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THE LONG WAIT IS OVER... AND IT'S REALLY FRAGGING GOOD!

REVIEWED!

Z.O.E.

CAN KOJIMA WORK HIS MAGIC ON GIANT JAPANESE ROBOTS?

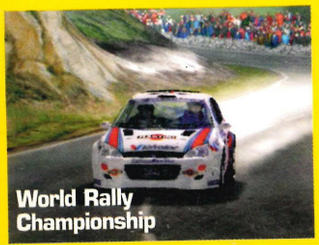
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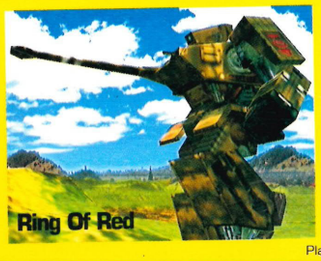
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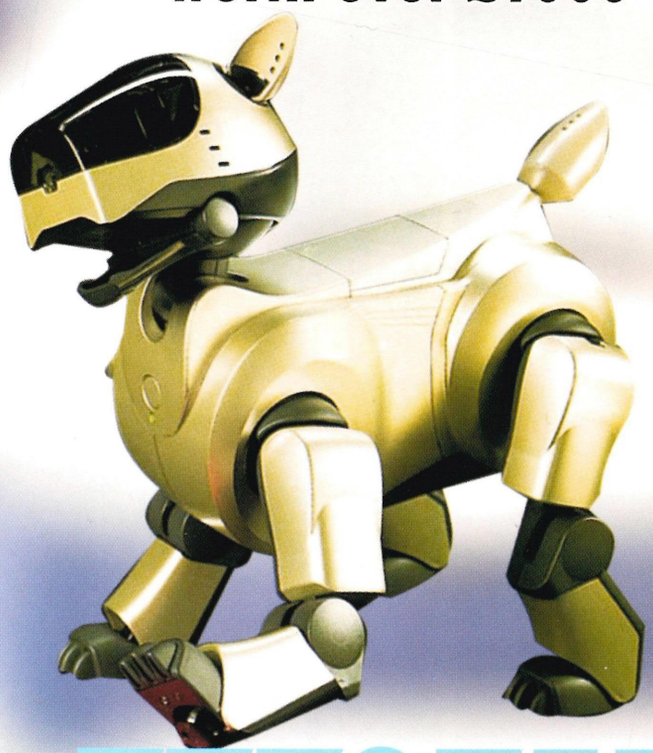
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Richard's back on PlayStation
TURN TO **PAGE 22** NOW

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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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60 Star Wars: Starfighter

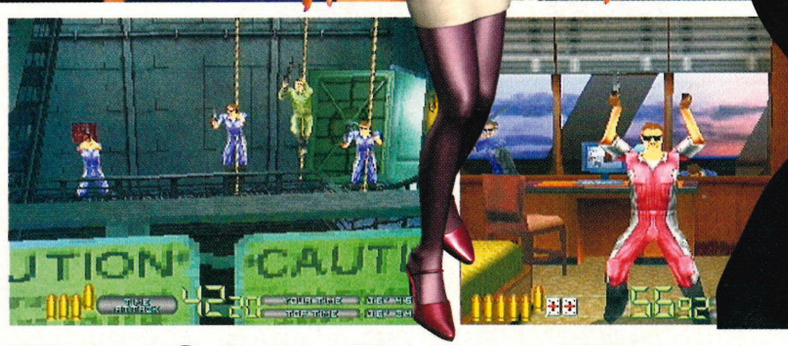


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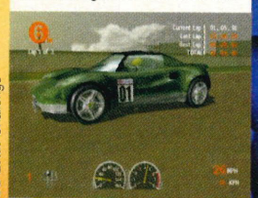
Time Crisis: Project Titan 22

It's been a while, but your Gun Con can finally come out of the closet. With accusations of "It's exactly the same as the last one" swimming around, we give it the once over, and see just how armed and dangerous Titan *is...*



the hottest reviews

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World Rally Championship 32

Hearing that Evolution had finally developed a game where the cars actually died, we couldn't wait to check this baby out. Colin McRae eat your heart out...



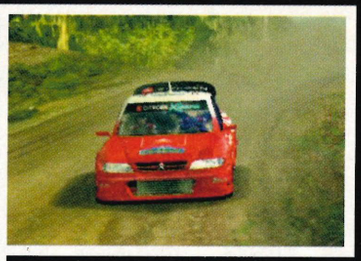
Quake III: Revolution 40

It's a revolution alright. We've waited patiently, but now it's time to get our hands bloodied, and feast our eyes on some broken flesh. Bring on the big boys...



Z.O.E. 48

Yeah yeah, we all know that a Metal Gear Solid: Sons Of Liberty *demo comes with* Zone Of Enders, *but what about the game itself? Don't forget that bit...*



When a rally game looks better than real TV rally coverage, it's time to pick up a pad and thank your god for PS2.

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016 **Release List**
Eh? You say you enjoy the screenshots and words but actually want to know when the games come out?

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

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PLAYSTATION wired

EDITOR'S WORD



What with its cutesy re-styling and child-friendly price, PSone has, regrettably, become host to a new breed of kiddieware. These are games not just aimed at the young, which would be fine, but at the *very* young. We're talking just-started-school age. It's distressing for anyone with the obligatory descended parts to see the machine torn from our loving grasp and handed to a sandpit full of drooling bambinos. How terribly refreshing it is then, to welcome *Time Crisis: Project Titan* to the PSone portfolio. This adult-oriented title (but not in a Soho bookstore sort of way) gives those who've grown out of their romper suits a perfect excuse to revisit their favourite format. It's fast, it's loud and you get to shoot a boatload of people. See it now – page 22. PlayStation2 has had an even better month. The machine was introduced to new levels of gameplay with floaty flying game *Sky Odyssey*, a personal favourite that consumed more of the magazine's production time than perhaps it should have. Then came high-profile PC conversion *Quake III*, a game whose frequently reported production problems gave the impression that it may never come out. It's not only finished, it's splendid fun – page 40. With this sort of line-up, it's definitely a good time to be living in the world of PlayStation.

Graeme Nicholson
EDITOR

SEGA UNVEILS TEKKEN BEATER

EXCLUSIVE VIRTUA FIGHTER 4 SHOTS

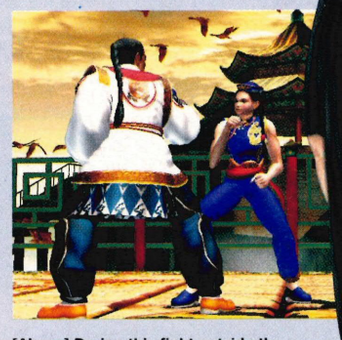
Last month we told you all about Sega's development plans for PSone and PS2. Amongst the games announced was the PS2 exclusive *Virtua Fighter 4*. Well thanks to Tetsuya Komuro (our man in Japan) we can bring you these incredible shots of the Naomi 2-based arcade version of the game, which is due for a Japanese release this summer. The exciting thing is that the PS2 version (which Sega is hoping to release in Japan this autumn) promises to be superior in every department. Quite how development team AM2 plans to improve upon what looks like perfection is anybody's guess, but if its track record is anything to go by, we won't be disappointed. Most of the characters from *Virtua Fighter 3* are set to return for this instalment, including old favourites such as Akira, Lau, Pai and Wolf. However, two brand new fighters will also feature in the game – one male and one female. Little is known about the new female combatant, but the male fighter was recently unveiled to the press by Sega in a demo of the prototype coin-op. This bald-headed fighter resembles a Shaolin Monk and sports a traditional Shaolin costume, with his fighting style also being based on ancient Shaolin techniques. Other details released concern the game's control system. The three-button set up (punch, kick, block) used in the first two games is set to make a return, with the evade button of the third game being dropped





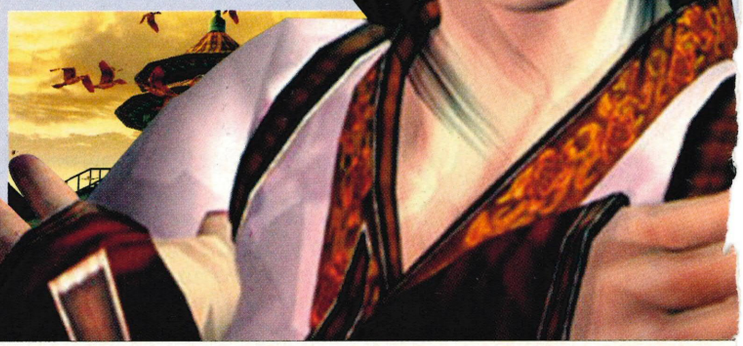


[Above] The level of detail that has been lavished on each character defies belief. If you don't believe us then just take a look at this screenshot of the moustachioed Lau.



[Above] During this fight outside the temple, a flock of incredibly realistic looking birds flies across the sky.







Crying **Out**

Exclusive – Capcom's forthcoming survival horror *Devil May Cry* has been pencilled in for a December release in the UK. You play the role of demon-slaying Dante, as you embark on a journey into the mad and macabre depths of a hellish netherworld. The gameplay will closely resemble that of Capcom's other survival horror titles. More next issue.



Budget **Bonanza**

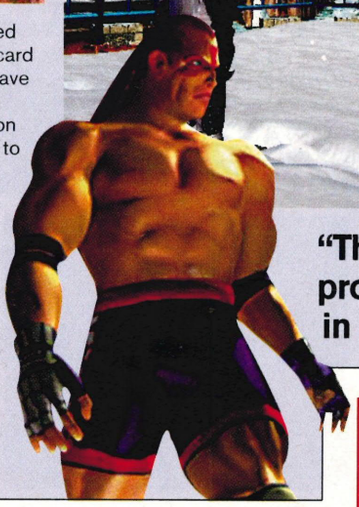
Not only does Konami make great games, but it's also a benevolent little tinker as well. Case in point, the firm's new £9.99 budget range, otherwise known as Konami Classics. The first four releases will be *International Track and Field*, *ISS Pro*, *Fisherman's Bait* and *Bishi Bashi Special*. The gem is the latter title (reviewed p71) – go and buy it now.





The snowflake effect on this stage looks incredible. What's more, the fighters even leave behind footsteps in the snow. *Tekken Tag Tournament* be afraid... be very afraid.

for this outing. Our source also revealed that Sega planned to use a magnetic card peripheral to allow arcade players to save high scores and transfer them to other cabinets. When the game is released on PS2, this idea could well be expanded to incorporate memory card saves. We'll let the screenshots do the rest of talking. It's just a shame they can't illustrate the incredibly fluid animation and detail of the fighters and backdrops. Needless to say the ball is very firmly in Namco's court now, and after the disappointing *Tekken Tag Tournament*, Sega's long time rival will have to pull out all the stops for its latest instalment of *Tekken*. A little competition is, as they say, a very healthy thing. Suffice to say we can't wait for this battle of the beat-'em-ups.



"The PS2 *Virtua Fighter* promises to be superior in every department"

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.

CLOSE SHANE

The TV megastar Paul Shane was allegedly involved in a low-speed chase with officers from the West Midlands serious crime squad during the early hours of February 30th. The pursuit, which was conducted on roller-skates, was allegedly said to have started after Shane (of Television's *Hi-De-Hi*) was spotted stealing rudimentary blueprints for the PS3 chipset from a pensioner's garden shed. After a three hour pursuit that spanned several counties, Shane allegedly evaded his pursuers by locking himself inside a discarded fridge freezer. Shane is allegedly armed and extremely dangerous and police have advised that members of the public should not approach.

PLAYSTATION INCOMING

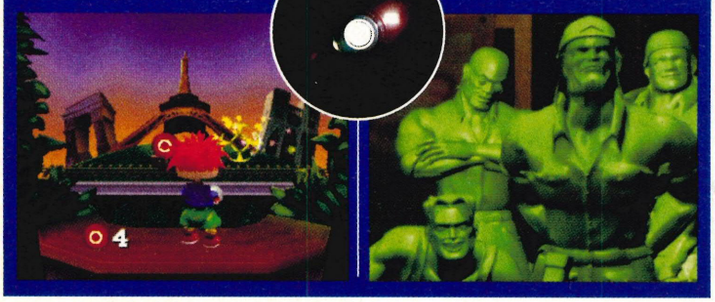
GAMES HITTING THE SHELVES NOW...

RUGRATS IN PARIS

By the time you've read this sentence the effect of THQ's child-friendly translation of the latest Rugrats movie will be well documented in the country's daily rags. Since the project entered development, rumours have been abound as to how all the charm of the well-loved animation could be translated onto the ageing PlayStation. To be honest, we're not sure how they managed it, or who may have been hurt in the process. They just have. Once we've got our heads round this astronomical feat of programming power, we'll bring you the full review. That'll be next month, then.

ARMY MEN AIR ATTACK: BLADE'S REVENGE

The Army Men monthly instalments find their way deeper into the unsuspecting PS2 with this latest assault on the world of decent videogames. Anyone who has followed the ever-unfolding Army Men saga will understand why Blade is so put out and can probably imagine the sort of glitchy revenge he's planning to dish out. Those who are still untouched by the whole Army Men movement may just wonder why a vampire hunter would have it in for plastic toys. Now let's take time out to reflect on this monumental announcement. Done? Right, moving on.



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Medal of Hon. 1&2	Discworld 2 & Noir	C. & Conquer Series	Ready 2 Rumble1&2
Parasite Eve 2	Toy Story 2	Die Hard Tri. 1 & 2	Dragonball Z
Dino Crisis 1 & 2	S.Wars: Ph. Menace	Constructor	Crash Band. 1,2&3
Silent Hill	Star Trek: Invasion	S.Wars: Jedi Pow Bs.	Urban Chaos
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In Cold Blood	Dave Mirra BMX	Player Man. 2000	Ace Combat 2 & 3
Dino Crisis 2	Theme Park	LMA Manager	Tarzan
Broken Sword 1 & 2	Special Ops	Premier Man. '99	Ronaldo V Football
Gran Turismo 1 & 2	Hogs of War	ISS Pro Evolution	WWF Attitude
Fear Effect	Rainbow Six	Blaze and Blade	Alone in the Dark 2
Blade	Army Men Series	Worms Series	The Lost World
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Tenchu 1 & 2	GTA 1, 2 & 1969	Ball Blazer Champs.	Civilisation 2
Spyro 1, 2 & 3	X-Files	Assault Retribution	Duke Nukem
Metal Gear Solid	A Bug's Life	Dune	Pac Man World
Syphon Filter 1 & 2	MediEvil 1 & 2	Tekken 1, 2 & 3	Tenchu 1 & 2
Dracula Res	Rayman 1 & 2	Shadowman	Brian Lara Cricket



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

DIE LAUGHING

When you think about what makes a successful beat-'em-up – outlandish characters, special moves, strong franchise – it's amazing that MTV's sick-yet-sweet *Celebrity Deathmatch* hasn't had the interactive 'treatment'. Well, it's about to, as Take 2 Interactive has just announced a deal to bring *CD*'s animated antics to a console near you; and the developer's comparatively strong PS2 performance so far should guarantee a serious slice of fun. As long as I can be Johnny Gomez and kick Nick Diamond's ass of course...



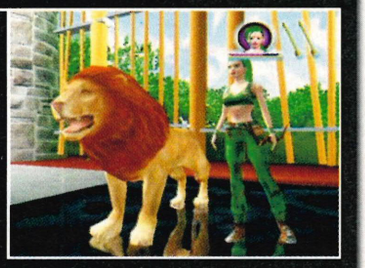


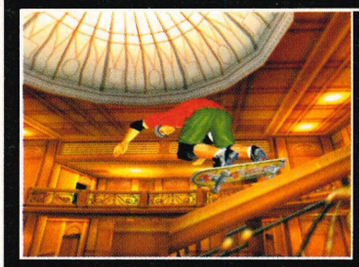
3DO MARCHES ON

It's not totally unreasonable to associate the *Army Men* franchise with the decline of 3DO's fortunes, yet rolling steadfastly on, the company insists upon churning out yet more games for the incessant series. *Green Rogue* features a genetically enhanced (plastic figures have genes huh?) super-soldier but, given past efforts, it's unlikely that the game will feature fittingly superior play. Here's hoping Trip comes up with some new franchises soon...

FIRST FANTASY...

Don't get excited when I mention *Portal Runner* (announced by 3DO recently) because, although it might not sound like one, it's yet another *Army Men* game. Taking on the role of Vikki Grimm, the player must explore a fantasy world with Leo the Lion... but don't let the context or mystical environments fool ya – this is *Army Men* through and through. Also currently in development is *World Destruction League: WarJetz*... what were we saying about fresh ideas?





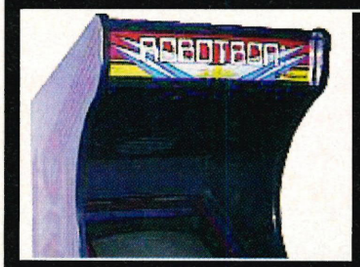
MORE X-RATED GAMES

Konami has been flaunting shots of its next anticipated *ESPN* title, *X Games Skateboarding* – and rightly so judging from the quality of the imagery on show. How the game plays is what really counts, but with events that have players negotiating traffic it certainly looks as though Konami aims to deliver a more exhilarating experience than was the case with *X Games Snowboarding*. Hopefully by the time it's released (in about six months) *ESPN X Games Skateboarding* will have enough competition to really make things interesting.

YOUNG AND TWISTED?

Following the more Japanese route, the *Twisted Metal* franchise is soon to be augmented by [drum-roll] *Twisted Metal Kids*. Coding duties have gone to the developer Incognito who was responsible for *Twisted Metal Black* (pictured) and all the signs are that *TM Kids* will be a youth-friendly version of the standard car-smashing gameplay – meaning RC cars, rather than real vehicles, and more cartoon-like action. Should be great, as there's nothing more violent than cartoons, right?





ARCADES LOSE ANOTHER LIFE

Midway has shifted its focus from arcade hardware manufacturing to software development in an effort to math the changing face of the videogames industry. Whilst it has enjoyed an extended reputation thanks to some sterling work in the industry's founding years, Midway's arcade division rarely managed to reach the heights it once flew with classics such as *Robotron*. In light of the difficulties faced by even Eastern arcade giants, Midway's decision seems the sensible one. But how long will it now be before it's /Game Over for arcades?

