damn it. Commentary.

rating ★★★☆☆



Region 2 *UK Retail* PAL

Terminator

Right, so after the machines become self-aware and begin introducing humans to extinction, there's this one guy called John Connor who can save everyone, so, well, the machines send a nasty robot back through time to kill his mum and [snip - Ed] Killer epcial edition, deleted scenes, documentaries, several effects galleries, publicity stills, anamorphic.

rating ★★★★★



Region 1 *US import* NTSC

Se7en 2 DISC PLATINUM EDITION

Four feature length commentaries, deleted scenes, extended takes, alternate endings with animated storyboards, multiple video angles on opening sequence with two commentary tracks, production designs and stills, crime scene photos used in the film, John Doe's notebooks and more. Oh, and a right scary movie about the seven deadly sins.

rating ★★★★★



Region 1 *US import* NTSC

Road Trip UNRATED VERSION

Tom Green steals the show in this college-kids-hit-the-road movie, even though he's the only one to stay home as the rest of the wacky cast embark on an adventure to retrieve an incriminating sex tape from a distant girlfriend's mailbox. Certainly the funniest of last year's fleet of rowdy young 'uns movies, with deleted scenes and all sorts.

rating ★★☆☆☆

Want to know more? Issue 21 of DVD Review, the country's leading DVD magazine, is on sale now.

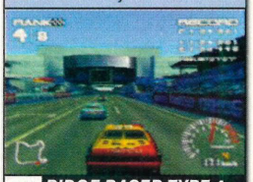
GAMETITLE										issue	SCORE	WESAY...
Casper	1	●				●				12	65%	Plain and unimaginative film game.
Castrol Honda Superbike Racing	1-2	●			●				●	51	42%	Thrill-free motorbiking, steer away from it!
Castral Honda VTR	1-2	●							●	70	71%	Visuals aside CHVTR plays rather well....
Championship Bass	1-2	●			●				●	63	60%	Fishy, stagnant and boring.
Chaos Break	1	●							●	70	62%	Run out of ammo? Just pummel the opposition instead
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.
Chicken Run	1-2	●							●	72	75%	Hideo Kojima is unlikely to lose sleep over this.
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.
Cosmo Warrior Zero*	1	●								70	65%	Emphasis swings more towards straight-out blasting.
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 Bash	1-4	●							●	71	80%	Addictive, competitive party game.
Crash Team Racing	1-4	●			●				●	56	88%	Great fun, but too slow in multiplayer...
Crazy Climber 2000*	1	●							●	61	13%	Boring, ugly, impossible to control and pointless.
Cricket 2000	1-2	●							●	60	80%	A bit rough around the edges, but quite playable...
Crime Killer	1	●							●	37	78%	A bit samey, but delivers action thick and fast.
Crisis Beat*	1-2	●							●	40	45%	A rather arthritic Fighting Force.
Critical Depth	1-2	●			●				●	32	72%	Above average underwater blaster.
Criticom	1-2	●								04	87%	Early average beat-'em-up. Now forgotten.
Croc: Legend of the Gobbos	1	●							●	26	78%	It's intellectual theft, but fun nonetheless!
Croc 2	1	●							●	49	84%	Up there with the big boys!
Crow: City of Angels	1	●								21	21%	Absolute shite!
Crusader: No Remorse	1	●								18	80%	Decent shoot-'em-up from the PC.
Crypt Killer	1-2							●		18	38%	Blocky, dreary, shoddy shooter.
Cyber Tiger	1-4	●	●						●	57	86%	A very fun and engrossing golf game...
Cyberia	1	●								04	67%	'On rails' FMV shoot-'em-up. Ugh!
Cybersled	1-2	●			●					01	55%	Dull futuristic tank combat game. Pants!
CyberSpeed	1	●								02	65%	Putrid futuristic Hi-Octane-style racer
D	1	●								06	69%	Mediocre 3D adventure – slow.
Dark Forces	1									17	75%	Appalling Star Wars conversion.
Darklight Conflict	1									22	79%	Fantastic looking, but sadly boring.
Dark Omen	1	●				●				33	85%	Polished action/strategy simulation.
Darkstalkers*	1-2									10	88%	Very playable beat-'em-up from a coin-op.
Darkstalkers 3*	1-2	●							●	43	89%	A superb, scary sequel that's very impressive.
Dead Ball Zone	1-2	●							●	35	84%	Very playable futuristic mutilation mayhem!
Dead Or Alive*	1-2	●							●	34	91%	Neat fighting game complete with wobbly t*ts!
Deathtrap Dungeon	1	●								33	88%	A compelling high-drama dungeon adventure.
Defcon 5	1	●								03	88%	Run-of-the-mill space adventure. Slow.
Descent	1-2	●		●						06	66%	Was good, now utter cack!
Descent 2	1-2	●		●						24	63%	Almost the same game. Not that fun to play.
Destraga	1-2	●							●	53	35%	A very drab and uninspired beat-'em-up.
Destruction Derby	1-2	●		●						01	80%	PSX showpiece and good two-player.
Destruction Derby 2	1	●								14	82%	Better, but lacks link-up – bah!
Destruction Derby Raw	1-4	●								64	75%	Improves little on its aging predecessor.
Devil's Deception	1-2	●								32	68%	Intriguing and challenging, but looks a bit dodgy.

TOP10 Platinum



01 METAL GEAR SOLID
The greatest game ever – for 20 quid!

02 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!

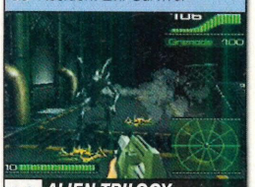
02 Soul Blade
03 Street Fighter Zero 3
04 Dead Or Alive
05 Bloody Roar 2
06 Street Fighter EX2
07 Bushido Blade
08 Marvel Vs Capcom
09 Kensei: Sacred Fist
10 Tekken 2

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 Gamelines

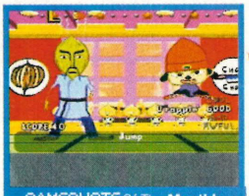
This month: best quotes from games

Us journo types are passive and slow to anger but... for years we have suffered hordes of students who're compelled to recount the Monty Python Parrot Sketch ad infinitum. Well now its our turn as we enter a quiet pub, order a pint of the most expensive lager imaginable and start to recall our favourite PlayStation quotes. Time to give something back!



PaRappa the Rapper

When someone thinks they are being particularly clever with you and you really want to put them back in their place, try "Don't get cocky, it's time to get rocky!" Every patron of the bar will look at you with a new found level of respect and admiration. Trust us on this.



GAMEQUOTE Of The Month!

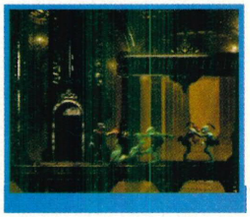
Tenchu: Stealth Assasin

"Looks like you picked the wrong party to cra-rsh!" A classic line that is invaluble when you are having fun at a party and someone crashes it by mistake. Works especially well if your target is dressed in a totally inappopriate manner. Bonus points available if they're wearing a ninja suit.