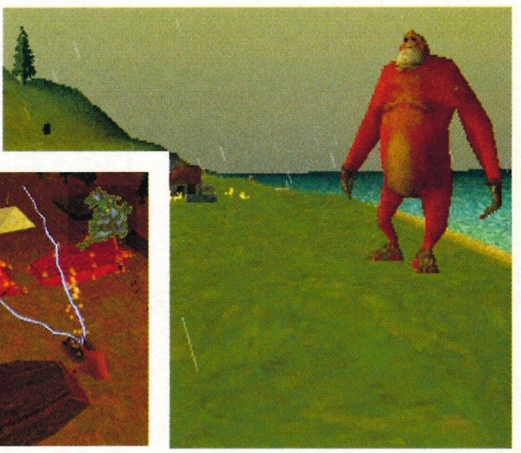
More White Than Black



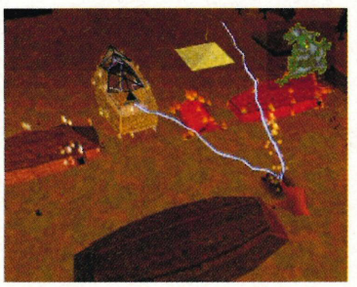
Miracles on PSone, no monkey business...

It's great to be proven wrong about a developer's apparently unrealistic ambitions, and consequently be able to report that 'it' exists, we've seen 'it' and, vitally, 'it's' a genuine game™. It's with no small amount of pleasure then, that PLAY can announce that PSone's *Black & White* really (no like, REALLY) does exist, we've seen it and, well, it's probably a genuine game™... From the brief demonstration given by Krisalis (the developer in charge of our 32-bit conversion) this month, it certainly seems to be as much of a game as the PC original, though an understandable portion of the title's fripperies have been hacked away in order to squeeze the code into our favourite little grey box.

Cutting down *Black & White* to its bare essentials only seems to have increased its accessibility however (rather than decreasing any appeal), and all the fundamental elements that make the title so special are currently intact. All that remains is to see how the finished article pans out, especially with reference to the struggle between the player and Nemesis, and our cynicism will be banished from the land forever. Expect more coverage as *Black & White*'s May release date approaches.



[Right] Behold my POWER! Bwa ha haaar! Now where's my mummy? **[Below]** It's great fun to be able to create lightning. If only...



We Shall Never Surrender!

Medal of Honor continues its roll call on PS2

The quaint efforts of wartime Britain are, again, to take a backseat when *Medal of Honor: Frontline* puts you back behind the trigger-finger of Nazi-hating yank, Lt Jimmy Paterson. It seems that his war is never over, since he's still got to kill many members of the Teutonic race with a wide variety of historically accurate weapons. There will be the usual mixture of covert/overt missions, set after the D-Day invasion, with the overall aim of stealing the HO-IX flying wing and preventing our Germanic cousins from a surprise victory. *Frontline* will be set during Field Marshal Montgomery's ill-fated Operation Market Garden, the series of Dutch battles as seen in the classic movie *A Bridge Too Far*. Fans of this top movie will be excited to hear that one of your missions will be to disarm explosives underneath Nijmegen Bridge. At time of going to press there was no news as to whether you'll get to re-live the bit where Robert Redford paddles across the river while reciting, "Hail Mary, full of grace, hail Mary, full of grace". On a higher note, EA has announced that the war according to *Medal of Honor* will act as a background to a new dogfighting simulation entitled *Medal of Honor: Fighter Command*.





[Above] Medal of Honor on PS2? There is a God!

MiDAS GAMES

New from Midas



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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**

MGS2 STARS WANTED

Konami recently announced a *MGS2* Web page where fans of Solid Snake (Dave to his friends) can apply to get their name and details into the forthcoming PS2 epic. You simply visit the page at www.konami.co.jp/kcej/products/mgs2/mgs2name/ and provide your name and other details such as blood type and nationality. The lucky individuals who are selected will find their details on the dog tags of any enemy troops that Snake kills. How's that for 15 minutes of fame?





SQUARE GOES ALL QVC

Square has recently announced that it will be releasing a special set of limited edition *Final Fantasy X* jewellery. The three-piece set includes a necklace and a presentation ring (pictured). The likelihood of these items making it over to the UK is slim, but your local importer may be able to help out. On a similar note the firm has also released merchandise for *The Bouncer*, including a particularly stylish wristwatch.

MOSQUITO COAST

Sony's forthcoming suck-'em-up is one of the most bizarre releases to have graced the PS2, which in the land of the rising sun is really saying something. *Ka: Yamada-ke No Natsu* (roughly translated *Mosquito: The Summer At Yamada Residence*) will place players in the role of a blood sucking mosquito who must suck the red stuff from a variety of nubile young hosts. Naturally, it's game over if you get swatted, so blood-sucking stealth is of the essence.





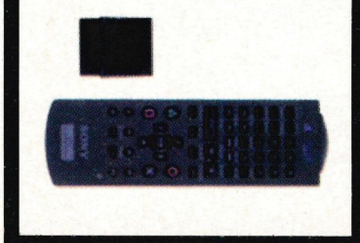
GRACE AND FAVOUR

The first game has only just come out in the UK, but already Fromsoftware has released pictures and plot details for *Evergrace 2*. The game will be set prior to the original title, and will tell the tale of how the first game's hero came to be sucked into the parallel dimension that provided the setting for the first adventure. Two new central characters will be introduced and a slightly refined armour equipping system will be in evidence.

FORE! NO THREE ACTUALLY.

Sony has released screenshots of its forthcoming second sequel to *Everybody's Golf*, cunningly titled *Everybody's Golf 3*. Claphanz, the team responsible for the second game, is developing this PS2-bound title. Details concerning gameplay have yet to be announced, however it's unlikely that the formula will stray too far away from the arcade-based action contained in the previous games. Expect a Japanese release sometime in June.





REMOTE POSSIBILITIES

Sony of Japan recently released details and images of its official DVD remote control for the PS2. The device will initially be sold separately and will mean that Japanese owners of the machine will no longer have to use the Dual Shock2™ pad when watching their DVDs. Sony has also revealed that it's planning to bundle in the peripheral as standard with the console package in the near future. A UK release date has not yet been confirmed.

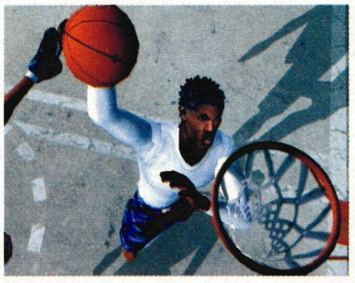


OUT NOW **PowerStation** **(ISSN 1362-5047)** is now available from all good newsagents priced just £3.99! Issue 59 features solutions for **Final Fantasy IX**, **Darkstone**, **Knockout Kings 2001**, **Emperor's New Groove** and **Harvest Moon**. Plus loads of **specially resurrected** budget games **cheats** and **Xploder** codes!

Streetwise

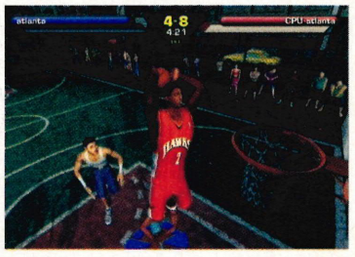
EA Sports takes basketball to the street...

Despite being in its relative infancy, the PlayStation already has a fairly extensive list of basketball games. The aforementioned list is about to become a little bit longer with the forthcoming EA basketball title *NBA Street*. Much like Midway's *NBA Hoopz*, the game will feature three-on-three action and shuns realism and rules in favour of over-the-top arcade-style basketball action. As the name suggests, the action will take place on a variety of street courts ranging from the rooftops of LA to the famous Rucker Park court in New York. Normally these types of game are best enjoyed in multiplayer mode, but in this case the developer team at EA Canada has kindly included a substantial one-player mode (featuring superstar Michael Jordan). Here players compete against a selection of rival teams, and victory in these matches allows the player to poach a member from the squad they've just defeated to use in their own squad. Boss-like teams will also feature in the solo mode and must be defeated before further progress can be made. With a variety of NBA players and Streetcourt legends to choose from, this could well prove to be a huge hit when it's released in April.



[Above] The various players in NBA Street all possess their own signature moves. The excellent motion-capture technique used in the game should also help to keep things 'real'.





G's Are Good

Acclaim's futuristic racer burns onto PS2.

If you're a fan of futuristic racing games, then the delay of *WipEout Fusion* probably came as a bitter pill to swallow. However, sweetening the sour taste left behind is the announcement of the forthcoming *Extreme-G 3* for PS2. The first two games were well received on the N64, but this third instalment of the series looks set to take the pulse-pounding action to new levels. Players race on streamlined futuristic bikes (much like those featured in the Disney movie *Tron*), and must defy gravity as they tear across of a series of twisting, turning rollercoaster-like tracks. A selection of power-ups and weapons will be scattered over each course, making it slightly easier to get past the other 11 competitors, each of whom possess their own unique style of racing. The finished game will also contain a split-screen two-player option, which features both head-to-head and co-operative play modes. As you can see by the screenshots on this page, *Extreme-G 3* is already shaping up to be a bit of a looker, and if the development team at Acclaim Studios Cheltenham can deliver on the gameplay front, this could be huge when it's released in August. Expect more on this turbo powered monster next issue.





[Above] The tracks in Extreme-G 3 contain some of the most gruelling twists and turns ever seen in this type of game. Full mastery of your vehicle's air brakes will be required!

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 square-eyed boys been up to this month?



Graeme Nicholson
Graeme fell upon the notion that people generally fall into three categories of skull type. He quickly used this to create an atmosphere of hate, mistrust and segregation.
Skull Type: Bango
silencio@paragon.co.uk



Will Johnston
William finally moved from a house of straw to a house of stone and spent the month developing a giant fecum in his lower abdomen, released to rapturous applause in the last few days.
Skull Type: Bongo [rare]
will@paragon.co.uk



Mark Crawley
Mark purchased a flamboyant purple shirt, stencilled "I am the queen" on it with spray paint, then demanded entrance to the gates of Buckingham Palace. He is now in hospital.
Skull Type: Bingo
markc@paragon.co.uk



Simon Cann
After flirting briefly with Satanism, Cann found his true calling as a fierce Skull Judge. He storms around yelling at staffers about the shape of their heads and keeps detailed files.
Skull Type: Bingo
scann@paragon.co.uk



Steven Gotobed
Steve's enjoying a rekindling of Fifties-style paranoia as he consumes news and pictures of MIR's flaming return to Earth. Where will it land? Will it carry omniresistant bacteria?
Skull Type: Bango
steveg@paragon.co.uk

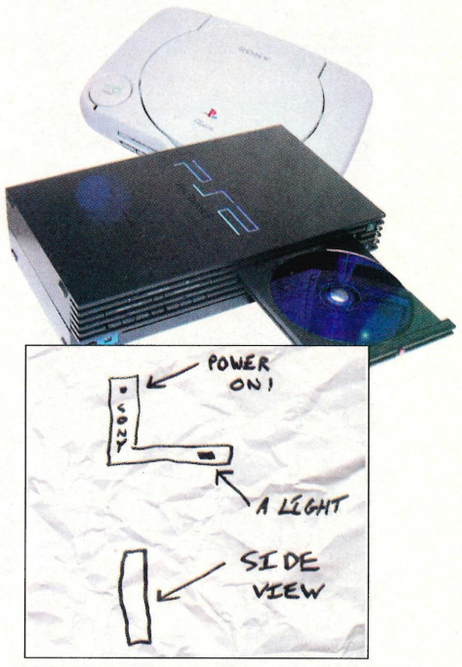
PlayStation 3 Is Almost Upon Us...

...and next Thursday we'll be living on the moon.

It must be tough being Sony. Having just recovered from the mauling dealt it by the Sun newspaper and BBC's *Watchdog* (concerning poorly manufactured PS2s and overpricing), the firm now finds itself denying rumours about development of processor chips for the PlayStation3 (not even a provisional title it should be added).

Yes indeed, on 12 March (unsubstantiated) news broke on the Internet (including the BBC News Web site) that IBM had won the contract to develop "The next generation of Micro-processors for Sony's PlayStation3 console". The story came about after Sony, IBM and Toshiba issued a joint statement outlining plans to develop a "super-computer on a chip". This chip is to be developed in an IBM laboratory in Texas and will, in theory, be more powerful than IBM's Deep Blue Super Computer, which famously defeated former world chess champion Garry Kasparov in 1997.

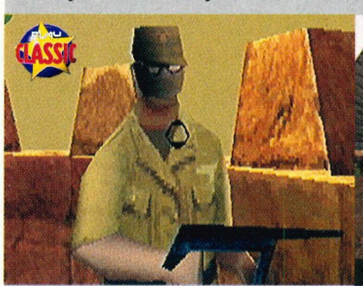
However, Sony has been quick and firm in its denial that the chip is to be used in the architecture of a successor to PS2. The firm dismissed rumours of a 'PlayStation3' as ridiculous and pointed out that its main priority at the moment is the continued success of its existing consoles. The firm went on to state that the chip (which will supposedly go into production in 2004) is being developed with a broad range of consumer applications in mind. Sony's rebuttal of plans for a PS2 successor is unsurprising given that the announcement of such a machine would cast a shadow over the firm's massively popular PSone and PS2 consoles. So, who should we believe? Well once again it seems that the non-specialist press has got hold of the wrong end of the stick. It would admittedly be naïve to think that the Japanese giant isn't making plans (albeit rudimentary ones) for a next generation PlayStation, but the chances of seeing this machine anytime in the near future are slim to say the least. **PLAY**'s advice is take any 'PlayStation 3' rumours with a very large pinch of salt. What's more, if you already own or are thinking of buying a PSone/PS2 then do so with confidence – both machines have got a very bright future ahead of them and that, good friends, is the truth.



[Above] Your dedicated **PLAY** team uncovered exclusive designs for the new PlayStation3.

PLAY RECOMMENDS

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



Medal Of Honor UG 94%
Astounding first-person shooter!



Tekken Tag Tournament 85%
Super smooth PS2 fighting!



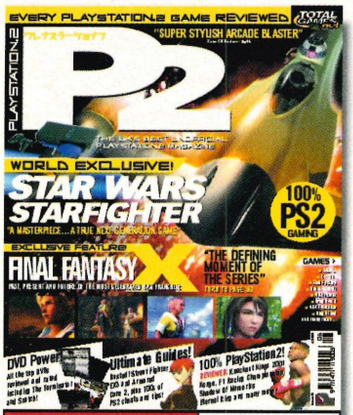
Driver 2 89%
Ultimate cops 'n' robbers fun!



ISS Pro Evolution 2 97%
The best football game, ever!

NO FLASHY SLOGANS...





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. It's even got a DVD section!





OUTNOW

The mutants have arrived as *X-Men: SE* is unleashed on DVD. There are also exclusive interviews with the guys behind *Friends*, plus UK reviews of *Dinosaur*, *Scream Trilogy Boxset*, *Hollow Man*, *Rocky Horror* and *The Blues Brothers*. Also featured are US reviews of *What Lies Beneath*, *Bring It On* and *Battlefield Earth*. *Crouching Tiger, Hidden Dragon* on Region 3 is also exclusively reviewed.



Ubi Soft In The Zone

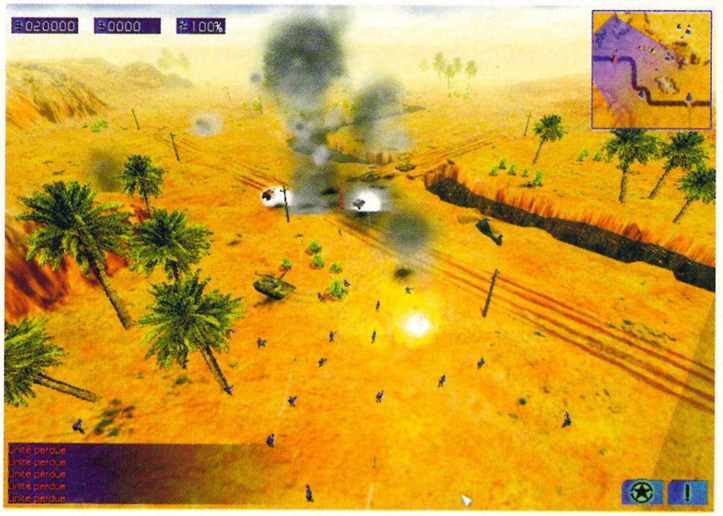
Conflict looming on PS2...

Real-time strategy is set to hit the PS2 in the form of Ubi Soft's up and coming war-waging *Conflict Zone*. Yes it's got a variety of units, yup two opposing and vaguely ridiculously named forces (this time it's the International Corps for Peace Vs GHOST – pfft!) are poised for combat with the player able to play through either scenario but – ahhh! – it's not all à la *Command and Conquer* with *Conflict Zone* because, refreshingly, victories on the battlefield just won't be enough. What sets *CZ* apart is the need to win political battles by dominating the media, thus gaining the admiration of the populace. This is particularly useful when participating as GHOST, because civilians can be converted to 'the cause', offsetting lesser technology with sheer numbers (aka 'cannon fodder').

One thing the developer (MASA) is particularly proud of, and which you can expect Ubi Soft to push in the coming months, is *CZ*'s AI, purported to ensure that each unit behaves exactly as you'd expect and maintain a system of 'commanders' who will autonomously organise various aspects of your offensive (such as finance and training) as assigned. We're hoping this won't translate into gross predictability. It certainly sounds as though MASA are giving the envelope a good ol' shove, so expect a preview as more becomes known.



[Above] Whilst detail is fine and the draw distance generous, there's still a rather noticeable fogging effect overlayed upon the current screenshots. Hopefully this is either an effect or will be pushed back even further.

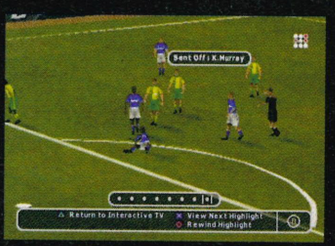


Pirates On A Loser

Degrading code increases the value of honesty

Showing that code isn't its only area of expertise, and that the company is a dab hand at psychological terrorism too, Codemasters this month announced the development of an anti-piracy system which ensures that copied CDs slowly and surely degrade over time. Missing the extra layer of coating which protects professional discs, CDRs are prone to degradation at the best of times, but this isn't what Codemasters is referring to; apparently, it's the gaming experience itself which will 'degrade'! For example, if *LMA Manager 2001* is pirated, it's claimed that the player will find it increasingly difficult to win matches until the experience is more pain than pleasure. Whilst such a technology is certainly plausible, despite the hard-wired nature of both the host technology and the CD format, it's the undermining of players' confidence in pirated discs (even if they work perfectly well) which will result in the real coup for the Codies – can you REALLY be 100% sure you lost that match just because your strategy was faulty, Mr copied-disc-user?! Sadly, **PLAY** suspects that the protection is only going to be effective for protracted games which utilise saved data and require an investment of time (it's instantly obvious when an arcade game is failing) – but for *LMA Manager* the PR, if not the actual system, is sheer genius.





[Above] Eh? That's the fourth player I've had sent off. Couldn't be the copy... could it?!



GameStation Giveaway

Lara shares her spoils...

Surprising as it'll be to the multitude of gamers (PLAY staff included) who have spent many a happy hour and pound within the cosy confines of a GameStation store, there are those who remain blisslessly unaware of the retailer's very existence. Whilst the company has been around a fair old while, the fact that GameStation's shops are so liberally spread out has left loads of people without access to a great resource for new, second-hand and retro hardware/software and, on the flipside, GameStation without access to lots of people's lovely lolly. Until now, that is...

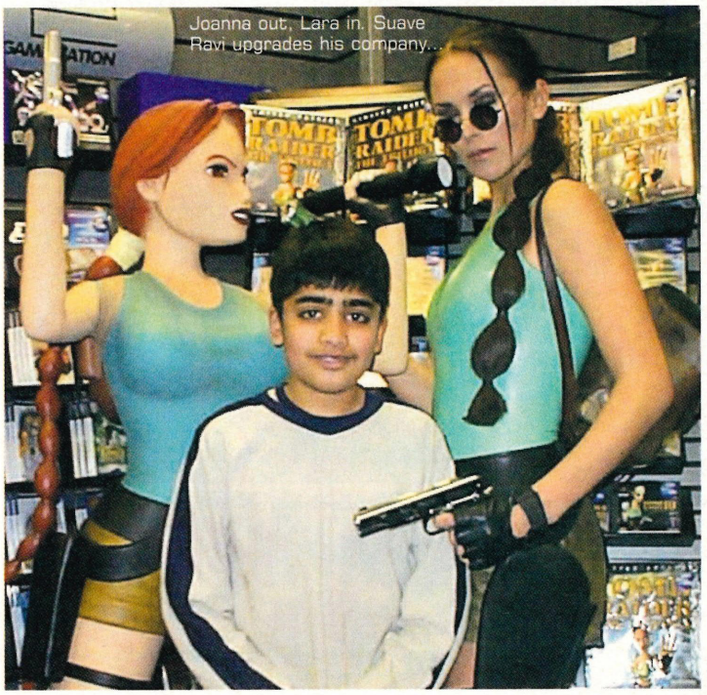
For the love of God something had to change so, to celebrate the launch of its new catalogue, mail-order outfit and store-search service (knowledgeable staff will root through all their outlets to find the item you're looking for and get it to you – very useful for us retro-freaks), GameStation put two full(ish) sized Lara Croft mannequins up for grabs in PLAY (issue 70, fact fans) and our sister publication, DREAMCAST MAGAZINE.



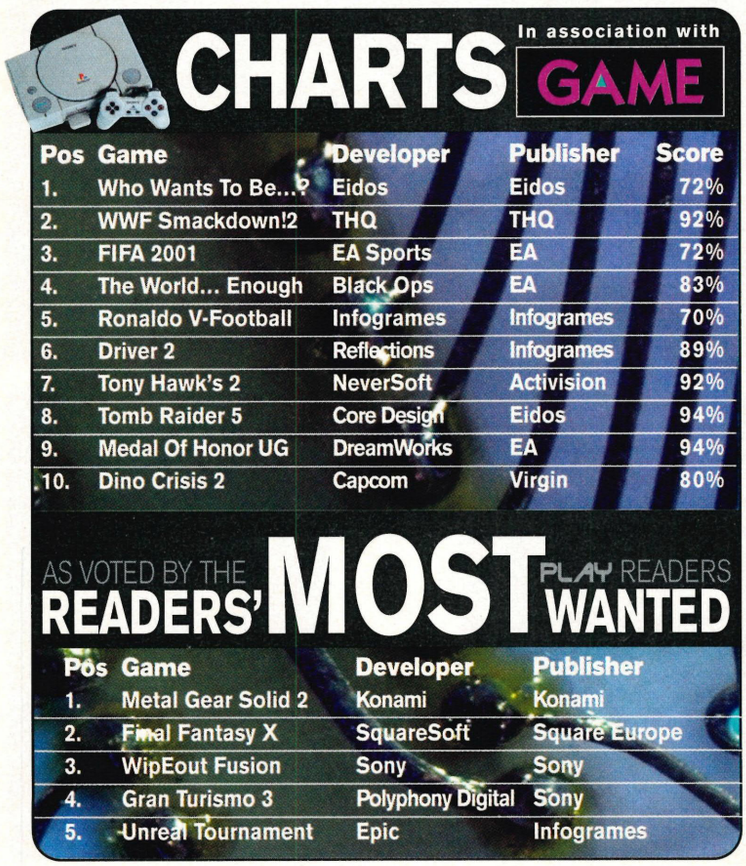


The two lucky winners, Gary Lamb and Ravi Bhausar, got to meet (yes, with a double 'e', sheesh!) the reigning *Tomb Raider* gal, Lucy Clarkson, who was on-hand to sign autographs for the assembled masses in Leeds and Manchester... and boy, did they turn up in their droves!

Now Gary looks like he could guide Lara through the most perilous of positions, but we had to ask wee Ravi just exactly what he was going to do with his fashionable female facsimile! Kick Joanna Dark out of the bedroom to make space, as it turns out (scour those local papers for the sale of his cardboard 'standee', Mancs) – some guys get all the girls... [sigh!]



Joanna out, Lara in. Suave Ravi upgrades his company...



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 X	SquareSoft	Square Europe
3.	WipEout Fusion	Sony	Sony
4.	Gran Turismo 3	Polyphony Digital	Sony
5.	Unreal Tournament	Epic	Infogrames

NO EMPTY PROMISES...

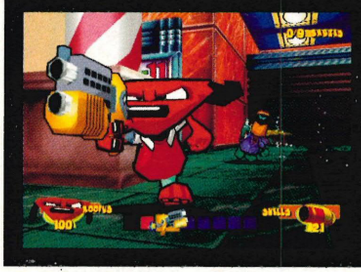


TOTAL GAMES .net

Furry Friends

Another Dreamcast title makes it over to PS2

This PS2 update of last year's *Fur Fighters* could prove to be a surprise hit when it arrives on Sony's 128-bit console in May. Using the eponymous *Fur Fighters*, players must negotiate their way through a series of expansive, differently themed stages. Each level blends together platforming, shooting and puzzling action, with players required to make appropriate use of each characters' special abilities. For example, one character can burrow through the ground, another is expert at climbing, whilst another can glide through the air, allowing you to reach areas that might otherwise be inaccessible. In addition to the main game, a gun-based multiplayer section has also been promised. Hopefully it'll support the PS2 multitap, allowing for some frantic four-player confrontations. Visually it promises to be a marked improvement over the DC title which, given the graphics of that game, is no small boast. Let's just hope it doesn't turn out to be another lazy port! We'll keep ya updated!





Going Large

Giants standing on the shoulders of PS2...

This hugely ambitious title has already been released to critical acclaim on the PC and soon PS2 owners will also be able to sample the delights of Interplay's *Giants: Citizen Kabuto*. The game is set on 'The Island' – a planetary formation where three bizarre forces are locked in a battle for supremacy. The Meccaryns are an odd alien race with technologically superior equipment, whilst the Sea Reapers are a magically gifted species who are proficient in various elemental spells and magical combat. Finally, we have Kabuto, a huge brute of a being whose main (but potent) asset is his incredible brute force (he can eat most enemies whole).

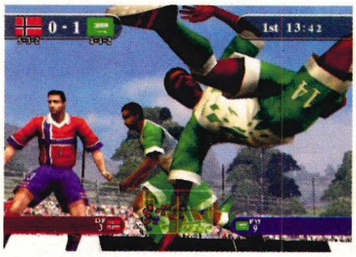
Players will take control of all three main characters at different points during the game. However, regardless of whom you're controlling your objective will ultimately centre on wreaking havoc on your opponents. As these images confirm, the game looks absolutely breathtaking, with the 45 missions and 16 unique islands offering up some of the most expansive and richly detailed landscapes ever witnessed on a console system. In terms of gameplay this PS2 conversion will move slightly away from the strategic elements of the PC game and instead place more emphasis on straight arcade action, a fact borne out by the PS2 version's simplified control and building management system. Rest assured that much more will be revealed in our comprehensive look at the game next month.



Football For Idiots?

I wonder why? He's the greatest striker...

The competition for the title of best PS2 football-sim is already a closely fought one. It's about to get closer still with the imminent arrival of Eon Digital Entertainment's *Greatest Striker* (the name may change for the UK release). The game, which was developed by Japanese softco Taito, looks set to introduce at least some innovations to the notoriously unoriginal football simulation genre. One such innovation is the inclusion of a control system that allows novice players to shoot, pass and tackle with just one button. Basically, when using this system, the game's artificial intelligence decides which action to make, based on such factors as player position and proximity to the ball (thankfully this can be turned off for the pro's among you). Other features include a unique world ranking system that awards performance points for each section of your team. High scoring (or plain cocky) players will be able to post their best results on a dedicated Web site for the game. With over 40 International teams and a plethora of options (including a four-player mode), this could well be a contender. We'll let you know before the game's May release.



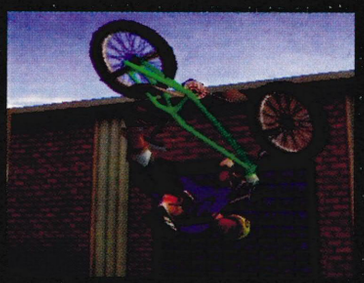


Checking The Mirra

BMX Bandits strike again on PlayStation

Fans of the original *Dave Mirra BMX* game will be pleased to hear that Acclaim and developer Z-Axis are hard at work on a pseudo-sequel going under the catchy moniker of *Dave Mirra Freestyle BMX™: Maximum Remix*. This update retains all the elements that made up the first game and then throws in a whole host of new features just to spice things up. The title will boast a total of 20 tracks, a new Export mode and extra new challenges to achieve such as the biggest combo, longest nose manual and biggest spin. What's more, the 1,300 tricks and stunts of the first game have been bolstered by the inclusion of new tricks such as the 'Wall Ride' manoeuvre. Okay, so this isn't a bonafide sequel, but from what we've seen so far, it could make fans of the first game more than happy. We'll let you know for sure next month.





[Above] With over 1,300 stunts to master and a brand new Expert mode, this remix should keep even the most skilful of players occupied.

SO JUST FLOOR IT, FEEL THE POWER AND LET THE CAR TAKE YOU...

WWW.NORETURN.NET

Acclaim
www.acclaim.com

PlayStation

Dreamcast

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VANISHING POINT

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Dreamcast


PSone


PlayStation2


GameCube


Nintendo64


Game Boy


Xbox


PC CD-ROM

WWW.TOTALGAMES.NET

PSone MOST WANTED

TIME CRISIS PROJECT TITAN

Everybody loves guns, and what better game to indulge you firearm fetish than this instant classic. Beneath the shallow surface of constant shooting lies a game with remarkable depth. Complete the game with 100% kills, 100% accuracy and you will understand. Oh yes.





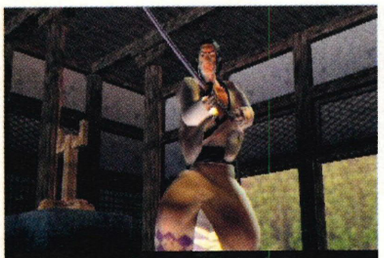


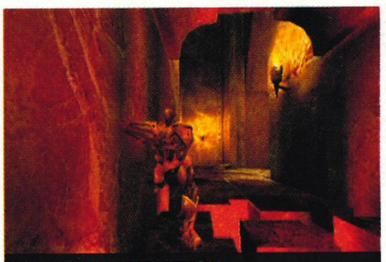
PSone RELEASES

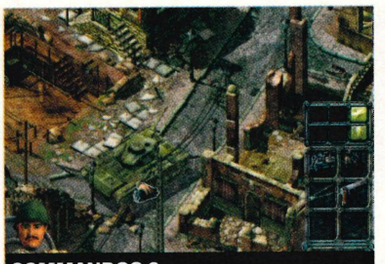
MARCH 2001			
FREESTYLE SCOOTER	UBI SOFT	SPORTS	09 MARCH
WORLD DESTRUCTION LEAGUE: WARJETZ	**3DO**	**RACING**	**16 MARCH**
WARRIORS OF MIGHT AND MAGIC	3DO	STRATEGY/ADVENTURE	16 MARCH
FEAR EFFECT 2: RETRO HELIX	**EIDOS**	**STRATEGY/ADVENTURE**	**16 MARCH**
ESL CLASSIC SQUADS	VIRGIN	SPORTS	30 MARCH
RUGRATS IN PARIS	**THQ**	**PARTY/PUZZLER**	**30 MARCH**
NBA HOOPZ	MIDWAY	SPORTS	30 MARCH
APRIL 2001			
RAINBOW SIX: ROGUE SPEAR	UBI SOFT	FIRST-PERSON SHOOTER	APRIL
THE SIMPSONS WRESTLING	**FOX INTERACTIVE**	**BEAT-'EM-UP**	**APRIL**
TIME CRISIS: PROJECT TITAN	SONY	SHOOT-'EM-UP	06 APRIL
BLACK & WHITE	**MIDAS**	**STRATEGY/ADVENTURE**	**09 APRIL**
ARMY MEN: GREEN ROGUE	3DO	SHOOT-'EM-UP	20 APRIL
ISS PRO EVOLUTION 2	**KONAMI**	**SPORTS**	**27 APRIL**
C-12	SONY	SHOOT-'EM-UP	27 APRIL
MAY 2001			
SESAME STREET SPORTS	UBI SOFT	SPORTS	04 MAY
TECHNOMAGE	**INFOGRAMES**	**STRATEGY/ADVENTURE**	**04 MAY**
BATMAN RACER	UBI SOFT	RACING	04 MAY
JUNE 2001			
EVIL DEAD: HAIL TO THE KING	THQ	STRATEGY/ADVENTURE	01 JUNE
GOEMON	**KONAMI**	**PLATFORM**	**01 JUNE**
MONSTER RACER	MICROIDS	RACING	01 JUNE
NASCAR 2001	**ELECTRONIC ARTS**	**RACING**	**01 JUNE**
ROSWELL CONSPIRACIES	UBI SOFT	STRATEGY/ADVENTURE	01 JUNE
ALONE IN THE DARK: THE NEW NIGHTMARE	**INFOGRAMES**	**STRATEGY/ADVENTURE**	**29 JUNE**

PS2 RELEASES

MARCH 2001			
SUMMONER	THQ	STRATEGY/ADVENTURE	23 MARCH
STAR WARS: STAR FIGHTER	**ACTIVISION**	**SHOOT-'EM-UP**	**23 MARCH**
F1 RACING	UBI SOFT	RACING	23 MARCH
WDL THUNDER TANKS	**3DO**	**SHOOT-'EM-UP**	**23 MARCH**
Z.O.E.	KONAMI	SHOOT-'EM-UP	23 MARCH
ROBOT WARLORDS	**MIDAS**	**STRATEGY/ADVENTURE**	**23 MARCH**
UNREAL TOURNAMENT	INFOGRAMES	FIRST-PERSON SHOOTER	23 MARCH
KNOCKOUT KINGS 2001	**EA SPORTS**	**BEAT-'EM-UP**	**23 MARCH**
STUNT GP	VIRGIN	RACING	30 MARCH
NBA HOOPZ	**MIDWAY**	**SPORTS**	**30 MARCH**
SHADOW OF MEMORIES	KONAMI	STRATEGY/ADVENTURE	30 MARCH
APRIL 2001			
STAR WARS: SUPER BOMBAD RACER	ACTIVISION	RACING	APRIL
MDK 2: ARMAGEDDON	**VIRGIN**	**SHOOT-'EM-UP**	**APRIL**
JUNGLE BOOK: EMBARGOED	UBI SOFT	PARTY/PUZZLER	APRIL
TOKYO HIGHWAY CHALLENGE 2	**UBI SOFT**	**RACING**	**APRIL**
KENGO: MASTER OF BUSHIDO	UBI SOFT	BEAT-'EM-UP	APRIL
AGE OF EMPIRES 2	**KONAMI**	**STRATEGY/ADVENTURE**	**APRIL**
RING OF RED	KONAMI	STRATEGY/ADVENTURE	APRIL
MISSION WINBACK	**MIDAS**	**SHOOT-'EM-UP**	**APRIL**
WARRIORS OF MIGHT AND MAGIC	3DO	STRATEGY/ADVENTURE	06 APRIL
ARMY MEN: SARGE'S HEROES II	**3DO**	**SHOOT-'EM-UP**	**06 APRIL**
HEROES OF MIGHT AND MAGIC	3DO	STRATEGY/ADVENTURE	06 APRIL
ARMY MEN: GREEN ROGUE	**3DO**	**SHOOT-'EM-UP**	**06 APRIL**
QUAKE III REVOLUTION	EA	SHOOT-'EM-UP	06 APRIL