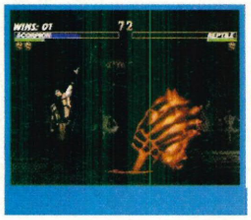
Abe's Exodus

Shaking what your mother gave you at the local nighclub and that special person catches your eye? Just slither up to them in your best Abe style, gesture them toward a secluded corner with the sure fire winner "Follow me!" If they retort "Oo-kay!" You know that the game is most definitley on. Result!



Mortal Kombat

You've pulled your disco diva, but oh-no, they already have a "special" friend. Do not fret! Just look them deep in the eye and recount the famous line "Finish Him!" This will either cause them to dump their lover, or more likely, rip out your still beating heart and devour it. Nice.



GAMETITLE		issue	SCORE	WESAY...
Devil's Dice	1-5	43	84%	*Devilishly difficult, but fiendishly fun!*
Diablo	1-2	34	74%	*Fun, but repetitive arcade role player.*
Die Hard Trilogy	1	11	92%	*Utterly brilliant, three film games in one.*
Die Hard Trilogy 2	1	61	72%	*Too little too late, a real disappointment.*
Digimon World*	1	67	60%	*It's a world of hurt!*
Dino Crisis*	1	52	94%	*Every ounce the monster it promised to be!*
Dino Crisis 2	1	70	80%	*Dumbed down dino destruction.*
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!*
Ducati World	1-2	71	71%	*Looks bad, goes like the clappers.*
Duke Nukem	1	29	90%	*Fantastically playable shoot-'em-up.*
Dukes Of Hazzard, The	1-2	59	20%	*Terrible, almost unplayable nostalgic racing.*
Dukes of Hazzard 2*	1-2	72	34%	*A woeful insult to the South's finest.*
Dynamite Soccer 2000*	1	71	7%	*Come back FIFA all is forgiven.*
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.*

GAMETITLE									issue	SCORE	WESAY...
Fishing Island 2*	1	●						●	72	72%	You have to be fluent in Japanese...
Fist Of The North Star*	1	●						●	72	86%	A novel experience...
Fluid	1	●						●	38	78%	Fleeting but interesting diversion.
Football Manager 2001	1	●							67	70%	Double entry book-keeping: the game...
Formation Soccer*	1-2	●							24	58%	Expensive and dated-looking footie guff!
F1 2000	1-2	●			●			●	62	91%	For a corking current F1 game, look no further.
Formula 1	1-2	●		●		●			11	84%	Exhilarating and glorious F1 sim!
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...
Gold & Glory: The Road to Eldorado	1-2	●							71	78%	Problems aren't visual enough to reward a tot...
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?
Hello Kitty	1-2	●						●	70	62%	Such hard work that you wonder where the fun went...
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!
Int. Cricket Captain 2000	1-2	●						●	70	80%	Little short of a labour of love.

HEAD-TO-HEAD

This month, the new versus the old...

Gekido Urban Fighters VS The Bouncer



Gekido

A group of unlikely heroes join together to rescue an abducted young girl. Quickly they discover that their negotiation, diplomacy and mediation skills are in need of work. Fortunately their adeptness to 'Urban Fighting' is second to none. Much violence ensues as up to four players battle their way across the cityscape, punching ninjas and kicking demons. The more they scrap, the more advanced their moves become. Shame then, that a simple punch and kick is all that is really needed, and that when the game states that you should "Press any key to continue" it really means it. The sideways scrolling beat-'em-up worked perfectly in its original two-dimensional format. When *Gekido* pulled the genre kicking and screaming into 3D they were so busy trying to impress with exploding tyres and unusable camera angles that it forgot a few vital elements. Namely – Fun, excitement, action, desire, fear, anxiety, humour, depth, style and... did we mention fun?



The Bouncer

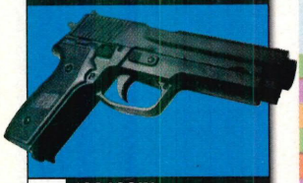
Oi *Gekido*, them shoes ain't casual so p#ss off before I have to move you out of the view of the club's CCTVs and break your naffing legs. Ah yes, the subtlety that is The Bouncer. Girl is kidnapped, four mates get together to form a rescue party... yadda, yadda yadda. Fortunately each member of the party is quite tasty in the fisticuff department. As they rush through the city and introduce random enemies to their knuckles and toes, they learn how to pull off extra moves. Sound familiar? Each enemy encountered can be either defeated using a quick punch or kick or a slower, more complicated manoeuvre. The sideways scrolling beat-'em-up worked perfectly in its original two-dimensional format. When Squaresoft pulled the genre kicking and screaming into 3D (after *Gekido*) it added lush graphics and extremely solid, all be it camp, characters. But can you pick up weapons, smash cartons and pull off co-operative moves? Oh well.

TOP 5 Joypads



01	**DUAL SHOCK** *Still the best pad available...*	SCEE
02	Viper	BLAZE
03	Analouge+	JOYTECH
04	Dual Impact	NU-GEN
05	Shockhammer	THRUSTMASTER

TOP 5 Lightguns



01	**ASSASSIN** *Closest to murder this side of the law...*	NU-GEN
02	P99K Light Blaster	LOGIC 3
03	G-Con 45	NAMCO
04	Falcon	BLAZE
05	Scorpion	BLAZE

TOP 5 Joysticks



01	**PRO SHOCK** *Easy on the eye, responsive to the touch.*	BLAZE
02	Twin Shock Arcade	BLAZE
03	EagleMax	JOYTECH
04	Arcade Stick	NU-GEN
05	PS Arcade	INTERACT

TOP 5 Wheels



01	**TOP GEAR** *Still the best wheel we've used.*	LOGIC 3
02	Dual Force	GAMESTER
03	Jordan GP V2	JOYTECH
04	Racing System	ACT LABS
05	V3 Racing Wheel	INTERACT

TRIVIA corner

1. What long running rival console to PlayStation and PlayStation2 was said to be ceasing production?
2. *Wipeout Fusion* has tragically been delayed until what distant date?
3. What will the first *Final Fantasy* on PlayStation2 be called?
4. What are you reading?

The answers are at the bottom of page 124.

GAMETITLE		issue	SCORE	WESAY...
International Moto X*	1-2	21	77%	*Moderate motorbike racer.*
International Superstar Soccer	1-2	70	75%	*More FIFA than ISS. PS2*
Iron Soldier 3	1-2	68	70%	*Your foes come in various shapes and sizes.*
ISS Deluxe	1-4	17	83%	*16-bit footie conversion, no frills.*
ISS Pro	1-4	22	84%	*Sharp, tight and accomplished football.*
ISS Pro '98*	1-4	38	92%	*Nearly as good as the N64 version. Brilliant!*
ISS Pro Evolution	1-4	55	97%	*Quite simply the greatest footie game ever made!*
Int Track & Field	1-4	09	85%	*Superb multiplayer sports special!*
Int Track & Field 2	1-4	59	90%	*Better than the first, with a wider variety of events!*
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!*
K-1 Grand Prix	1-2	72	30%	*Simply makes you yearn for* Tekken!
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.*
Knockout Kings 2001	1-2	70	75%	*Enjoyable albeit rough-looking sim.*

INTERNET ZONE Getting Wired

The best sites on the Web reviewed and rated...