KENGO: MASTER OF BUSHIDO


QUAKE III REVOLUTION


COMMANDOS 2

RUMBLE RACING	**EA SPORTS BIG**	**RACING**	**06 APRIL**
TOP GUN INTERNATIONAL ACADEMY	VIRGIN	SHOOT-'EM-UP	13 APRIL
ALEX FERGUSON'S PLAYER MANAGER 2001	**3DO**	**SPORTS**	**13 APRIL**
NBA STREET	EA SPORTS BIG	SPORTS	13 APRIL
ROCK 'N' ROLL RACING	**VIRGIN**	**RACING**	**20 APRIL**
FORMULA ONE 2001	SONY	RACING	27 APRIL
SKY ODYSSEY	**SONY**	**RACING**	**27 APRIL**
VIVA ROCK VEGAS	VIRGIN	RACING	27 APRIL
HIDDEN INVASION	**VIRGIN**	**STRATEGY/ADVENTURE**	**27 APRIL**
MAY 2001			
RED FACTION	THQ	FIRST-PERSON SHOOTER	MAY
GAUNTLET DARK LEGACY	**MIDWAY**	**STRATEGY/ADVENTURE**	**MAY**
RUN LIKE HELL	VIRGIN	STRATEGY/ADVENTURE	MAY
GIANTS	**VIRGIN**	**STRATEGY/ADVENTURE**	**MAY**
BARBARIAN	VIRGIN	STRATEGY/ADVENTURE	MAY
F1WORLD GRAND PRIX	**KONAMI**	**RACING**	**MAY**
GOEMON	KONAMI	STRATEGY/ADVENTURE	MAY
SEVEN BLADES	**KONAMI**	**BEAT-'EM-UP**	**MAY**
EVIL TWIN	UBI SOFT	PLATFORM	MAY
ARMY MEN: AIR ATTACK II	**3DO**	**SHOOT-'EM-UP**	**11 MAY**
BLOODY ROAR 3	VIRGIN	BEAT-'EM-UP	18 MAY
BALDUR'S GATE	**VIRGIN**	**STRATEGY/ADVENTURE**	**25 MAY**
JUNE 2001			
GRAN TURISMO 3	SONY	RACING	JUNE
DREAMLAND CHRONICLES: FREEDOM RIDGE	**VIRGIN**	**STRATEGY/ADVENTURE**	**JUNE**
LE MANS 24HRS	INFOGRAMES	RACING	JUNE
UEFA CHALLENGE	**INFOGRAMES**	**SPORTS**	**JUNE**
WACKY RACES	INFOGRAMES	RACING	01 JUNE
PORTAL RUNNER	**3DO**	**STRATEGY/ADVENTURE**	**29 JUNE**
WDL WAR JETZ	3DO	SHOOT-'EM-UP	29 JUNE
JULY 2001			
ONIMUSHA WARLORDS	CAPCOM	STRATEGY/ADVENTURE	JULY
SUPREME RIDERS	**INFOGRAMES**	**RACING**	**JULY**
MOTOR MAYHEM	INFOGRAMES	RACING	JULY
AUGUST 2001			
LA FEMME NIKITA	INFOGRAMES	STRATEGY/ADVENTURE	AUGUST
TECHNOMAGE	**INFOGRAMES**	**STRATEGY/ADVENTURE**	**AUGUST**
PARIS RALLY	ACCLAIM	RACING	AUGUST
SEPTEMBER 2001			
WWF SMACKDOWN	THQ	BEAT-'EM-UP	SEPTEMBER
WING OVER III	**JVC**	**SHOOT-'EM-UP**	**SEPTEMBER**
SPY HUNTER	MIDWAY	RACING	SEPTEMBER
LEAGCY OF KAIN: SOUL REAVER 2	**EIDOS**	**STRATEGY/ADVENTURE**	**SEPTEMBER**
COMMANDOS 2	EIDOS	STRATEGY/ADVENTURE	SEPTEMBER
TEST DRIVE OFF-ROAD WIDE OPEN	**INFOGRAMES**	**RACING**	**SEPTEMBER**
DAKATAN	ACCLAIM	FIRST-PERSON	SEPTEMBER
WORLD RALLY CHAMPIONSHIP 2001	**SONY**	**RACING**	**SEPTEMBER**
OCTOBER 2001			
DEVIL MAY CRY	CAPCOM	STRATEGY/ADVENTURE	OCTOBER
LMA MANAGER 2001	**CODEMASTERS**	**SPORTS**	**OCTOBER**
HERDY-GERDY	EIDOS	STRATEGY/ADVENTURE	OCTOBER
SUPER MOTOX	**INFOGRAMES**	**RACING**	**OCTOBER**

PS2 MOST WANTED

METAL GEAR SOLID 2

There is still nigh on an entire year to wait for Kojima's latest, and from what we have gleaned from the one level, it is going to be well worth it. This time around the Genomes follow accurate Russian special forces procedures and can track you down by the mess you've left behind. Snaaaaaaake!







FREE CD

FREE! CHEATS CD



HOW TO USE YOUR FREE CD

USING YOUR FREE CD TO CRACK OPEN GAMES COULDN'T BE EASIER. SIMPLY FOLLOW THESE INSTRUCTIONS AND YOU'LL BE CHEATING LIKE A TROOPER IN NO TIME.

1



INSERT THE XPLODER CD INTO YOUR PLAYSTATION AND SWITCH ON.

2



OBSERVE THE ATTRACTIVE POCKET POWERSTATION LOADING SCREEN.

3



ENJOY VIEWING THE SMALL PRINT, AT YOUR LEISURE OF COURSE.

4



PRESS X TO MAKE YOUR WAY THROUGH A FEW ADVERTISEMENTS.

5



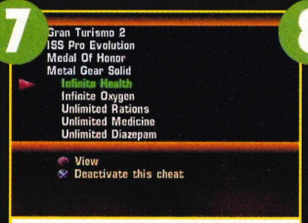
CHOOSE 'SELECT CHEATS' ON THE MAIN MENU SCREEN.

6



SCROLL DOWN TO THE GAME YOU WANT TO CHEAT ON.

7



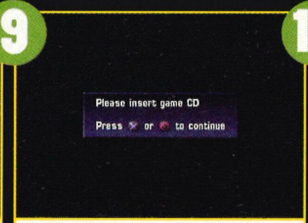
HIT CIRCLE, THEN CHOOSE THE SPECIFIC CHEAT YOU'RE AFTER.

8



PRESS START TO RETURN TO THE MAIN MENU. CHOOSE 'START GAME'.

9



YOU WILL SEE THIS MESSAGE. DO NOT ADJUST YOUR SET.

10



SWAP THE XPLODER DISC FOR YOUR CHOSEN GAME CD, HIT X, AND YOU'RE OFF.

FROM THE MAKERS OF XPLORER
XPLODER
THE ULTIMATE CHEAT SYSTEM
THE UK'S NO.1 NOW AVAILABLE FROM
Electronics Boutique · GAME · gameplay
HMV · Littlewoods index · TOYS R US
Virgin · WHSmith · WOOLWORTHS
AND 100% XPLODER COMPATIBLE CHEAT SYSTEMS FROM
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THE CHEATS

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- FINAL FANTASY VIII
- GRAN TURISMO 2
- ISS PRO EVOLUTION
- MEDAL OF HONOR
- METAL GEAR SOLID
- QUAKE II
- RESIDENT EVIL 3: NEMESIS
- TEKKEN 3
- TOMB RAIDER CHRONICLES

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THE XPLODER CD COSTS AROUND £19.99 AND IS AVAILABLE FROM ALL GOOD GAMES STORES. YOU CAN FIND NEW HACKS BY TELEPHONING THE CODES LINE ON 0900 7779757 (CALLS COST 50P PER MINUTE) OR VISITING THE WEB SITE ON WWW.XPLODER.NET. AND WE PRINT ALL THE BEST NEW HACKS EVERY MONTH IN OUR HACKERS SECTION. TURN TO PAGE 89 AND SEE WHAT YOU'RE MISSING OUT ON!



XPLODER CHEAT SYSTEM
SUGGESTED RETAIL PRICE: £19.99

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INFINITE HEALTH · EXTRA VEHICLES · UNLIMITED AMMO · SECRET CHARACTERS · EXTRA WEAPONS

FROM THE MAKERS OF XPLORER
XPLODER
THE ULTIMATE CHEAT SYSTEM CD9000

TIME CRISIS PROJECT TITAN

RICHARD MILLER RETURNS IN THIS BALLETIC DISPLAY OF BLOOD, BULLETS AND BLUE-RINSED BABES!

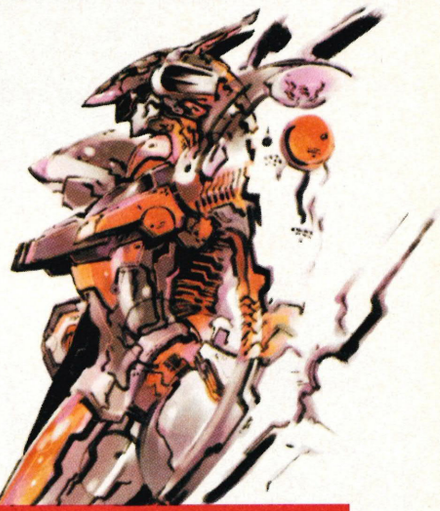
THE BIG GAME





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!













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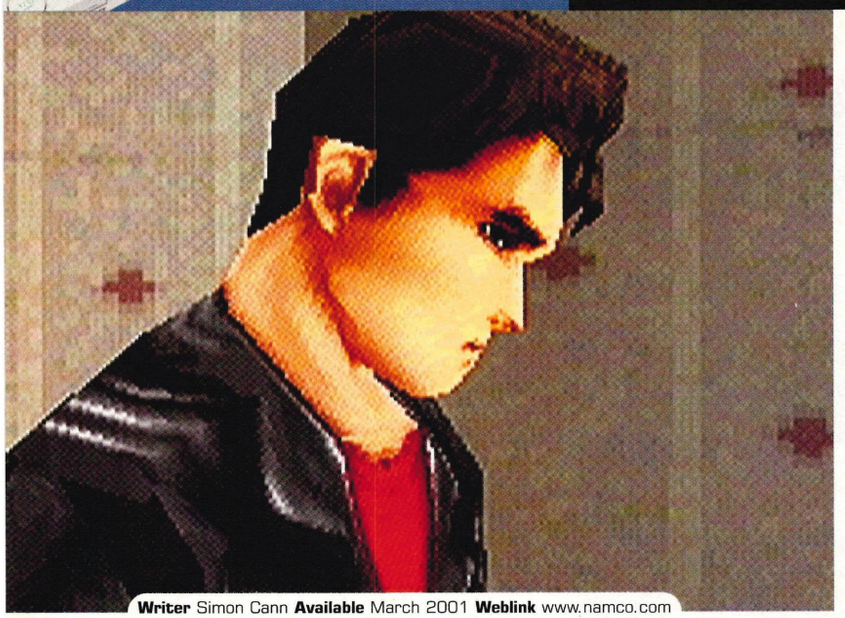
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Previews of all the hottest forthcoming games, plus miniature sneaky peeks at future titles to keep you one step ahead of the game.
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Ratings for every PlayStation game that has ever appeared in PLAY, plus heaps of extra information!

PLAY ICONS

These symbols tell you about the number of players and whether or not you can use a specific device with the game.

Mouse compatible	Number of players	Multi-Tap compatible	Memory Card compatible	Link Cable compatible	Light Gun compatible	Dual Shock compatible
eg Alien Resurrection	eg 1-4 players	eg ISS Pro Evo 2	for saving games	eg Formula 1, Wipeout	eg Point Blank 3	eg Ape Escape, Ridge Racer V





Writer Simon Cann **Available** March 2001 **Weblink** www.namco.com

TIME CRISIS: PROJECT TITAN

DUST DOWN THAT GUN CON BECAUSE RICHARD MILLER IS BACK AND THIS TIME IT'S PERSONAL...

PLAY
UK PAL
PLAYSTATION

PUBLISHER	SONY
DEVELOPER	NAMCO
PRICE	£29.99

1 Player | Memory Card | Dual Shock | Light Gun

As a rule of thumb, dedicated console peripherals – designed solely for use with certain genres – are a bit of a waste of money (and time). Just ask any of the unfortunates who paid full-whack for the criminally under-supported PlayStation Mouse. However, when Namco released its Gun Con peripheral, it was worth the purchase price alone just to be able to play the firm's enormously enjoyable coin-op conversion of the lightgun shoot-'em-up, *Time Crisis*. At just under sixty quid, the package of gun and game wasn't cheap, but most connoisseurs agree that the near perfect conversion stands as one of the most addictive titles ever released on Sony's 32-bit console (even the slightly sluggish PAL optimisation couldn't spoil the fun). The fact that the Gun Con (with its visionary A and B buttons) happened to be the most accurate and well-designed PlayStation lightgun ever released, was simply an added bonus.







TRIGGER-HAPPY

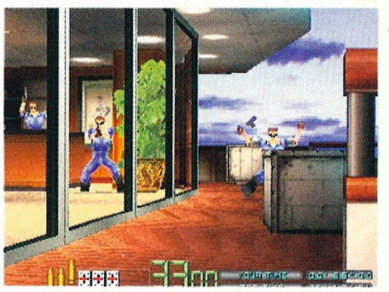
Namco went on to release several other gun games, including the excellent *Point Blank* titles, yet much to the chagrin of those with itchy trigger fingers, it never produced a console sequel to the original *Time Crisis*... until now that is.

Time Crisis: Project Titan lurked about in development hell for what seemed like an eternity – which often suggests that things aren't going too well on a project. As the delay grew longer and longer, the PLAY team slowly began to resign itself to the fact that even if the game did ever see the light of day, it would probably be a pale imitation of the original. Needless to say, when a review copy of the game appeared (out of the blue) in the office, we feared the worst. Fortunately, we needn't have worried, for with *Time Crisis: Project Titan*, Namco has pulled out all the stops and created a game that retains almost all of the key elements that made its predecessor such a joy to play. What's more, a few new ideas have been thrown into the mix for good measure.

In case you're in any confusion, this is not a conversion of the *Time Crisis 2* coin-op, neither is it based on the second arcade sequel *Crisis Zone*. Instead, *Time Crisis: Project Titan* has been exclusively

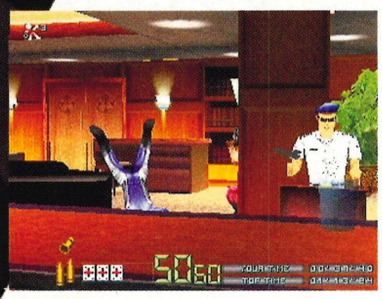


[Above] When you put a lot of men on a boat without any women on board, tempers will inevitably flare. The guy in the white shorts hasn't spoken to the guy in the blue suit for months. Shame really. **[Below]** Parts of the scenery can be shot out, for example the windows on the left.



> "If you own the original and hanker after more of the same, then this absolutely, positively must be your next purchase"







[Above] How much for this woman? She good cook, you like her? **[Left]** Enemies die in a particularly satisfying manner. Witness that bizarre handstand!

DID YOU KNOW?

- A certain individual in the office has a rather unhealthy obsession with replica firearms. We have little doubt that in the event of a war, the said individual would be a likely candidate to be shot by his own troops and we're not talking friendly fire.
- Scientific research has revealed that people obsessed with guns often had a difficult childhood and in many cases were beaten senseless by their peers at school. The same research also revealed that they were born with a few more genes than the rest of us, making them 'special'. Strange but true.

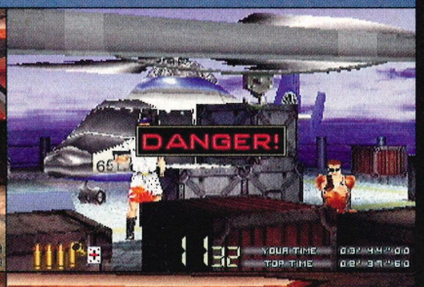




SWEATY PALMS

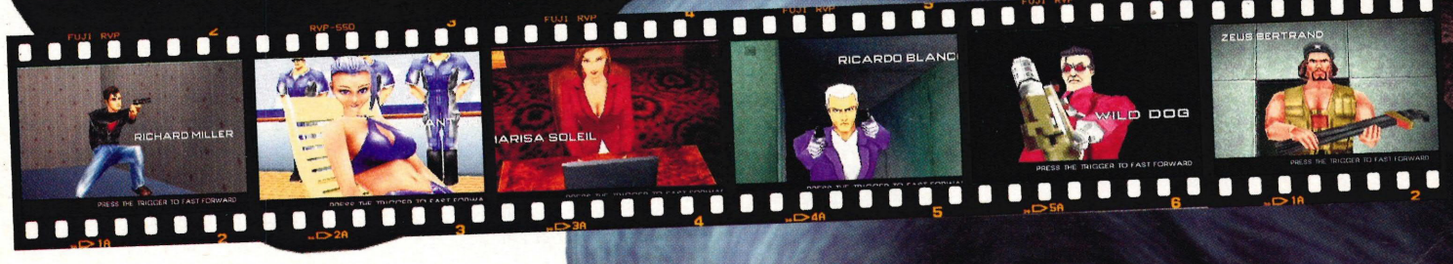
You know a game's doing something right when you walk away from it with sweaty palms (oo-er), and Time Crisis: Project Titan is a case in point. The level of tension generated as you approach the end of a stage with your 100% hit ratio intact, is palpable. The idea that one stray shot could wreck your record never fails to instill an almost superhuman level of focused concentration. All games should be like this.





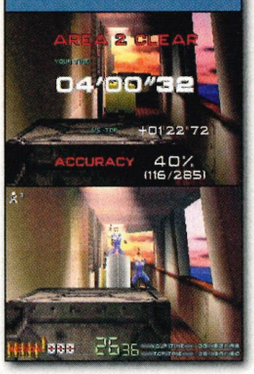






SHOOTING STARS

Any bloody fool can pull a trigger, but the real joy in Time Crisis: Project Titan comes in the shape of competing for high scores. Categories include highest hit percentage and largest number of consecutive hits. Furthermore, if you complete the game through to the end, you are awarded a star rating. It might not sound like much, but the desire to make it to the top is surprisingly strong.





designed for the PlayStation, ensuring that the developer has been able to tailor a game that fully exploits the potential of its ageing host platform. Suffice to say, this is one of the finest releases to have graced the machine in recent memory and along with Square's superb *FFX*, proves that there's life in the old dog yet.

In terms of story line, you are once again assuming the control of that 'one man army' Richard Miller (whom fans will recall as being the hero of the first game). Miller has been put in the frame for the assassination of a President, and must clear his name within 48 hours – or face the rather awesome wrath of the authorities. Admittedly, the plot is unlikely to pick up too many awards, but crucially, *Project Titan* has it where it counts… namely in the gameplay department.



For those of you unfamiliar with the *Time Crisis* games, the concept behind them is beautifully simple. Waves of armed terrorists and bad guys rush onto the screen and your task is to blow them away without getting hit yourself. Okay, so there's a little more to the game than that. Firstly, as the title suggests, each stage is played out against a strict time limit. Consequently, you not only have to worry about avoiding enemy attacks, but must also keep an eye on the clock to ensure that time doesn't run out.

HIDDEN AND DANGEROUS

The action takes place on-rails (no *Resident Evil: Survivor* nonsense here, thank you very much), so the player simply has to worry about taking aim and picking off the bad guys. During each scene, the player can take cover behind scenery (just like the original) to avoid heavy fire and/or reload their gun. Whilst this may sound fairly simplistic, it lends the action a nicely understated strategic depth. You're not the only one making use of the scenery for cover, however. Many of the enemies also utilise their surroundings, leaping out unexpectedly from behind plant-pots, packing-crates, jeeps and pretty much anything else on screen. Having blasted your way through to the end of each of the game's four stages, you'll find yourself locked in battle with a boss, who requires multiple hits before expiring.

So the formula for the new game remains largely unchanged, but the question is, does this sequel improve on the original title? The answer, after much deliberation, turns out to be no. With that said, this is still an exceptionally entertaining piece of software. Being a console-only title, the arcade mode of the original game (a straight conversion of the coin-op) is not included in this outing, leaving you with just Story and Time Attack modes (which comes as something of a disappointment given the game's gestation period). The former mode sees you making your way through four differently themed stages including a luxury yacht, an airport and an underground laboratory. Time attack simply allows you to select any one of the aforementioned four stages and compete for the quickest time (surprise).







"The formula for this new game remains largely unchanged"



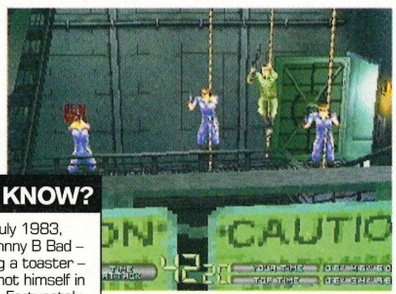
CLASH OF THE TITANS

The quality and imagination of the levels, each of which is divided up into four areas, is excellent and, as before, certain scenes are interactive. For example, in the laboratory level you have to repeatedly duck to avoid a lethal swinging crane hook. Likewise, certain innocuous-looking background objects can be shot (gas









PEDAL TO THE METAL

The arcade version of Time Crisis and its subsequent sequels all featured a unique foot-pedal system, which allowed players to duck behind scenery and reload when the going got tough. To get around this, Namco's Guncon peripheral featured two buttons on each side of the gun's barrel, which effectively doubled up as the coin-op's pedal. The idea was later copied by most other PlayStation lightguns.



DID YOU KNOW?

• On 13 July 1983, Professor Johnny B Bad – whilst cleaning a toaster – accidentally shot himself in the sphincter. Fortunately, his pet Labrador (named Bingo) was in the room at the time and was able to retrieve the ring-shaped muscle. It was then kept in ice until doctors could operate.











GREAT GUNS

The history of the lightgun videogame spans four decades, and when you look back at early efforts from the past, you realise just how far the genre has come. Take a butchers at some of these blasts from the past.

Boot Hill

Midway's 1977 Boot Hill was one of the earliest examples of the lightgun genre. The game's graphics were overlaid via a mirror onto a piece of backlit plastic, which provided the game's background. Gameplay saw one or two players picking-off Wild West-themed targets in a bid to rack up the highest score. By today's standards it looks positively archaic, but it did blaze a trail that later releases would prove to follow.

Chiller

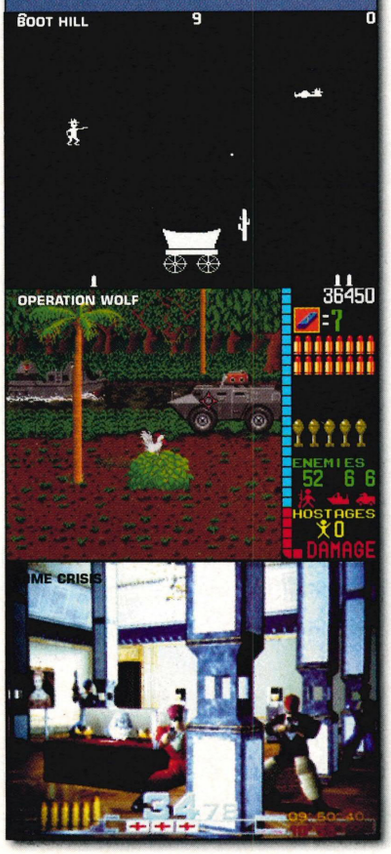
Exidy's 1986 release Chiller would cause a furore were it released today. Basically players progressed through an assortment of torture chambers blasting limbs off the unfortunate on-screen characters. Furthermore, a guillotine could be shot at, resulting in someone losing their head, while particularly sadistic players could shoot the handle of a Rack, which caused the poor soul on it to be ripped apart. Don't expect a PlayStation conversion of this anytime soon.

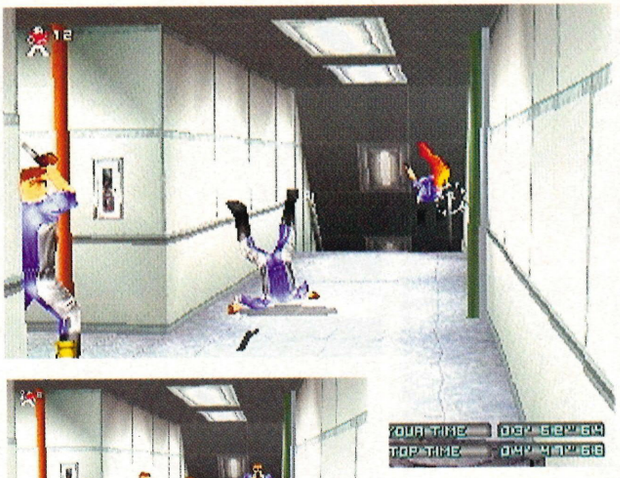
Operation Wolf

With a dirty great replica Uzi bolted to the cabinet, it was pretty hard to miss Taito's celebrated 1987 coin-op, Operation Wolf. The game saw you controlling Green Beret Roy Adams as you attempted to rescue a number of Prisoners Of War from the clutches of an evil dictatorship. Fourteen years down the line, this is still an enjoyable title and well worth checking out if you see it in a dark corner of a seaside arcade.

Time Crisis!

Released in 1996, the original Time Crisis coin-op owed a fair debt of gratitude to Sega's Virtua Cop, especially in its use of polygon constructed bad guys. You controlled Richard Miller as he attempted to free the kidnapped daughter of a fictional President. Five years on and the game's still as enjoyable as it always was. If you don't already own it, then you really should pick up the excellent PlayStation conversion of the game.







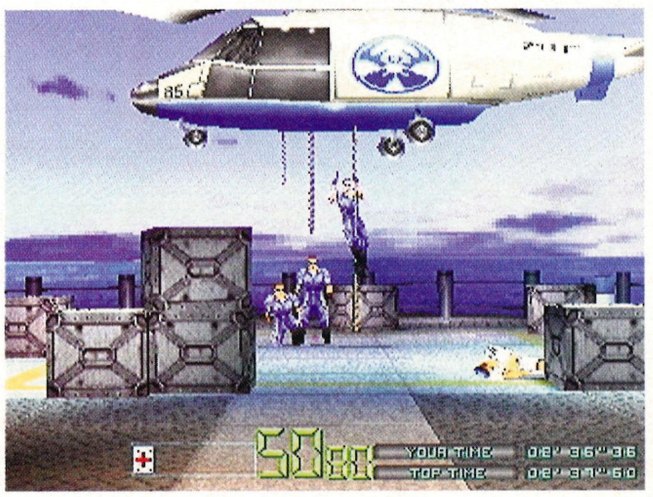


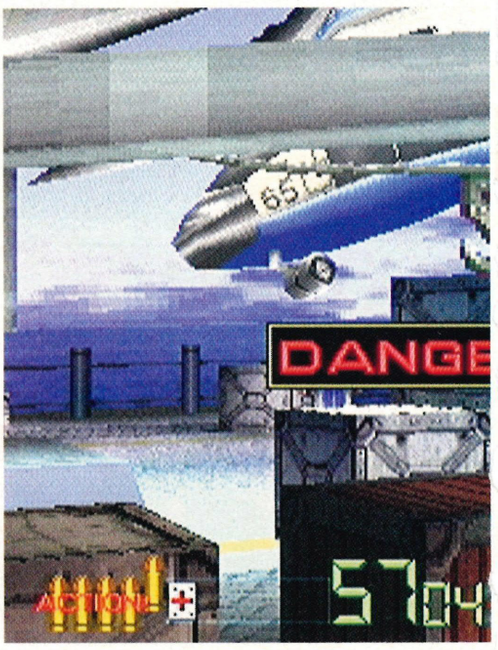


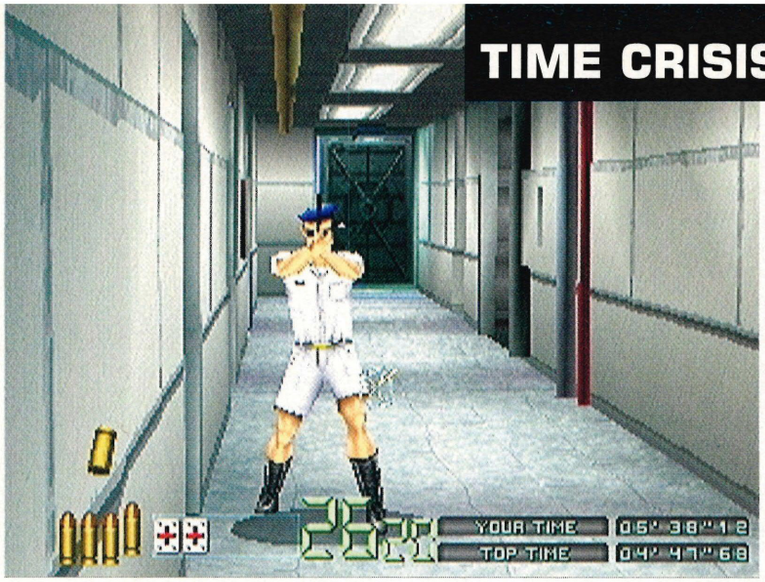


[Right] Fans of the first game will no doubt recognise Wild Dog. His bark is worse than his bite to be honest. In fact he's 'armless!

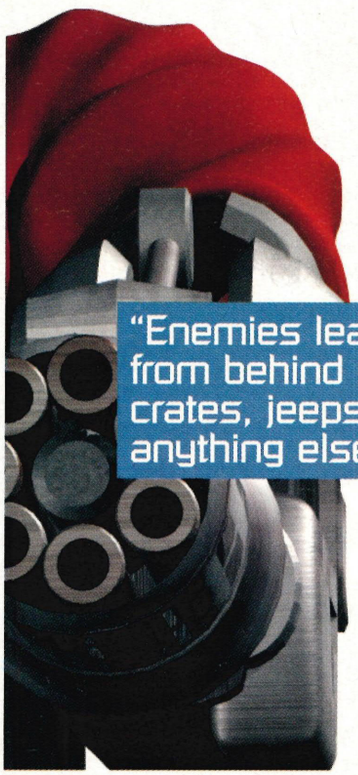
"Suffice to say, this is one of the finest releases to have graced the machine in recent memory"











"Enemies leap out unexpectedly from behind plant-pots, packing-crates, jeeps and pretty much anything else on-screen"

cylinders etc), with the ensuing explosion taking out enemies in the vicinity in double quick time. All of this is handled very nicely, but somehow these scenes don't quite work as well as their counterparts from the original game. For instance, Level 1 of the original *Time Crisis* saw you pitted against a bullet-spraying helicopter, an incoming limousine and a boss wielding a Freddy Krueger-style bladed glove. By comparison, *Project Titan*'s first level is fairly uneventful, with only a cleaver-wielding chef and a machine gun-toting Che Guevara look-a-like providing any significant respite from the common or garden grunts. With that said, *Project Titan* does introduce several new elements that didn't feature in the first game. The most notable of these is the multi hiding place system employed during Boss encounters. Unlike the original – where players were simply restricted to one hiding area – *Project Titan* Boss encounters now allow the player to flick between a variety of safe points. This isn't just a luxury, it's a necessity, as the bosses often move to areas where they can't be seen. When this happens, the player must switch positions to get a clear shot. The inclusion of this is laudable and adds a greater level of depth and strategy to the game, yet somehow you can't help but feel that it takes away from the simplistic arcade purity that epitomised the first game.









PISTOL-WHIPPED

Another new (and more successful) inclusion is that of the accumulator counter in the top left of the screen, which tells you how many consecutive hits have been landed without missing. Whilst this may sound fairly trivial, it brings to the game yet another goal to aim for once the Story mode has been finished. This leads us to the crucial topic of longevity. Admittedly the Story mode can be completed within a day or two, which in the case of some titles would render the game redundant. However, as with the original *Time Crisis*, the real joy of *Project Titan* is returning to old ground and improving your performance. This could take the form of perfecting your hit percentage (given at the end of each area), racking up a ludicrously high total on the hit accumulator, or completing the game in the quickest possible time. Naturally, combining all three of these elements is the ultimate objective and whilst the game could essentially be viewed as a memory test, you still need sharp shooting skills to get your name on the scoreboard. To some, this may sound like a cop-out, and indeed Namco could and should have provided more stages. However, at heart the game's raison d'être is to provide a challenge in which players can keep returning to improve on their personal best (or those of others, for ultra competitive bouts).

In terms of visuals, the game presents little in the way of improvement over the original game (no bad thing really). The characters and backgrounds are all slightly angular, but as before, the animations of the enemy troops is excellent, particularly the various ways they collapse after being pumped full of lead. The same lack of improvement is evident in the game's audio department. The sound effects will all be familiar, whilst in some instances the music is exactly the same as that of *Time Crisis*.



GUN CONTENT

Ultimately, if you're after a quality lightgun game, then this is up there with the best of them. Those who don't already own *Time Crisis* would be advised to go for that before *Project Titan*, as it's (by a whisker) the more impressive of the two games. However, if you own the original and hanker after more of the same, then this absolutely, positively must be your next purchase. In fact if you fall into the latter category, stick an extra five-percent on the overall score at the end of the review. If you haven't already got the message, we like *Time Crisis: Project Titan* – and we're pretty sure that you're going to as well.



PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

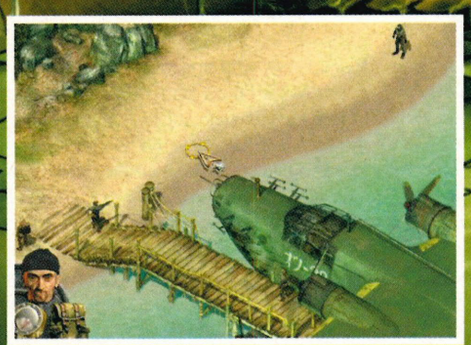
90 PERCENT

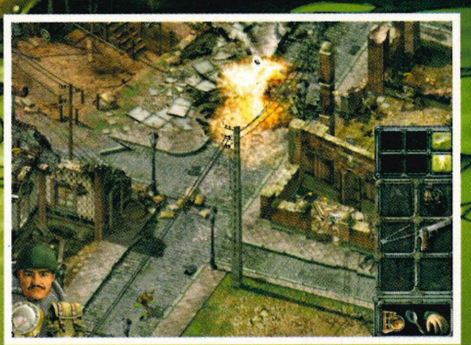
SOME FIRST-CLASS SHOOTING ACTION

ALTERNATIVELY:

Time Crisis	90%
Point Blank 3	82%









COMMANDOS 2

Writer Mark Crawley **Available** September 2001 **Weblink** www.pyrostudios.com

softography

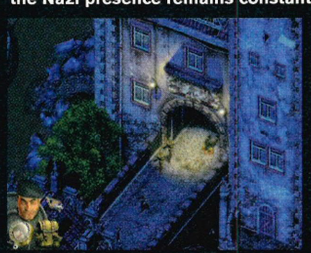
Pyro Studios **Spain**

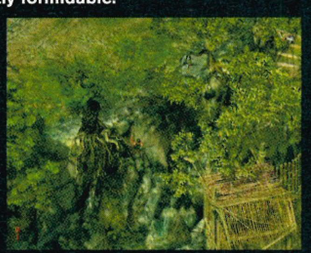
Commandos: Behind Enemy Lines

Commandos: Beyond The Call Of Duty

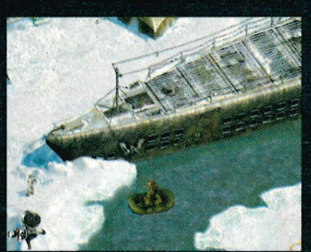
TOUR OF DUTY

Consciously avoiding monotony, *Commandos 2*'s campaign sees your trigger-happy troop making its violent way through a series of differing locales. From war-torn European towns, through deep jungles, icy wastes and even the odd German castle, the scenery may change but the Nazi presence remains constantly formidable.









"A staid simulation this most certainly is not"

THE BEST THING TO COME OUT OF SPAIN SINCE COLA CAO AND INVERTED EXCLAMATION MARKS? ¡MAYBE!

With the *Cannon Fodder*-revealed cultural taboo surrounding WWII fading as fast as the generation which was so traumatised by it, the forthcoming *Commandos 2* should find itself in fledgling, but not necessarily hostile, territory. Whilst, as an arts medium, the videogame is still considerably less acceptable than the film, a developer can now at least reference [hushed tones] 'the war' without automatically causing offence in Britain before a single Start Button is pressed.

Even as the strategy-imbued cousin of Sensible Software's insensitive-but-so-much-fun-we'll-forgive-it-anyway classic, *Commandos 2* thankfully remains more *Lost Patrol* than *Soldier Of Fortune* in its sensibilities… something which makes us all the more eager for a completed code. Whilst it's already (gloriously) clear that the artwork is noticeably more stylised than that of the original *Commandos* game, a familiar sombre seriousness presides over the subject matter thanks to lavish detail and considered gameplay. Don't get us wrong, a staid simulation this most certainly isn't. But in tempering any leanings towards cartoon violence and coupling them with strict penalties for mistakes, an engaging weight is applied to each of the player's actions. Dying in *Commandos*, as in real war, was a terrifyingly simple thing to accomplish and, with the sequel looking no different in this respect, it'll be interesting to see how suited to the PS2 market the finished article turns out.

Avoiding a grizzly demise will require the expert deployment of each individually skilled member of your squad. From the brutal Commando himself, to the sneaky Sniper or 'distracting' Resistance fighter (to name but a few), successful players must master every aspect of covert warfare. With mass-market pressures rendering such military discipline a little thin of late, *Commandos 2* deserves to infiltrate many a PS2, making a coup for challenging and depthy play. You're unaware of course, but Pyro already has you in its sights…

APRIL 2001

PUBLISHER Eidos

DEVELOPER Pyro Studios

1 Player

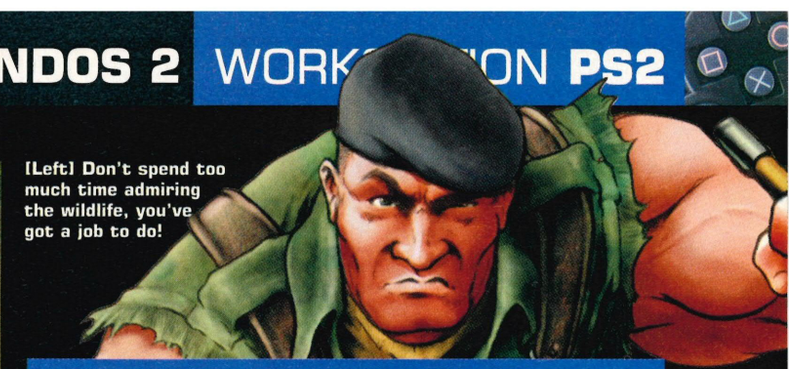
70% Complete

Anticipation

★★★★☆







[Left] Don't spend too much time admiring the wildlife, you've got a job to do!