Best *Totally bizarre* Site

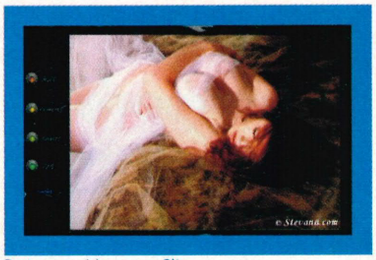
MC Hawking's Crib

Ah Yeah, Steve Hawking is in the house and he's taking care of business. Follow the world's greatest pioneer of advanced quantum theory and smooth flowing hip-hop on the Web as he lays back to break you off something proper, with his eye on his bitches and his finger on his nine. MC Hawking's entire discography is available for your inspection as well as photographs of the great man with the likes of Chuck D, KRS-One, Fred Durst and the terminally angry Eminem. Not only can you read his lyrics and check out his entire discography (including the cover of his tour-de-force album, A Brief History of Rhyme) you can even download one of his award winning videos. This is intelligent hip-hop bordering on the genius!

rating ★★★★

E=MCHawking

bookmark www.mchawking.com



Best *non-videogame* Site

The Official Stevie Case Website

Who exactly is Stevie Case? She's the well-racked level-designing girlfriend of John 'Doom' Romero and she would like you to look at the utter beauty that is her life. You share her joy of owning dogs, being extremely wealthy and her weekends abroad a private yacht equipped with a PC server for networked death-matches, you can gaze at her semi-naked body. Had you tried logging on to www.narcissism.com, you wouldn't have found a site of more self-appreciation and satisfaction. See Stevie as she does a photo shoot whilst holding a joystick in a most inappropriate manner. All sounds rather painful!

rating ★★★

Selfabsorbio!

bookmark www.stevana.com



Best *Videogame* Site

Planet Romero

Full marks to John Romero (and John Carmack) for inventing the 'first-person shooter' genre that now dominates the world of videogames. He gave us *Wolfenstein 3D*, *Doom* and *Quake* (and *Diakatana*, whoops.) And full marks also for providing us with an insight into the richness that saturates his life. He's just got his Hummer back from the audio shop you know; complete with Alpine GPS and a K40 radar/laser detector with stealth capabilities and a Casio QV300ex digital camera with a 340MB microdrive. He's also posting the assembly code for every game he's written up on his site. Except ones written on punchcards, obviously. Share John's life and loves. Then vomit.

rating ★★★

Bighairmungous!

bookmark www.kohromero.com

GAMETITLE										issue	SCORE	WESAY...
Konami Antiques Vol. 1	1-2	●							●	31	58%	*Varied, but dogged with too much rubbish!*
Koudelka	1	●							●	67	76%	*A promising romp, marred by dull combat.*
Krazy Ivan	1	●								04	61%	*Good when it came out, but it has dated badly.*
Kula World	1-2	●								35	83%	*Innovative puzzle fun with balls!*
Kurushi	1	●								27	88%	*Ultra high quality puzzler.*
CLASSIC Kurushi Final	1-2	●			●				●	54	90%	*Criminally addictive like Tetris, only more clever!*
Land Maker	1-2	●							●	64	65%	*Bizarre puzzler. Bizarrely enjoyable. Bizarre!*
Last Report, The	1	●								33	27%	*An utterly awful, unrewarding point and click!*
Lattice	1	●							●	66	30%	*What the hell is this?*
Legend	1-2	●								41	79%	*Hack 'n' Slash as it used to be.*
Legend Of Kartia	1-2	●								51	43%	*Too linear, too boring, too Japanese...*
Lemmings (Oh No...)	1-2	●								43	81%	*Re-released mind-bending puzzler!*
Le Mans 24 Hours	1-2	●			●		●		●	58	80%	*Decent enough endurance racer...*
Libero Grande	1-2	●			●				●	42	67%	*Interesting footie sim, but confusing to follow!*
Lifeforce Tenka	1	●								20	86%	*Grisly polygonal Doom clone – flashy.*
Little Big Adventure	1	●								19	83%	*Outstanding graphical adventure!*
Livewire	1-2	●			●				●	46	63%	*Fast and furious 3D, but awkward to play.*
CLASSIC LMA Manager	1-2	●							●	55	94%	*The best football management game, ever!*
Lomax in Lemmingland	1									14	70%	*Dull as dishwater platform game.*
London Racer	1	●							●	65	15%	*Avoid at any cost. The road to hell.*
Lone Soldier	1	●								02	43%	*Overrated Rambo rubbish!*
Lord Of Fist*	1-4	●							●	57	73%	*A decent enough four-player fighting game.*
Lost Vikings 2, The	1-2									23	72%	*Playable platform strategy. Looks old though.*
Lost World, The	1	●								25	79%	*Stunning-looking platformer, but shallow.*
Lunar Silver Star*	1	●							●	51	67%	*Nothing new, but an engrossing RPG...*
CLASSIC MDK	1	●								27	90%	*Brilliantly conceived 3D shooter.*
Machine Hunter	1-2				●					22	72%	*Decent Paradroid-inspired shooter.*
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.*
Masked Rider*	1-2	●							●	70	85%	*Looks and feels just like the TV series!*
Mass Destruction*	1	●								30	80%	*Enjoyable, destructive tank romp...*
Max Power Racing	1-2	●			●		●		●	45	75%	*Introduces some nice new touches, but still...*
Maximum Force	1-2							●		32	37%	*Pales into insignificance beside* Time Crisis.
Mechwarrior 2	1	●								19	81%	*Top class big robot shoot-'em-up!*
CLASSIC Medal of Honor	1-2	●			●				●	57	95%	*A deeply engrossing* GoldenEye *clone. Brilliant.*
CLASSIC 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.*
CLASSIC Metal Gear Solid	1	●							●	42	97%	*The best PlayStation game ever released!*
CLASSIC MGS: Special Missions	1	●							●	54	92%	*The perfect compliment to the greatest game ever!*
Metal Slug*	1-2	●								26	74%	*Top maiming action, but not enough of it.*
Michael Owen's WLS '99	1-4	●	●						●	43	88%	*A good game, spoilt by the presence of bugs.*
Mickey's Wild Adventure	1									12	79%	*Standard cartoon platformer. Yawn!*
CLASSIC Micro Machines V3	1-8	●	●							19	92%	*Blistering racing game. Fantastic!*
Micro Maniacs	1-4	●	●						●	61	86%	*Manic fun in multiplayer mode!*
Midnight Run	1	●								31	60%	*Humdrum racer with short-term appeal.*
Mille Miglia	1-2	●							●	68	75%	*A refreshing take on the racing genre.*
Millennium Soldier Expendable	1-2	●							●	56	79%	*Explosive shooting action, but very shallow...*
Missile Command*	1-2	●							●	60	24%	*Old, nasty, and should be buried!*
Mission Impossible	1	●							●	55	70%	*Dire graphics mask compelling gameplay!*
MLB 2001*	1-2	●			●				●	63	60%	*Yet more Yankee cricket. How dull.*
MoHo	1-2	●							●	65	69%	*Freaky but flawed futuresports.*
Monaco GP	1-4	●								48	88%	*A surprisingly accomplished racing game!*
Monkey Hero	1-4	●								45	75%	*An above-average* Zelda *clone.*
Monopoly	1-4	●	●			●				28	75%	*A fun and faithful conversion of the original.*
Monster Rancher	1	●							●	68	65%	*Slow paced monster breeding game.*
Monster Rancher*	1-2	●								37	68%	*Short-lived virtual pet novelty.*
Monster Rancher 2*	1-2	●							●	60	76%	*Lacking originality, but quite enjoyable.*
Monster Trucks	1	●								18	74%	*Competent, but dull off-roader.*
Mortal Kombat 3	1-2	●								01	81%	*Don't buy this, get* MK Trilogy *instead.*
Mortal Kombat 4	1-2	●							●	38	87%	*Homicidal battery at its best.*
MK Mythologies	1	●								29	71%	*Blood-soaked, but mundane platformer.*
CLASSIC Mortal Kombat Trilogy	1-2									14	92%	*Gory orgy of 16-bit gameplay. Not bad.*
Moto Racer	1-2	●							●	26	86%	*A seat-of-the-pants roller coaster ride.*
Moto Racer 2	1-2	●			●				●	40	87%	*A superb sequel that's huge entertainment.*
Moto Racer World Tour	1-2	●							●	68	60%	*A superior motocross title.*

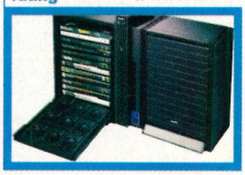
LATEST gamegadgets

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...

GameStation 3

Logic3's elite box R and D team have been feverishly working away whilst denying themselves sleep, sun and sanitation to bring us this... this... in the words of a Genome soldier, "It's just a box." But what a luxurious box it is. You store fourteen of your PS2 games and DVD movies in a highly desirable horizontal position. You can hide away nine memory cards in a vertical three by three formation. If you've ever wanted to pay £14.99 to store 14 DVDs in a regulated horizontal position while keeping your cards in a vertical three by three formation, this is for you. One star.

rating ★☆☆☆☆



Screen Station

After months of mouth-watering images of the PSone's portable TFT screen we finally get our hands on one. But is it a beautifully formed son of Sony? Nope, it's from Big Ben Interactive. Does it matter? Nope, this cream coloured beauty does everything you'd expect with all the pro's and con's inherent to a 10.5-CM Thin Film Transfer Display. The picture quality varies depending on where you use the device. It's excellent if played under an office desk, useless if played under direct sunshine. Nevertheless, this is an incredibly cute piece of kit that sounds great through headphones though slightly tinny through its own speakers.

rating ★★★★☆



Saitek DVD controller

If you've got a PS2 and a bundle of DVDs, you'll want one of these. With its sleek PS2 styling, it looks the business and even comes with a receiver unit that allows you to plug in a Dualshock2 in the same port. It certainly is a strange state of affairs when third-party peripheral companies manage to produce effective controllers before Sony. Until then, you can forgive Saitek for directional buttons that are circular, lack any definite direction and are too far to the Confirm button. Still, until Sony get around to providing us with a definitive solution to the problem...

rating ★★★☆☆

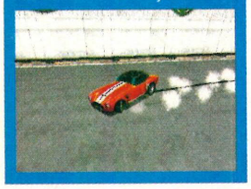


GAME HERO

Pull off an elegant barrel roll in *Vanishing Point*'s exquisite stunt mode...

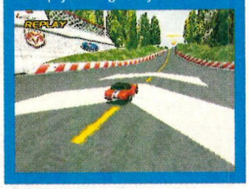
Step 1

Vanishing Point takes its car physics very seriously and the laws of physics are basically mathematical equations that describe the world. Basically, your driving skills are not enough. You are going to have to take note of numbers. Oh yes.



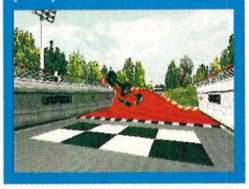
Step 2

Drive away front the starting line and aim to make a perfect handbrake turn. Surrounding the track you'll see adverts. Note which one is next to you when you pull your 180 degree turn. This will tell you how much of a run up you've given yourself.



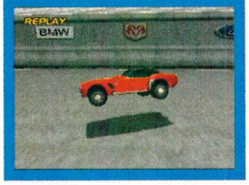
Step 3

Put your foot to the floor and accelerate toward the jump while keeping the yellow guidance line slightly to the right of your transmission axle. When you hit the air you will begin to yaw anti-clockwise. If you were too fast, you'll yaw too much, so make...



Step 4

...your run-up distance shorter. Vice-versa and you'll need a bigger run. Easy really. When you get it right you'll land almost perfectly with little or no bounce. Right, slam into a handbrack turn and pull another 180 or you'll slide right into the red fail zone.



Step 5

Do it right and you'll hit the check box and be facing the right way for the home straight. Ok, it's time to be honest. We've been playing this track for ages and have just managed 98 points. If any of you can do 100 or above, you'll earn our full respect.



Trivia Corner answers: 1. Dreamcast **2.** September 2001 **3.** Final Fantasy X **4.** Play magazine

GAMETITLE										issue	SCORE	WESAY...
Motorhead	1-2	●			●				●	34	79%	*A turbo-charged, albeit short-lived racer.*
Motor Toon GP 2*	1-2	●		●			●			10	79%	*Highly playable cartoon racer.*
Mr Domino	1	●								37	72%	*Original, but lacks a lasting challenge.*
Mr Driller	1	●								68	89%	*Obsessives of the world unite!*
Ms Pac-Man Maze Madness	1-2	●							●	70	80%	*Highly enjoyable gobbling action.*
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!*