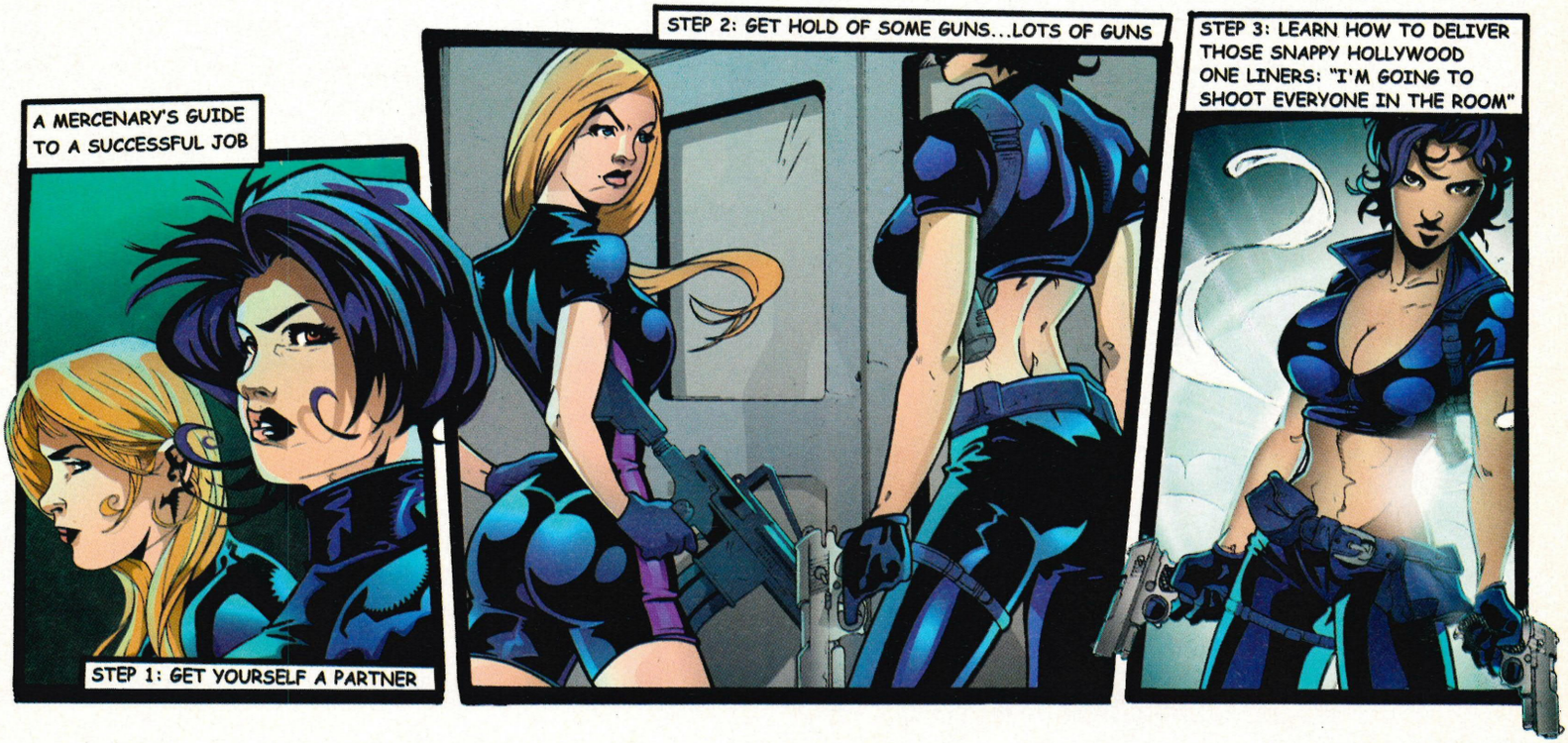
RIFLE RANGE

As in so many games, sniping is particularly gratifying. Your ability to engage from a distance is limited by the Sniper's ammo count however, ensuring that you'll not fall into a slovenly approach prematurely.



"The artwork is noticeably more stylised than in the original"

WHEN GIRLS COME TOGETHER





softography

BioWare **CANADA**

MDK2

Baldur's Gate

Baldur's Gate II: Shadows Of Amn

Baldur's Gate: Tales Of The Sword Coast

Writer Mark Crawley **Available** April 2001 **Weblink** www.bioware.com



[Above] Max's four-armed mayhem makes for splattery progress through the enemies ranks. Our preview code failed to load Dr Fluke's levels so hopefully he's copped a stray bullet...





[Above] Exit chutes and corridors often sit high above an area. Luckily fans provide an easy method of travel when combined with Kurt's coil-suit.

MDK2 ARMAGEDDON

BIOWARE IS COOKING UP A NICE SHINY PIE. A MUCH-LOVED RECIPE IT MAY BE, BUT WHAT ABOUT THAT SELL-BY DATE?...

If summative titles decided a game's rating then *MDK2* (or *Murder Death Kill*, for long) would be an indisputable classic... but o-ho, see how our sub-textual suggestions are already slinking their way into your subconscious – because (unless it's the ridiculously titled Borobodur we're talking about) a game's name doesn't affect its score one iota which, if you apply a certain logic, leaves us with the implication that Interplay's 'new' PS2 shooter is actually a 'disputable classic'. Go on, read the opening statement again... see it now? Good, because such barely concealed irreverence is quite, quite deliberate – the *MDK* franchise is verging on falling foul of its own success...

Few companies rival Shiny for the generation of content which is both 'wacky' yet remarkably palatable – add this to a healthy sprinkling of originality and competent execution and you've got... oh, hang on... the exact mixture required to produce games which seem brilliant at the time of release, yet become somehow more repugnant with age. Living on the strength of new ideas is all very well, see, but once other groups start to come along and improve on those original concepts, that trail-blazing title can soon begin to feel quite tatty by comparison.

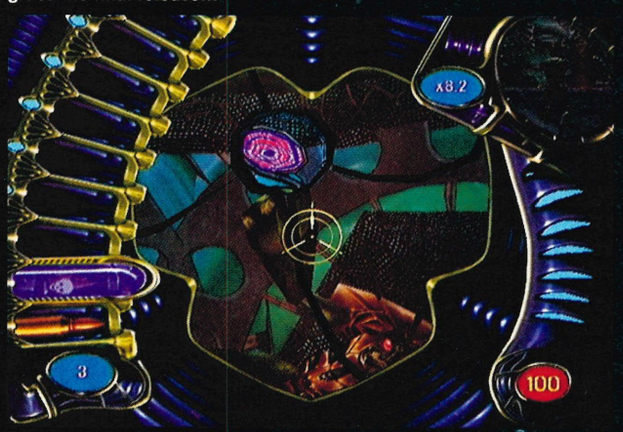
Unlike bona-fide classics (such as *Doom*, *Mario64* or, hell, *Defender*), which execute their ideas to such a peerless degree that it's genuinely difficult for the competition to, er, compete, Shiny's games regularly fall into the masochistic bracket. They extol great concepts which, nevertheless, can be realised with greater competence (and thus be dominated) by others. An

MARCH 2001

PUBLISHER	Interplay
DEVELOPER	BioWare
	1 Player
	85% Complete
	Anticipation ★★★☆☆

CAN'TROL SYSTEM

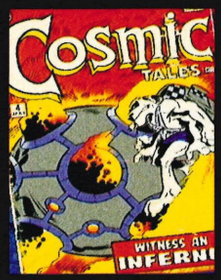
One thing which does currently worry about *MDK2* is its control system which, in light of developers' general reluctance to emulate the DC/N64 style of play on a PlayStation pad (wherein an analogue stick directs one's view, with the traditionally placed 'fire' buttons controlling movement), leaves rather a lot to be desired. The right analogue stick normally shifts the camera up and down, for example, but this suddenly changes in Sniper mode, with the left stick taking over the duty. With Rare failing to convincingly pull off such a double-control method in *Jet Force Gemini*, *MDK2*'s adoption of the method seems even more obtuse. Hopefully something more consistent will grace the final release...



[Below] The original MDK2's comic style still presides over much of the introductory bumph. Certain cut-scenes also use the in-game engine.







unfair expectation it may be, but if the people at BioWare had built on the template handed them rather than following it so religiously, the *MDK* franchise itself could have been the home of such evolution – but they haven't really, so it isn't really...

If this sounds judgmental for a WorkStation then consider the fact that *MDK2 Armageddon* stands as a practically direct port of the snazzy-but-year-old Dreamcast sequel to the original PlayStation affair [gasps for breath] – leaving BioWare chasing an increasingly dated brief which the competition, if not the punter, is poised to relegate.

Be sure to take the above in a cautious rather than outright negative tone though – this 'new' *MDK* looks set, as ever, to be fantastic fun for the most part and something in which newcomers (or fans of the PlayStation version who just want more of the same) will be able to revel. Disciples of Shiny's more innovative tendencies are, however, doubtlessly crossing their fingers for a port of something a little fresher instead.



[Below] Perhaps the most ridiculously oversized enemy we've seen... good luck then!

WHO'S THE DADDY?

As a third-person platform shooter which pits the player against hordes of cocky alien scum, *Armageddon* does a good job of dispelling the understandable fear (given the PS2's launch titles) that the Dreamcast is actually more powerful than Sony's black tablet. Our preview code ran smoother than Graeme's PR-blag schmoose, impressively maintaining not only its detailed character models throughout, but also the icky green gunge which so often spurted generously from the viscous wounds inflicted by our cackling selves. All of which bodes well for the quality of the finished article, not to mention the PS2's *Baldur's Gate*...



"*MDK* looks set, as ever, to be fantastic fun for the most part"

...THE BOYS JUST DON'T MEASURE UP



fear effect 2 RETRO HELIX

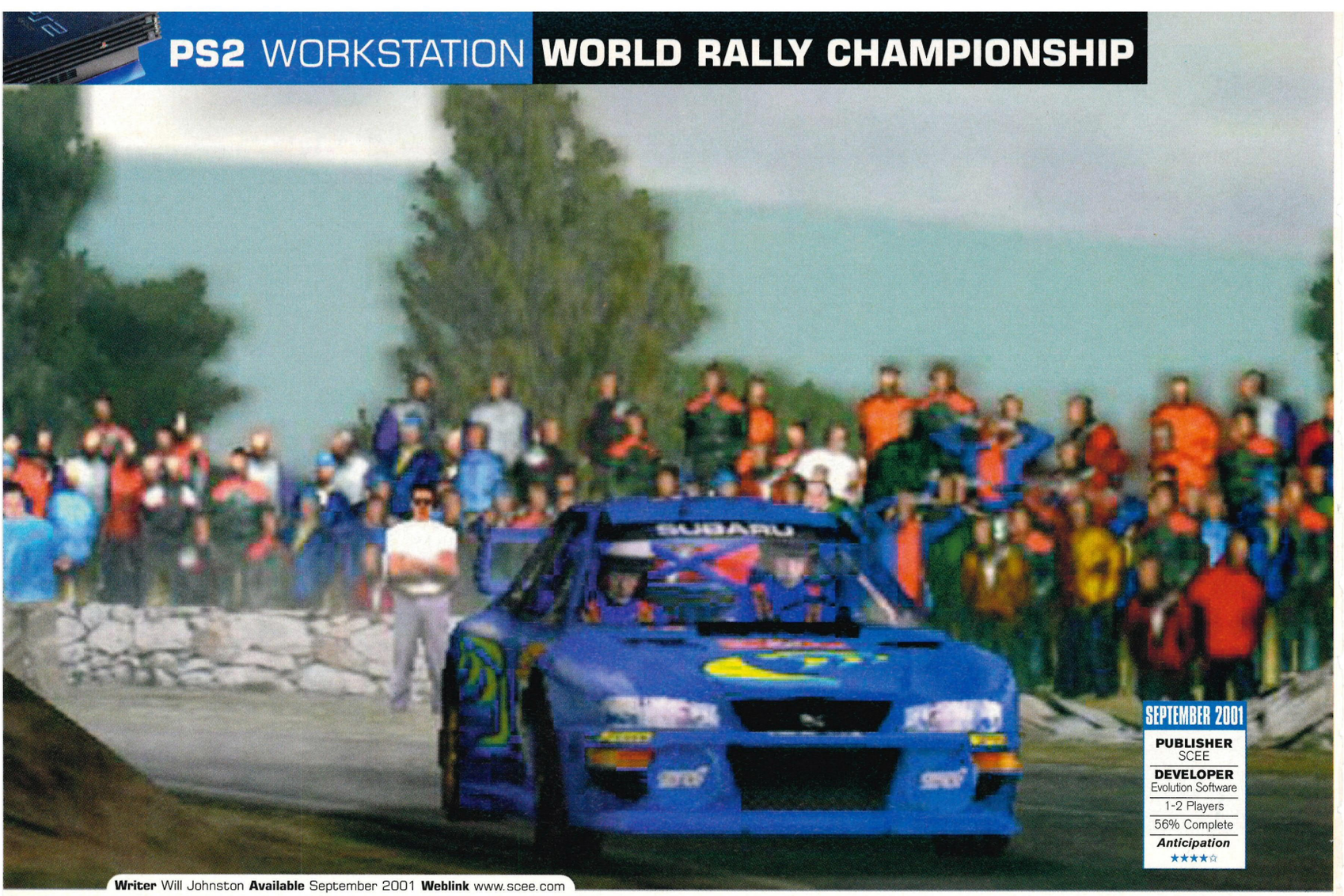
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PlayStation

EIDOS INTERACTIVE

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SEPTEMBER 2001
PUBLISHER SCEE
DEVELOPER Evolution Software
1-2 Players
56% Complete
Anticipation ★★★★☆

Writer Will Johnston **Available** September 2001 **Weblink** www.scee.com

WORLD RALLY CHAMPIONSHIP 2001



softography
Evolution **UK**
Though they've individually worked on many titles, this is Evolution's first game as a team.

WHEN THE WORLD'S TOP DRIVERS AND ADVERTISING SALESMEN COLLIDE, YOU KNOW YOU'RE IN FOR ONE HELL OF AN IN-DEPTH RIDE...

Been drumming down country lanes in a Mitsubishi Lancer with the help of your PlayStation2 lately? Why you bunch of blue-faced liars! There has yet to be a fully fledged rally game for the PS2, and until *Colin McRae 3* screams round the corner the only way you'll get one is to strap your machine to a roller-skate and push it through a muddy puddle. Sure, *Gran Turismo 3 A-Spec* is on its way later this year, complete with Rally mode, but we want some second-shaving dirty driving and we want it now. With the old adage that all good things come to those who wait well in the forefront of our minds, we come across Sony's latest rally superstar.

World Rally Championship 2001 is set to be one of the most in-depth pieces of driving code our friend the home console has ever seen. Without even getting into a discussion about the actual handling of the cars, we can see that some big men with some pretty large chequebooks have been working rather closely with this one. *WRC* manages to feature all seventy tracks from the real 2001 FIA WRC, which have been built digitally with the help of satellite-based terrain data. This information has then been stitched together with photo realistic and densely populated environments that are treated to algorithmically generated weather, to give the player the most believable ride yet, with no two trials being exactly the same. Impressive, Mr Bond. Most impressive.

"*WRC* has no qualms about completely destroying your car in painstaking detail"

DIRT TRACKED DOPPELGANGER

So, they reckon that *World Rally Championship* will be the most realistic racer ever do they? We've got our hands on pictures of the real event for you to compare and contrast with Evolution's graphical genius.

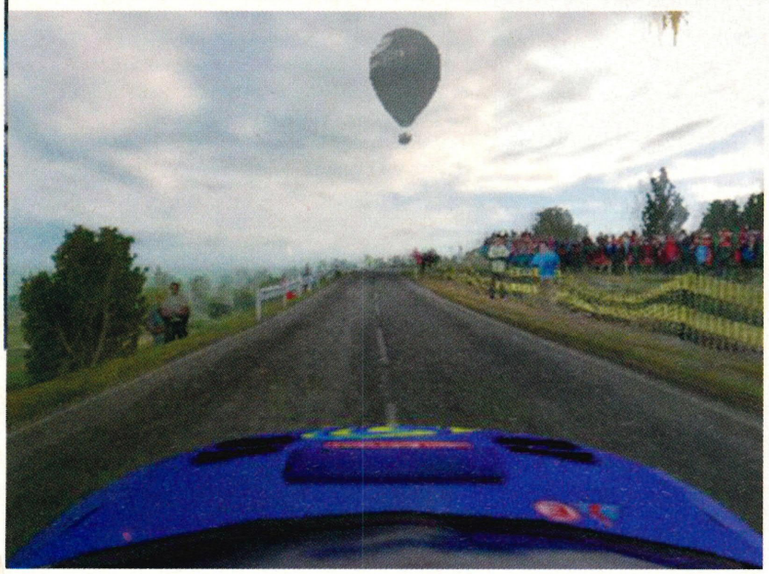




"The resulting character animations show more charisma and personality than the original driver ever had"









IN A RALLY MODE

***World Rally Championship 2001* is already looking like it could be the next-gen Rally title to watch out for. However, those of you who like your back road racing, as well as the pure grip of clean asphalt, will be choked to hear that *Gran Turismo 3* will feature its own Rally mode. Two games for the price of one? Sounds like a snip. Well just remember that *GT2*'s attempt at the sport was less than inspiring and the cars in *GT3* will definitely be as indestructible as ever.**





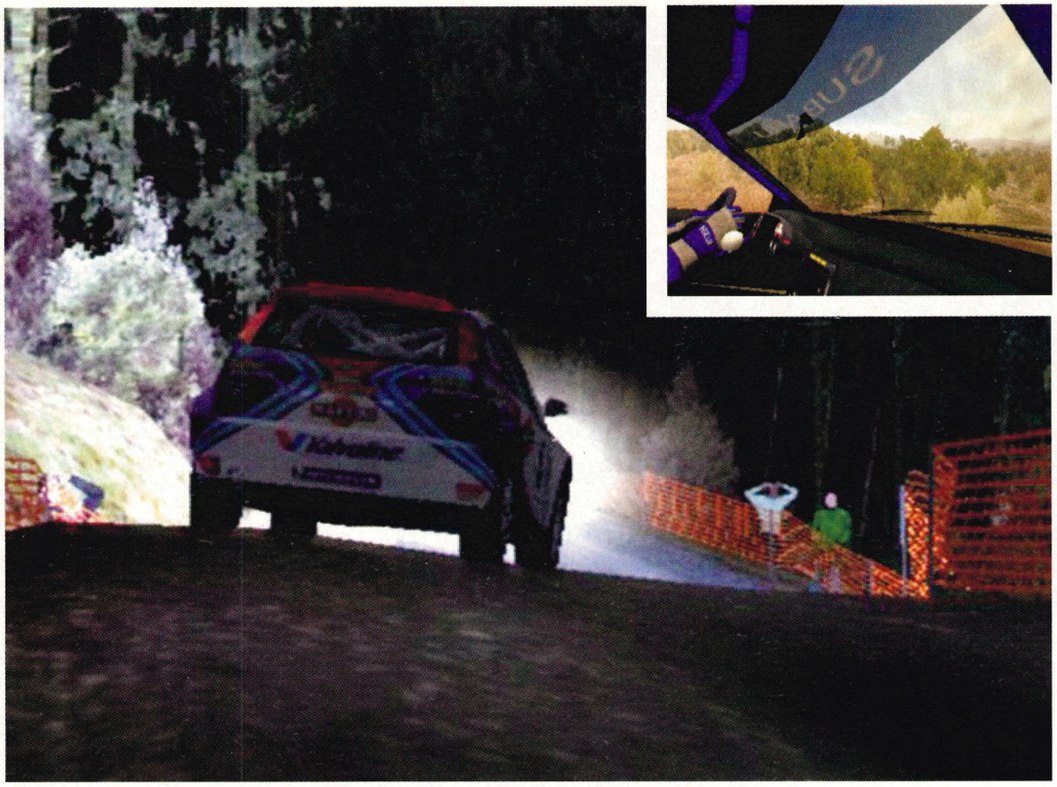
COLIN'S THIRD HELPING

The byword for console Rally excellence is currently in the pipeline for a full-on PlayStation2 treatment. Both *Colin McRae* games were huge success stories and there's an army of ardent fans out there hungry for more. Well that's exactly what they're going to get later this year when Codemasters gets itself in gear. No matter when the release date will be, it's still good to know that we'll be getting it way ahead of the Americans. Our colonial cousins aren't so fond of their rally games, and usually receive a *McRae* game a year after the UK.