GAMETITLE										issue	SCORE	WESAY...
Perfect Performer*	1-2	●			●				●	56	74%	*Play any instrument in a band – great fun!*
Perfect Weapon	1	●								19	65%	*Slothful 3D adventure, lacking visual flair.*
Pet In TV	1	●								40	77%	*The best virtual pet in the land!*
PGA Tour '96	1-8	●								02	86%	*Well, it's golf innit. Buy the updated version.*
PGA Tour '97	1-4	●								13	81%	*Extremely able golfing sim. It's got the lot.*
PGA Tour '98	1-4	●	●							28	63%	*Best-looking golf, yet hampered gameplay.*
PGA Tour Golf	1-4	●							●	72	70%	*Averagely enjoyable round of golf.*
Phat Air Extreme Snowboarding	1-2	●			●					35	22%	*Very shoddy game in a saturated market.*
Philosoma	1	●								02	85%	*Great looking shoot-'em-up, but badly dated.*
Pitball	1-4	●	●							15	66%	*Rough and confusing futuristic sports.*
Pitfall: Beyond the Jungle	1	●								33	70%	*An above average 3D platform romp.*
Player Manager	1-2	●				●				14	74%	*Banal management game. No frills and slow.*
Player Manager 2000	1-2	●				●			●	62	92%	*Not as user-friendly as LMA, but just as rewarding!*
Pocket Fighter*	1-2	●								38	84%	*Rehashed formula, but still immensely satisfying.*
PO'ed	1									07	87%	*Scrappy Doom clone, meant to be humourous.*
Point Blank	1-2	●						●		36	90%	*Addictive gun fun... and it's legal.*
Point Blank 2	1-2	●						●		52	80%	*You like Point Blank? You'll like this!*
Pool Academy	1-2	●						●		64	53%	*The worst of the pool sims.*
Pool Hustler	1-2	●							●	44	83%	*Very playable, but not as authentic as Pool Shark.*
Pool Shark	1-8	●	●			●			●	42	85%	*The most realistic pool simulation on any format!*
Pop 'n' Tanks*	1-2	●			●				●	54	80%	*Enjoyable cutesy tank destruction!*
Populous : the Beginning	1	●							●	46	70%	*An excellent game, marred by slowdown.*
Porsche Challenge	1-2	●			●		●		●	20	82%	*Superb looking, technically brilliant. Too slow.*
Powerful Baseball*	1-4	●							●	54	60%	*Light-hearted multiplayer ball-hitting action!*
Power Instinct 2*	1-2	●								03	52%	*Cheap and nasty beat-'em-up – stay well clear.*
Powermove Pro Wrestling	1-2	●								16	51%	*Men in tights, absolutely awful game.*
Powerplay Hockey '97	1-4	●	●							08	82%	*Yet another hockey game, actually quite good.*
Power Shoveling*	1-2	●								70	92%	*Ludicrously complicated yet somehow intuitive controls.*
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.*
Pro Pinball: Timeshock	1-2	●								34	90%	*The best pinball game available for PlayStation.*
Project Overkill	1	●								13	89%	*Violent, bloody, but repetitive and no two-player!*
Psybadek	1	●							●	42	52%	*Bug-riddled hover-boarding boredom...*
Psychic Detective	1	●								06	61%	*Wholly FMV erotic fantasy. Utter tosh.*
Psychic Force	1-2									21	73%	*Unusual floating beat-'em-up. Nothing special.*
Psychic Force 2	1-2	●							●	60	65%	*Big in bulk, but devoid of any long-term thrills.*
Puma Street Soccer	1-8	●	●						●	48	61%	*Too limited for mass market appeal.*
PunchiCarat	1-2	●			●				●	53	66%	*Enjoyable, but limited Arkanoid clone.*
Punch the Monkey*	1	●								67	65%	*Indecipherable Japanese rhythm game.*
Puyo Puyo 4*	1-2	●			●				●	59	87%	*Still as addictive as ever!*
Puyo Puyo Sun*	1-2	●			●					31	87%	*Hugely addictive party fun!*
Q*Bert	1	●							●	58	53%	*Has no place in modern software!*
Quake II	1-4	●	●		●	●			●	55	98%	*A truly stunning accomplishment. Amazing!*
Quarterback Club '96	1-8	●	●							04	80%	*Yet again, who cares?*
R-Type Delta*	1	●							●	43	90%	*Pure adrenaline-pumping shooting perfection!*
Radikal Bikers	1-2	●			●				●	62	56%	*Provides short-term fun, but little beyond...*
Raiden Project, The	1-2	●								01	68%	*Dazzling, but ultimately weak shoot-'em-up.*
Rage Racer	1	●					●			16	90%	*Super fast, varied, playable racer.*
Raging Skies	1-2	●		●			●			12	73%	*Adequate flight shoot-'em-up, but linkable!*
Rainbow Six	1	●							●	54	68%	*Nice and complex, but nowhere near slick enough...*
Rally Championship	1-2	●			●				●	60	67%	*Good-looking, but ultimately boring rally game.*
Rally Cross*	1-4	●	●		●		●		●	19	89%	*First class off-road antics. Two and four-player!*
Rally Cross 2	1-2	●	●		●		●		●	45	83%	*A bit of a rough looker, but it plays well enough.*
Rampage World Tour	1-3		●							29	77%	*Flawed in places, but enjoyable.*
Rampage 2: Universal Tour	1-3	●	●						●	49	57%	*Don't expect the Earth to move...*
Rampage Through Time	3	●							●	66	33%	*Somebody's gotta stop them!*
Rapid Racer	1-2	●			●		●		●	26	87%	*Powerful and glossy, but repetitive...*
Rapid Reload	1	●								01	71%	*Cutesy side-on cartoon shoot-'em-up. Dated.*
Rascal	1	●							●	33	77%	*Accomplished platformer, good for the kids!*
Rat Attack	1-4	●							●	54	65%	*Complicated and fast, fun if you can last!*
Ray Crisis	1-2	●							●	64	60%	*A mindless button bashing fiasco!*
Rayman	1	●								01	87%	*Colourful platform game, now looking tired.*
Rayman 2	1	●							●	67	82%	*Triumphant 3D return of our 'armless friend.*
Ray Storm*	1-2									19	75%	*Overwhelming two-player space shoot-'em-up.*
Ray Tracers	1	●								23	74%	*Super fast Chase HQ-style racer. A bit basic.*
RC De Go	1	●							●	68	80%	*The king of radio-controlled racers.*

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 ★★★★★



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 pretty likely...

rating ★★★★★



Soldier of Fortune

During our gaming lives we have killed many people in many interesting ways. But where're the shattered bones, burst spleens, bleeding stumps and beautifully graphic exit wounds? Right here baby, right here! Christ, we want it.

rating ★★★★☆



Final Fantasy X

As we wave a fond farewell to the series on PlayStation this month with the exceptional *Final Fantasy IX*, we look longingly into the horizon for the next installment – PS2's first taste of a great RPG. Be sure to join us, won't you, as we welcome *FFX* in.