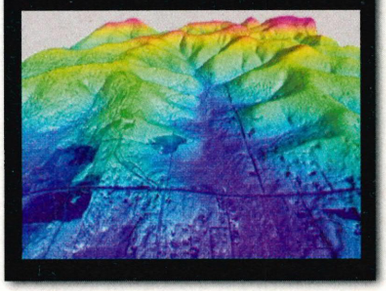


Hunting deer? Stun them with your lights, then hit them hard with a shovel.



MAPPA MUNDY

It's not just multi-billion dollar military industrial complexes that make use of mapping satellites. Modern videogame designers are in on it too. Rather than just converting 3D topological data directly into the game, *WRC*'s creators have used it as a guide to the way different areas of the world look and feel. Not only does this allow *WRC* to look beautiful, it allows it the freedom to tweak individual tracks making them feel like no other.

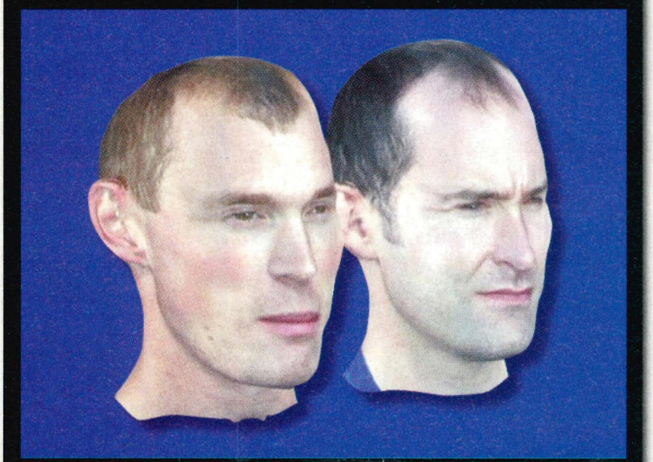


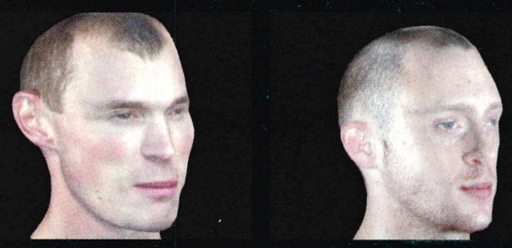
Many racing games fall under the same criticism category that the cars are indestructible. In *Gran Turismo* you could smash a Nissan Skyline into reinforced concrete and all you'd do was go from 160KPH to zero in a very short time frame. Say it's due to the car manufacturers who don't want people to see their bread and butter in public, in pieces. Say it's just because real-time car deformation takes up a large amount of processing power and can affect the game's quality of driving. Say all that's nonsense since *WRC* has no qualms about totally destroying your car in painstaking detail. As you strive to beat the clock, mud will build up on your chassis which, in the worst case scenario, renders all those beautifully designed advertising paintjobs unrecognisable. What a pity.

World Rally Championship has been developed by a group of ex-Psygnosis programmers who have a combined understanding of driving physics rivalling that of Finnish scientists. With this amount of PlayStation know-how being brought to bear on the project, we're confident that the resulting driving experience will be truly worthy of a next-generation console. There are a fair few months to go until we'll be able to get our hands on a review copy of *WRC*, and already Evolution Software has managed to steal several kilometres of draw distance while maintaining a more than adequate sixty frames-per-second screen update. Leave this one to simmer for a few more months and wee *Colin McRae* could well be in for a sharp wake-up call.

CLEANER LOOKING SKIN

What do you get if you take a front and side-on photograph of a face and pass it through DigiMask's world leading propriety technology? A three-dimensional head that you can use in any 3D game. No, it's not funny, but that's because Sony is taking the job of re-creating drivers' faces extremely seriously. Some might say that the resulting character animations show more charisma and personality than the original driver ever had, but not us.





"We're confident that this driving experience will be truly worthy of a next-gen console"

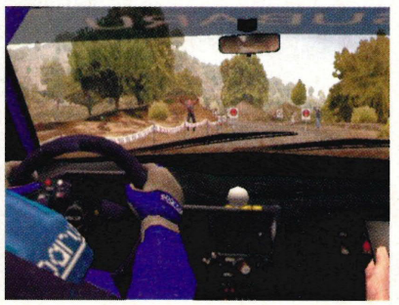
[Above] Now if only they could pull this off with a decent wheel controller.



[Above] The cockpits will be fully modelled in 3D allowing for unprecedented realism.

[Below] Sit back and enjoy the view. This beauty isn't going to be with us for a while.







100% PlayStation 0% fair

PowerStation

PlayStation®2 | PSone® | PlayStation®

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22 March 2001

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JULY 2001

PUBLISHER Virgin

DEVELOPER Kuju

1-2 Players

75% Complete

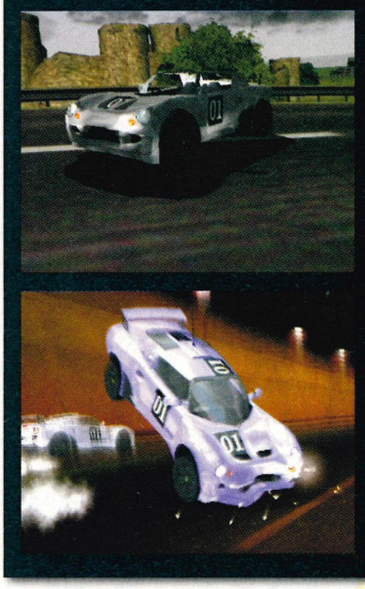
Anticipation

★★★★☆

Writer Mark Crawley **Available** Q2 2001 **Weblink** www.kuju.com

SYSTEM CRASH

There's only one place that you can write off a Lotus and smile before, during and after... and that's Videogame Land. *Lotus Challenge*, we think you'll agree, doesn't do things by halves either – just check out these...



LOTUS CHALLENGE

SO, THE OFT-DESCRIBED-AS-KUBRICKIAN TABLET DESCENDS FROM THE SKY, AND FROM BEHIND IT APPEAR SOME EXTREMELY SHY CREATURES KNOWN AS 'CODERS'. PLAY ONLY HAS ONE QUESTION HOWEVER... KUJU DEVELOP US A DRIVING GAME?

THE APPLIANCE OF PSION-CE

Learning that Kevin Holloway, Kuju's development manager, originally programmed for Psion, made us go all dewy-eyed and recall the first racing game (although you were only ever competing against your own time) most old-time gamers will have played at home – Psion Software's *Chequered Flag*. Ahhhh [sniff] just look how things have changed since '83...



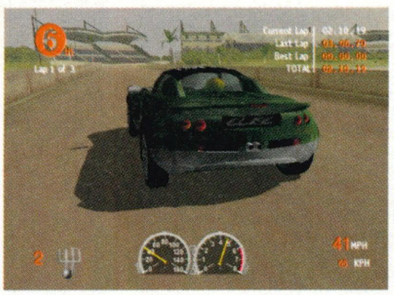
The first thing the PlayStation2 fraternity saw of Kuju was last year's *Sigma* technology demo (created to show just how masterful Kuju is with Sony's latest hardware), which depicted a futuristic battle and thus, on the surface, appeared to have very little in common with the racing genre. The common denominator, of course, is PS2... and let's face it, big red balls rolling around an alien-esque landscape, whilst nice, pale into insignificance when compared to roaring around Earth in some of the finest vehicles that the planet has to offer...

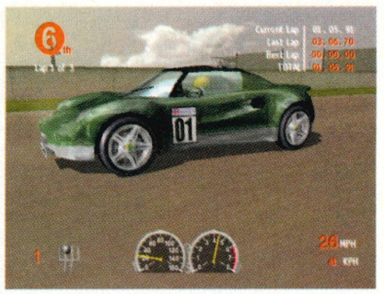
Once given a little thought, the decision to base a game around Lotus' line-up of motors makes sense to the point that you can only imagine the gameplay may well have suffered should Kuju have chosen a different manufacturer to champion in code. Excluding the bracket known as 'cack', Lotus boasts a wide range of cars, allowing Kuju to adopt a central theme and identity for its racer without losing the diversity which you lot (not to mention the PLAY team) demand. Expect therefore, to sample the delights of both classic and modern F1 cars whilst having not just the latest flashy sports model but even concept cars in which to cruise the city.

Oh. Did we say city? Well yes we did, because *Lotus Challenge*'s diversity isn't restricted to its vehicles alone, but the modes of play on offer too. Standard Arcade and Championship affairs are present as expected, but to confine oneself to these is to miss the meat of the game... Challenge mode. Selecting either a male or female avatar, the player must progress through a series of – guess what – challenges, with each chunk of action linked to the next by a developing story line. Alternate routes (no pun intended) for each character certainly do their bit for longevity, but what really impresses is the sheer range of tasks you'll be asked to perform along the way. As a member of Lotus Challenge Team, the player

"What really impresses is the sheer range of tasks you'll perform"







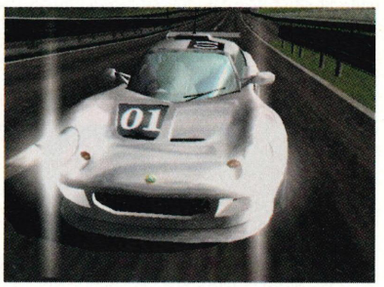


[Above] You won't see any driving more stylish and thrill-seeking than this outside of a TV commercial.
[Left] The new environmentally friendly, bean-powered Lotus was, at last, finally finished and ready to roll...











softography

Kuju **UK**

Eagle One
Tank Racing



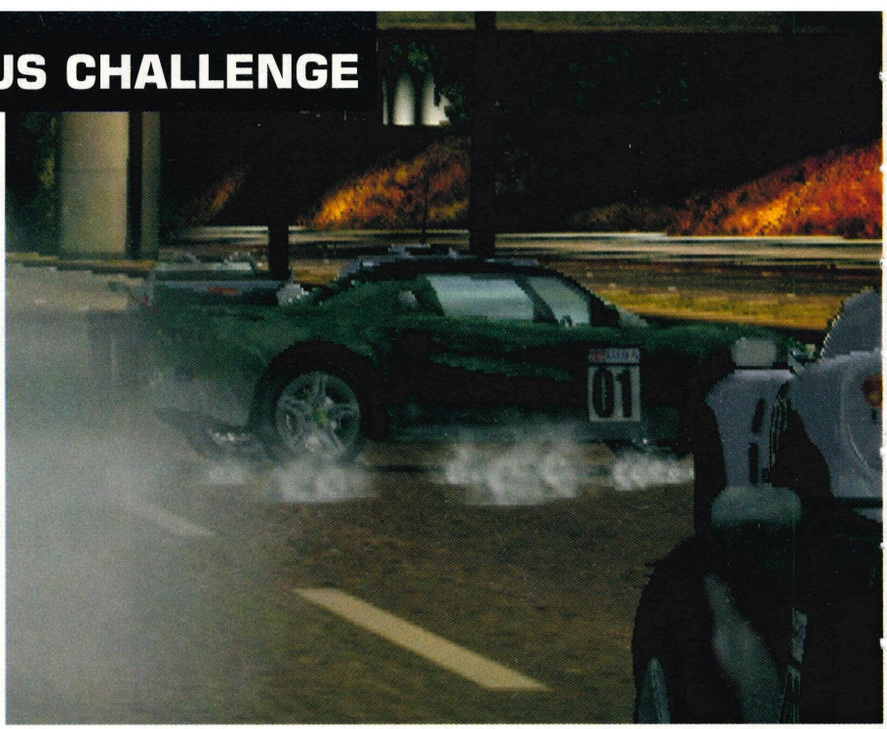
SEND 'EM FLOCKING...

Kuju's *Sigma* demo turned heads not only because it displayed 'combative flocking' and AI reputedly beyond older consoles but, unlike earlier demonstrations, because it made it clear that the PS2 could look good whilst supporting routines which actually resembled a game. Something one or two lesser developers should take note of...



"Expect to sample the delights of both classic and modern Formula One cars"





will be required not only to compete in regular races, but also perform daring/foolhardy [delete to taste] stunts and even perform tasks outside the remit of a professional race-driver, ferrying the unfortunate to hospital as quickly as possible.

As if negotiating the racetrack wasn't hazardous enough, playing the dare-devil and weaving your way through the afternoon traffic is almost certain to earn your bumpers, at the very least, the odd prang. In approaching Lotus, this is yet another area where Kuju has come up trumps as, uncharacteristically for a car manufacturer, the company has allowed our intrepid developer to incorporate car damage into the game. Considering that most car manufacturers don't want videogames misused as a means to 'test' product safety, this is quite a coup for Kuju and puts *Lotus Challenge* one step ahead of *Gran Turismo* in at least this one area.

With our joy at being able to unceremoniously wreck the 128-bit metal only mirrored by *Lotus Challenge*'s potential to, well, challenge its ultimate genre competitor, the future is looking rosy for PS2-wielding race fanatics. Get your boot down Kuju, we must be nearly there by now...





[Above] Skidding to an extremely dramatic halt, the subsequent dust storm puts those Dukes of Hazzard boys to the greatest of shame.

FINE FIGURES

For the fact-fans, *Lotus Challenge* contains thirty-eight cars, six of which are Formula One models and, most interestingly, two of which are concept cars. The range of vehicles stretches chronologically from 1962 to 1988, and you'll get to tip them on their sides over 10 stunt tracks and 15 more regular courses. Locales range from a standard test track to suburban streets, and you're only fooling yourself if you think you're in for an easy ride...







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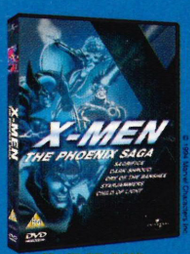
Volume 8
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Volume 2
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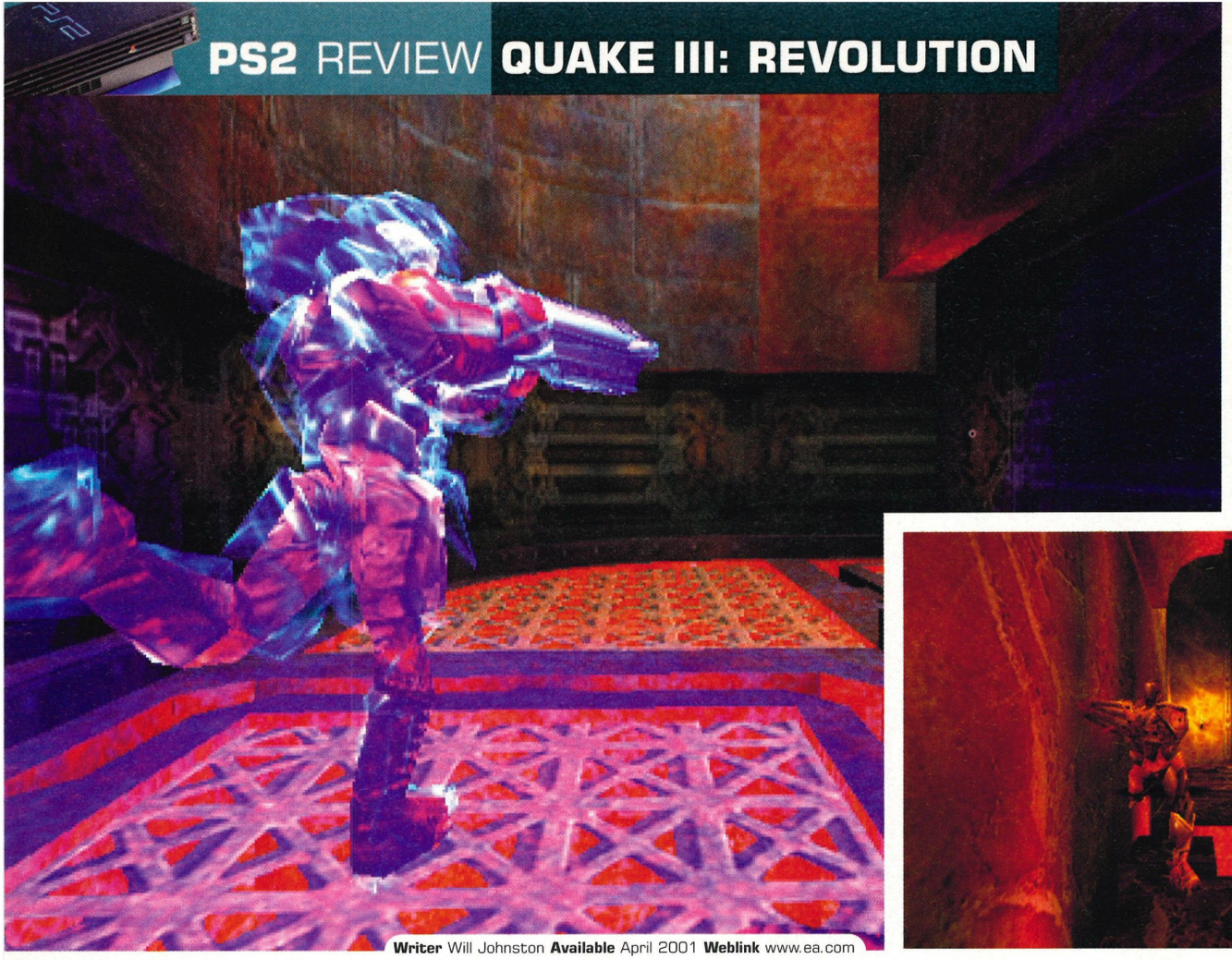
COLLECT THEM ALL!