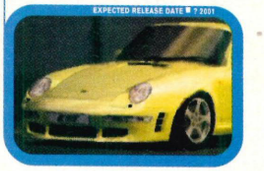
rating ★★★☆☆



Gran Turismo 3

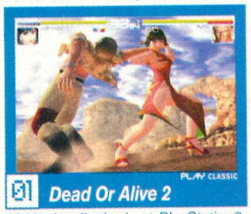
The recently re-christened motoring dream has been getting more and more refined since its rather bland first few steps into development. Now it looks hotter than a brand new 355 Ferrari covered in jalapeños on a summer's day.

rating ★★★★☆



PS2 PLAYSTATION 2

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 particle 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...
Ready 2 Rumble	1-2	●								●	59	80%	*If you enjoy a lighter form of GBH, check it out....*
Rebel Assault 2*	1	●									18	60%	*Star Wars shoot-'em-up. Boring and repetitive.*
Reboot	1	●								●	33	68%	*Easy on the eye, short-term fun.*
Rescue Shot	1	●							●	●	64	83%	*Bunny filled gunning mayhem. Go figure!*
Resident Evil	1	●									08	95%	*Gothic horror adventure – recommended!*
Resident Evil: Director's Cut*	1	●									27	83%	*Not worth getting if you already own the original.*
Resident Evil 2*	1	●									32	96%	*A truly spectacular sequel and utterly terrifying!*
Resident Evil 3 Nemesis*	1	●								●	55	90%	*Removed as a sequel, but more action-packed!*
Resident Evil Survivor	1	●							●	●	61	80%	*Innovative, but cheaply produced and repetitive...*
Retro Force	1-2	●				●				●	46	43%	*Don't even go there! A really bad shoot-'em-up.*
Return Fire	1-2	●				●					07	84%	*Average 3DO split screen army romp.*
Re-Volt	1-2	●				●				●	53	64%	*Messy and quite unplayable in places.*
Revolution X	1-2								●		08	40%	*Dire Aerosmith mouse shoot-'em-up. Bad.*
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!*
Sheep	1-2	●								●	70	79%	*The wool has been pulled.*
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.*
Smackdown! 2: Know Your Role	1-4	●								●	71	92%	*Same game but with nicer pants.*
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!*

* 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...
Soul Reaver: Legacy Of Kain	1	●	50	92%	Better and darker than Tomb Raider...
South Park	1-4	● ● ●	56	24%	Exceedingly lame and repetitive.
Soviet Strike	1	●	14	83%	Decent helicopter shoot-'em-up, rough looking.
Space Debris	1	● ●	57	62%	Frenetic, but tiresome 3D shooter...
Space Invaders	1-2	● ●	56	48%	Addictive for a couple of hours, after that forget it!
Space Hulk	1	●	10	84%	Claustrophobic and intense 3DO strategy game.
Space Jam	1-6	●	21	39%	Pants cartoon basketball game, based on the film.
Spawn: The Eternal	1	●	34	49%	Dull and imaginative adventure from hell!
Special Ops: Stealth Patrol	1	●	64	85%	War fans'll love it. Rainbow Six is beaten. (Not hard.)
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...
Ten Pin Ally	1-6		18	60%	Dismal and utterly pointless bowling sim.

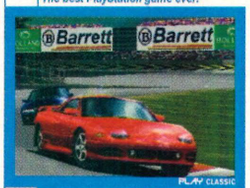
TOP30 of the Millennium

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

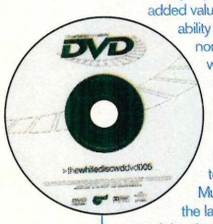
01	GoldenEye	N64
02	Metal Gear Solid	PlayStation
03	Gran Turismo	PlayStation
04	Tekken 3	PlayStation
05	Tomb Raider	PlayStation
06	Resident Evil 2	PlayStation
07	Sonic The Hedgehog	MegaDrive
08	Final Fantasy VII	PlayStation
09	Worms	PlayStation
10	Driver	PlayStation

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 Britneys and Kylies make up for that. Disc 014 is the latest in the series, which features the entire uncensored version of Eminem's splendid *Stan*. However, it also features everything that's wrong with new pop music in the demonic form of *Whassup!* by Da Muttz. Here we have the full list:

Madison Avenue – Everything You Need; Madonna – Don't Tell Me; Kylie Minogue – Please Stay; ATB – Fields Of Love; Amira – My Desire; Lost Witness – 7 Colours; Dr Dre – The Next Episode; Fragma – Everytime You Need Me; Eminem – Stan; Dusted – ARHYM; Hypertraxx – The Darkside; Storm – Storm Animal; Martine McCutcheon – On The Radio; Oxide & Nutrino – No Good For Me; Mirwais – Naïve Song; Sheena Easton – Giving Up; Etienne De Crecy – Am I Wrong; Mauro Picotto – Komodo; RBA – No Alternative; David McAlmont – Working; Changing Faces – That Other Woman; Gigi D'Agostino – The Riddle; Da Muttz – Whassup!

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...



"Feeling under the weather with a touch of the flu? Well don't worry the doctor or your boss, our patented crushed lemon and vitamin dust will ensure you don't miss a second of work – not because you feel remarkably better of course, but just because our adverts have convinced you that anyone who takes time off is a work-shy skank." This growing attitude will be rendered a fad as soon as blatantly ill workers start dropping dead at their posts from meningitis of course – until then, separate the 'men from the boys' by seeing who has the guts to stand up for their rights as valued employees... and don't rely upon MIRACLE CURES touted on your 'trusty' TV.

GAMETITLE											issue	SCORE	WESAY...
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.*
The World Is Not Enough	1	●								●	70	83%	Goldeneye *remains unbeaten.*
This Is Football	1-8	●	●							●	56	79%	*Too slow and limited to be a contender.*
This is Football 2	1-8	●	●							●	71	84%	*Fast, furious and strangely fun.*
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!*
Tomb Raider Chronicles	1	●								●	71	94%	*Best* Tomb Raider *since the first!*
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.*
Torneko: The Last Hope*	1	●								●	72	63%	*There's nothing here which couldn't be done on the Game Boy.*
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.*
Ultimate Fighting Championship	1-2	●								●	72	22%	*Unplayable and technically bereft.*
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*

GAMETITLE										issue	SCORE	WESAY...
Vandal-Hearts*	1	●								22	81%	Very Japanese fantasy strategy RPG.
Vandal Hearts II	1	●							●	61	84%	Engrossing and very playable adventure game.
Vanguard Bandits*	1	●							●	70	55%	A series of battles linked via a fairly tedious storyline.
CLASSIC 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.
CLASSIC 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.
CLASSIC V-Rally 2	1-4	●			●		●		●	51	93%	World class action, an absolute must!
Viva Football	1-4	●	●						●	45	79%	Some good ideas included, but the controls are odd.
Viper	1	●							●	38	46%	Dark and linear helicopter shoot-'em-up.
Vs	1-2	●								36	72%	Slick, but simplistic street fighting.
V-Tennis	1-2	●								21	75%	Bland tennis game. Get Sampras or Smash Court.
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 Backstage Assault	1-2	●							●	71	48%	Sucks like a Dyson. Avoid.
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.
WDL Thundertanks	1-2	●								72	40%	...looks bad, sounds bad and plays worse. Please stop.
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.
CLASSIC Wipeout 2097	1-2	●		●			●			13	93%	Far better than Wipeout – a stunning game.
CLASSIC Wip3out	1-4	●		●	●		●		●	54	94%	Phenomenal futuristic anti-gravity fun...
Wip3out Special Edition	1-4	●		●	●		●		●	64	89%	Enjoyable but smells like 'cash in' to us.
World C'Ship Snooker	1-2	●							●	62	78%	A good crack, if you like that sort of thing...
World Cup '98	1-8	●	●						●	36	86%	Captures the hype of the event... but it's all over now!
World Cup Golf	1-8	●								05	71%	Wholly rendered golf sim. Better than average.
World League Soccer	1-4	●							●	35	88%	Very playable, but lacking in long term challenge.
CLASSIC Worms	1-4	●								01	92%	Crap looking, but oh-so playable in multiplayer.
CLASSIC Worms: Armageddon	1-4	●							●	57	92%	A brilliant sequel that'll blow you away!
Wreckin' Crew	1-2	●			●				●	36	83%	Addictive tongue-in-cheek racing game.
Wrestlemania	1-4	●	●							01	74%	Wrestling – not a real sport. Game sucks.
Wu-Tang: Taste The Pain	1-4	●	●						●	56	86%	Gang-bangin four-player brilliance!
WWF Attitude	1-4	●	●						●	52	84%	An entertaining and engrossing wrestle-fest.
CLASSIC WWF Smackdown	1-4	●	●						●	61	92%	The best wrestling game available!
WWF Warzone	1-4	●	●							39	85%	Again nothing new, but it's decent enough...
X2	1-2									15	77%	Amazing looking shoot-'em-up, but too hard!
X-Com: Enemy Unknown	1	●				●				06	82%	Compelling turn-based strategy adventure.
X-Com: Terror from the Deep	1	●				●				15	88%	Deeply involving underwater strategy game.
X-Files (The)	1	●							●	53	78%	A dated flick-screen concept, but compelling...
X Games Pro Boarders	1-2									45	35%	Poor quality snowboarding game.
Xena: Warrior Princess	1	●							●	57	78%	A strangely compelling old-skool beat-'em-up.
Xenocracy	1	●							●	37	70%	Not an epic, but fun and engrossing.
X-Men Vs Street Fighter*	1-2	●								34	82%	Flashy and vibrant, but the Saturn wins this time!
X-Men Mutant Academy	1-2									66	70%	Utterly formulaic fighting sim.
Xevious 3D/G*	1-2	●								23	72%	Collection of every Xevious game. Not bad.
Yeh Yeh Tennis	1-4	●							●	65	35%	Come back Pong, all is forgiven!
YoYo's Puzzle Park	1-2	●							●	49	87%	A worthy platformer from the golden age of 2D!
Yusha	1-2	●								30	60%	Nice-looking, but dated in gameplay.
Z	1-2	●		●		●				29	85%	Hard as hell, but intensely rewarding.
Zeitgeist*	1	●								01	51%	Incredibly slow shoot-'em-up. Worthless.

HARD Copy

Books which have (admittedly often tenuous) relevance to today's gamers.

Revolutionaries at Sony

Amazon.com ■ $5.98



ISBN 1007135871

Sub headed: The Making of the Sony PlayStation and the Visionaries Who Conquered the World of Video Games. Prepare to feast!

Re-wind back a few years and you'd be looking at a world where Sony were those people who made stereos. Now an entire generation can be defined by their first ever videogame console. How the hell did this ever happen? It's all here in gushing detail and laden with sycophantic interviews with Ken 'father of the PlayStation' Kutaragi. A balanced approach to history this is not. However, it is rare that you'll find a book so compelling to read. Even more amazing given the fact that this is basically just a case study of a business plan. Read it and learn lots of facts with which to bore your friends. Marvellous.

ON THE Cards

TOP5 saveslots



The games we have been playing, saved lovingly to our office memory cards.

01 Final Fantasy IX



Save, explore, fight, die, load and repeat until you finish the game. Brilliant.



02 Seven Blades



Shooting zombies with automatic flintlock pistols? Better reload.



03 Vanishing point

Taking on the Stunt Mode and all its cunning stunts, you'll need to save a lot.



04 Armored Core 2



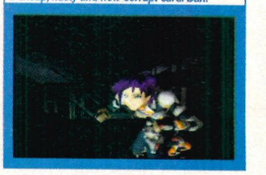
All the fun of shopping for mechs! No card, no money, no deal, no game.



05 Oni



Hours of intensive training lost to a cheap, nasty and now corrupt card. Bah!



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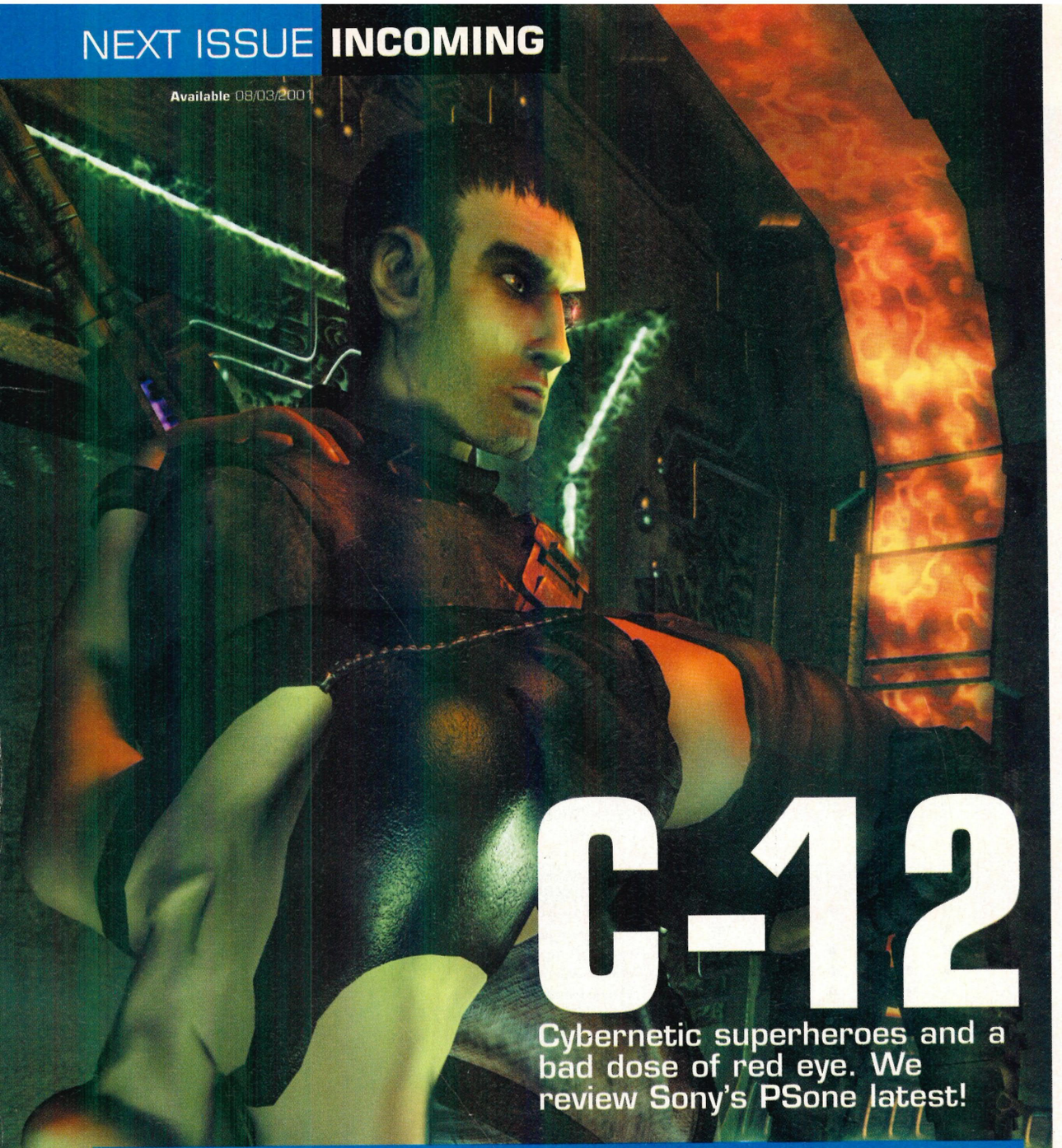
Playlist

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 08/03/2001



C-12

Cybernetic superheroes and a bad dose of red eye. We review Sony's PSone latest!

Star Wars Starfighter

We see everything, even with the blast shield down.

Kengo: Master Of Bushido

The PAL code of the samurai readies itself for our trial by combat!

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.

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Barrysworld – "If you're not living on the edge you're taking up too much space."

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C: 03
Carrier
Caesar 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: 04
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: 05
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: 06
F355 Challenge
Fighting Force 2
Flag to Flag
Flight Unlimited 2
Four Wheel Thunder
Fox College Hoops '99
Full Throttle
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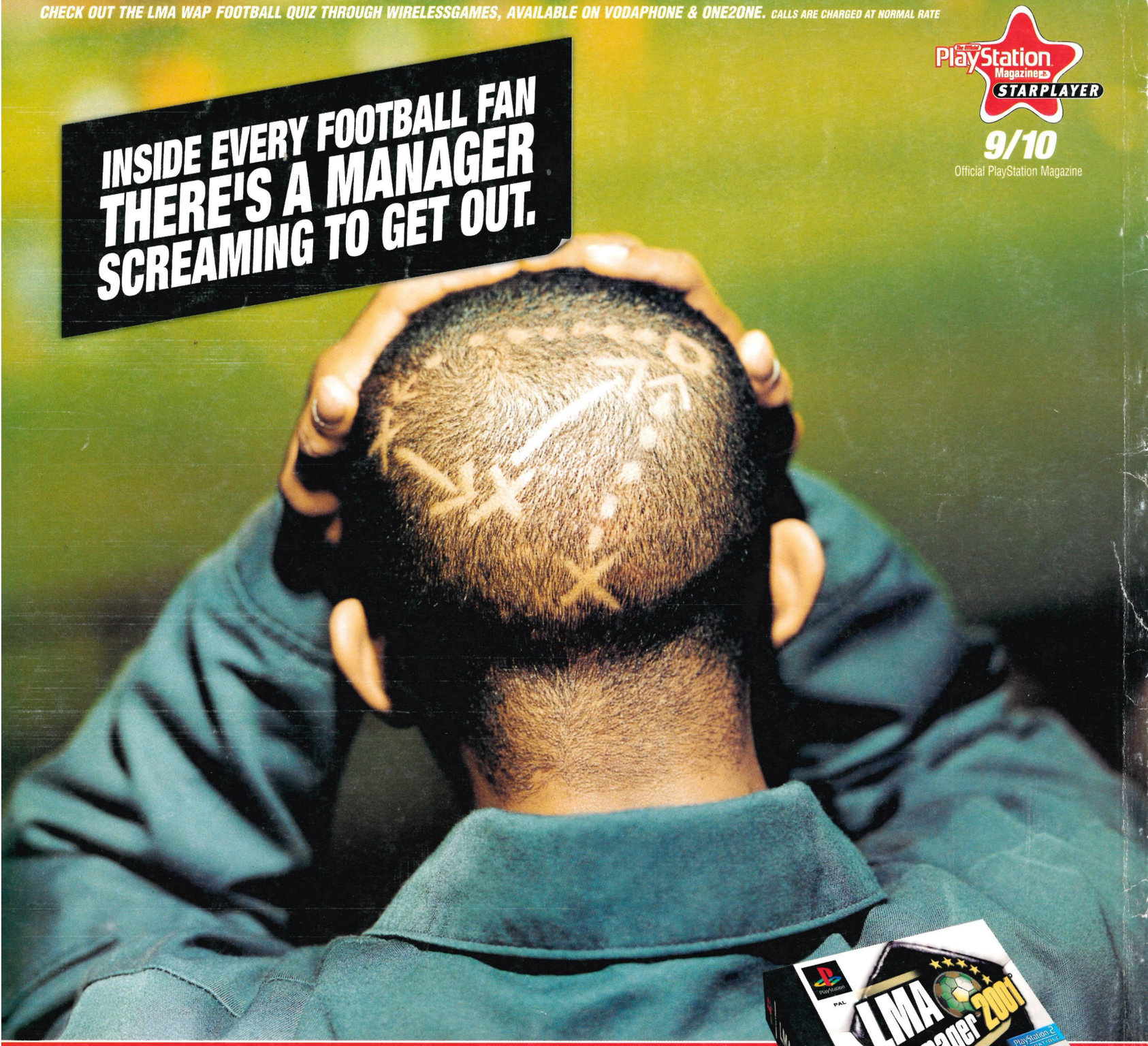
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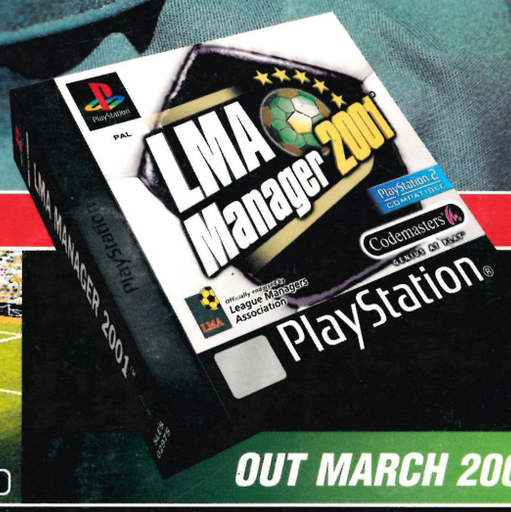


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