FOX KIDS

UNIVERSAL

MARVEL COMICS

*OFFER APPLIES TO VIDEOS ONLY AT PARTICIPATING STORES ONLY. WHILE STOCKS LAST







Writer Will Johnston **Available** April 2001 **Weblink** www.ea.com

QUAKE III REVOLUTION



CRUSH YOUR ENEMIES, SEE THEM DRIVEN BEFORE YOU AND HEAR THE LAMENTATIONS OF THEIR WOMEN? PRAISE THE LORD AND PASS THE AMMUNITION!

PLAY

UK PAL

PLAYSTATION2

PUBLISHER	ELECTRONIC ARTS
DEVELOPER	BULLFROG
PRICE	£39.99

1-4 Player | Memory Card | Dual Shock2 | Multi-tap

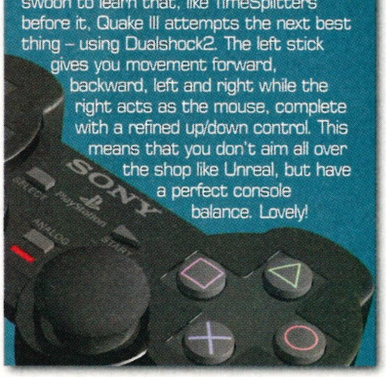
If videogames are meant to let our imaginations run wild while allowing us to feel the thrill of competition and success, then it seems that humans haven't really evolved since ape first killed ape. We still want the thrill of the hunt, we want to see the horror on the faces of those we defeat and we just love to choke on the smouldering ashes of our enemies. Making survival exhilarating works, and if we can have a laugh at the same time, then all the better. Enter *Quake III*, a game that takes care of all these needs in a most explosive way. This is multiplayer combat in its purest form. Four players enter an arena with really only one goal, to kill the enemy. Hardly what you'd call highbrow entertainment, but sweet mother of Jesus, does it work.

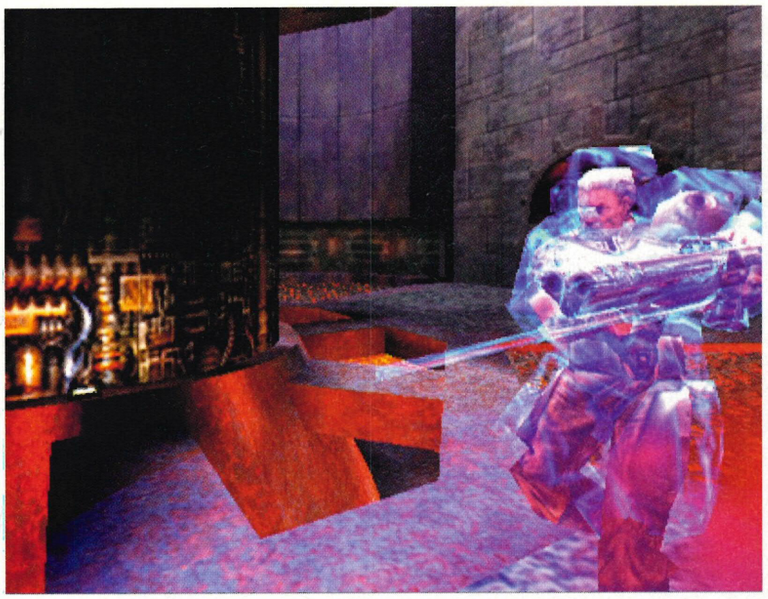
PUBLIC SHOOTOUT

The idea that you can convert a game from an online PC title to the cosy confines of the PlayStation2, initially comes across as one huge non-starter. Console first-person shooters rely, for the most part, on their single-player game. As yet, no PlayStation2 owner has Internet capability and few know enough people with a machine to warrant the purchase of an I-Link cable. If you want to give humans a decent pasting it's still one machine, a multi-tap and split-screen all the way. *Quake III* makes no bones about this bitter truth. It doesn't support a link-up connection and you can't use a USB keyboard and mouse. Still, with no intention of trying to be a PC in black plastic sheeting, it manages to provide the best multiplayer game we have yet seen. Where *Unreal Tournament* worked well if you used PC peripherals, it bit the bullet with its troublesome Dualshock2 controls. Only one player could use USB controllers in a multiplayer game anyway, so if you wanted a fair fight, you were stuck with the lesser set-up. *Quake III* doesn't have this trouble, because it concentrates on using common household controllers, and it does it beautifully. Everything looks as good as a high-end PC, the handling has been balanced to the

WE HAVE TOTAL CONTROL

There are more controller set-ups for first-person shooters than we'd care to count. Most common to consoles is GoldenEye's and the WWII classic, Medal of Honor. Anyone who's familiar with their style of control will be happy to learn that Quake III will allow them their archaic method. Those of us who've ever played with the mouse/keyboard configuration of a PC will swoon to learn that, like TimeSplitters before it, Quake III attempts the next best thing – using Dualshock2. The left stick gives you movement forward, backward, left and right while the right acts as the mouse, complete with a refined up/down control. This means that you don't aim all over the shop like Unreal, but have a perfect console balance. Lovely!





THE DOOM GENERATION

WOLFENSTEIN 3D
The first-person shooter wasn't just born, it evolved. Despite what someone might tell you about 3D Monster Maze on the ZX81, the first in the genre was definitely Wolfenstein 3D on the PC, itself a reworking of the 2D Castle Wolfenstein on the Commodore 64. Interesting, non?

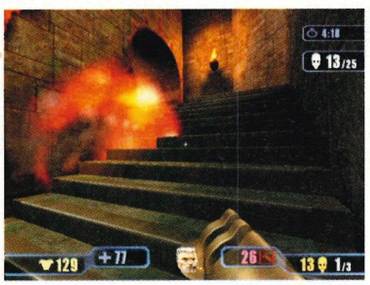
DOOM
Then, in an explosion of intestines and controversy, came Doom. If you've never played this one then, sorry, you seem to have picked up the wrong magazine. Knitting Monthly is over there on the far left.

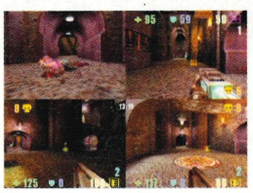
QUAKE
Out with the flat sprites and in with solid characters. Yes, Quake, the game that had many a first-time player uttering the classic phrase, "It's just like killing real people!". Quake never made an appearance on the PlayStation, but Quake 2 sure as hell did.

RETURN TO WOLFENSTEIN CASTLE
Time to get back to the roots. Activision has the rights to produce a brand new Wolfenstein game for the PC that uses the Quake III graphics engine. Start petitioning your local MP now – we want this game on the PS2 and we won't stop shouting till we get one!



"Hardly what you'd call highbrow entertainment, but sweet mother of Jesus, does it work!"





[Above] Now we're talking. This is what it's all about, a four-player run about! **[Below]** Rockets are slow to reload and fire, but one hit can seriously ruin someone's day.









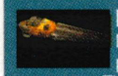
DID YOU KNOW?
- Guns will make us powerful while butter will only make us fat, as a German gentleman once said.
- An adapted version of Quake's forefather, Doom, was used by the US military to help train troops.
- It was also supposed to have given the disenfranchised killers at Columbine High the skills to massacre 13 of their classmates.
- They might have been good at Doom, but compared to the PLAY team they were lightweights. Hurt us plenty!



HERE COMES THE PAIN



GAUNTLET
Your metal fist that's fitted with gib-friendly buzz saw. Deadly at close-range, you can literally punch your way through your enemy.



MACHINE GUN
Rapid fire, but not particularly powerful or accurate. This is your basic meat and potato weapon that's more common than a Welsh tart in a chip shop.



SHOTGUN
A great crowd pleasing/disintegrating little toy. The blast spreads out at distance so best for those up close and personal encounters.



ROCKET LAUNCHER
Slow to reload and you can see them coming in from a mile away. However, when one of these little darlings hits home, it's burger time!



GRENADE LAUNCHER
Great for bouncing shots round corners – just make sure they don't pong back towards you because, despite what they say, suicide is not painless.



PROXIMITY MINE LAUNCHER
Shoots proximity mines that'll stick to walls, ceilings and floor. Great for denying your enemy an area, like the one around your flag for example!



PLASMA GUN
Rapid fire green spurge of death. When it strikes a wall it leaves a damaging glow for a few seconds.



RAIL GUN
The ultimate sniper weapon. Zoom your view, take aim and VAPE! One shot will kill all and there is zero travel time. Instantaneous death at any range? We'll take two.



LIGHTNING GUN
Not quite as powerful as the Rail Gun, this machine de morte pours a constant stream of electro-pain at great range and has the added bonus of looking like a particle accelerator from Ghostbusters.

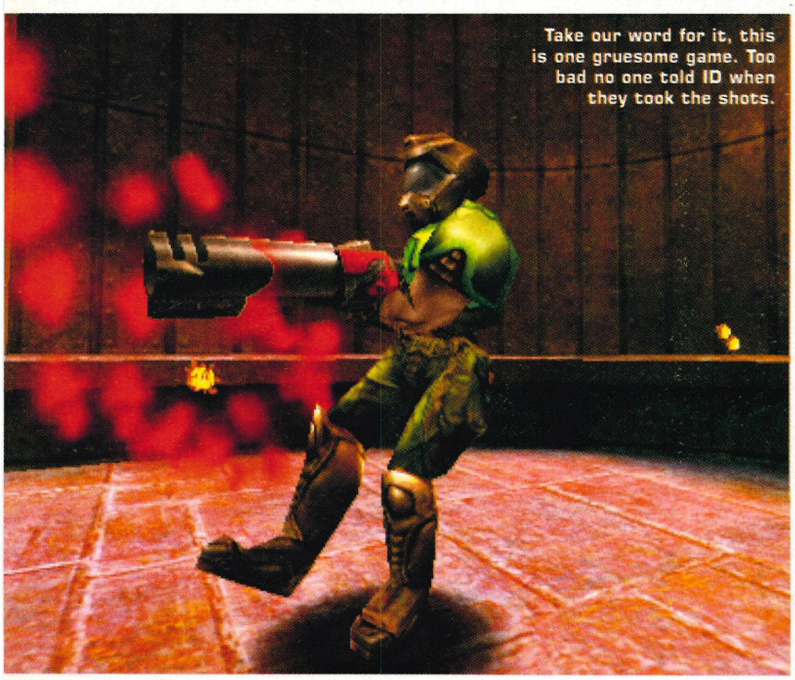


NAIL GUN
Fires a dense pack of nine-inch nails and causes as much trouble as you'd expect from such a device when used 'in yer face'.

CHAIN GUN
A mini-gun by any other name, this baby fires ridiculous amounts of ammunition in a very short time with big-hurt to match. Great for spray and slay action.



"If you want to give humans a decent pasting it's still one machine, a multi-tap and split-screen all the way"



Take our word for it, this is one gruesome game. Too bad no one told ID when they took the shots.

"It manages to provide the best multiplayer game we have yet seen"



levels previously enjoyed by *TimeSplitters* and the levels have been tweaked to the point that you'd think the game had been written specifically for the PlayStation2.

SAY MY NAME

So *Quake III* looks gorgeous, handles sweetly and is 'totally bitchin' when played against other like-minded, bloodthirsty players – there must be some price to pay amongst all this triumph. In a small way, yes, there is and it's the single-player mode. Depending on the visual complexity of the combat arena, the number of AI 'bots you can fight against will range from four to six. To be fair, apart from the fact that you're obviously playing alone, you'd be hard pushed to tell they weren't controlled by true flesh and blood gamers. The usual game modes are there, from Team Deathmatch to Capture The Flag. The solitary player has to progress through various levels where certain conditions have to be met in order to continue to the next. Whatever the goal, death is always the key, with excessive amounts of



blood and ricocheting flesh being the sights to savour. Bullfrog has added a stat-building element too, so the better you play, the faster and more resilient your character becomes. You can then save these attributes and give them to a 'bot, effectively letting you fight yourself. It all adds up to a fair single-player challenge that, although not quite as in-depth as *Unreal*, does do a fair job of keeping you smiling until you can persuade someone else to pick up another Joypad, and the true slaughter can begin.

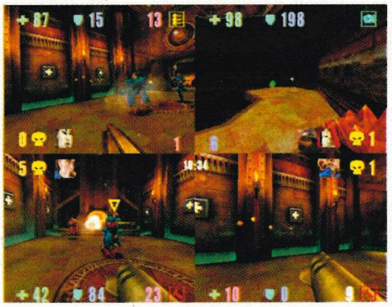












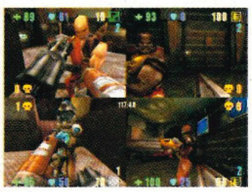


[Above] Trust us, this game is full of blood, fire and death even if these grabs don't show it. It's not our fault, honest.

[Below] As you progress, through the one-player game you're statistics will increase. Dull, yet poignant – non?









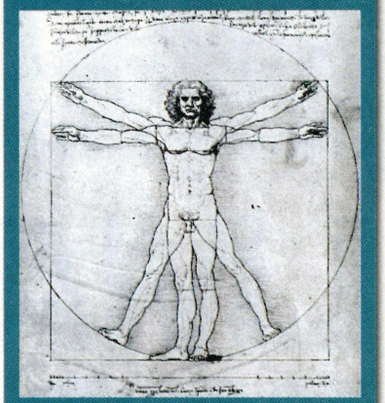


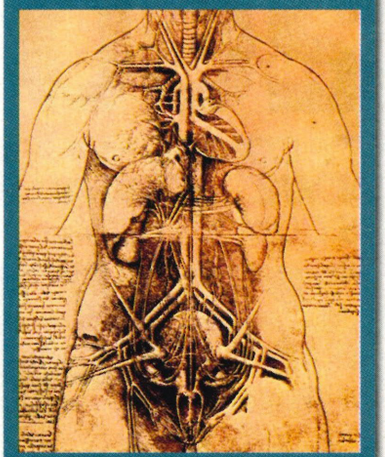




IT'S JUST A FLESH WOUND

For some, it's not enough to shoot someone, they need to see an accurate reaction. A shot to the leg should cause the target to hop, a shot to the head should cause them to drop and so forth. Well, Quake III doesn't worry about that sort of surgical kill. A hit to any part of the body will cause the same amount of pain. If this gets too much for the victim, they either spin to the ground in a most pleasing way or explode in a shower of their own offal.





PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

90 PERCENT

BREATHTAKING MULTIPLAYER FRAG-FEST

ALTERNATIVELY:

TimeSplitters	90%
Unreal Tournament	86%





Writer Ian Dean **Available** Out Now **Weblink** www.codemasters.co.uk

LMA MANAGER 2001

IT'S COMING HOME, IT'S COMING HOME... FOOTBALL MANAGEMENT IS COMING HOME.



PLAY
UK PAL
PLAYSTATION

PUBLISHER	Codemasters
DEVELOPER	In-house
PRICE	£39.99

One Player | Memory Card | Dual Shock

Any half-decent football management game developed on the PSone should be commended, as the console's poor memory and processing power often make adding up the score a challenge, let alone a season's worth of vital statistics.

Nevertheless, in the face of all adversity, Codemasters has developed the football management game series for the PSone. This is mostly thanks to the realisation that things must be left out. Where Anco's *Alex Ferguson's Player Manager 2000* stumbled was in trying to include the whole world of football, from star strikers down to physicians; there may even have been a hair stylist in there too! The result was a slow and tedious game.





CODING THE CLUB

Codemasters, on the other hand, has created a fast, accurate and atmospheric management game with just enough elements to satisfy the need to feel part of a real working club struggling for promotion and cup glory.

What we get in *LMA 2001* are all the current teams from the Premiership down to the third division, each with their unique problems. Manchester United will always want to win in Europe and the league, plus keep the star players happy and at the

"Codemasters has created a fast, accurate and atmospheric management game with just enough elements"

FUNNY OLD GAME

POST-MATCH ANALYSIS IS THE KEY TO BEATING THE GAME

Learning where mistakes were on the pitch is vital to beating any decent football management game and LMA 2001 has the stats.

After every match, even those you haven't played in, an analysis is offered. In this way, rival teams progress and performance can be judged before you play them as well as afterwards. More stats during matches would be ideal, as in Premier Manager 1999, but nonetheless, LMA is still a top performer.





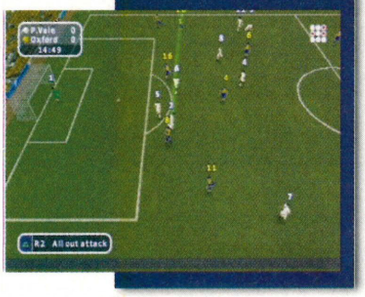


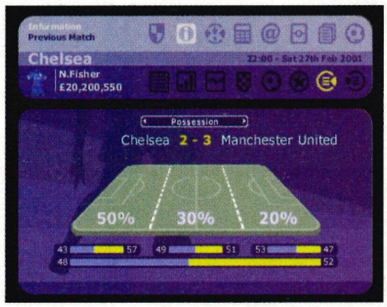
[Above] Murphy scores for Oxford putting them into 13th place in the league!

DIG THE DUG-OUT SLANG

GET YOUR SHOUTING BREWS DOWN AND START SHRIEKING!

There is also a new set of 'dug-out' commands to swing the game. Pressing the shoulder buttons releases shouts of 'Get back!', 'Push up!' and 'Keep hold of the ball'. Handily, the players duly respond. There is a question as to how this really affects the game, though – after all, if the right decisions are made in training then shouting shouldn't be necessary.



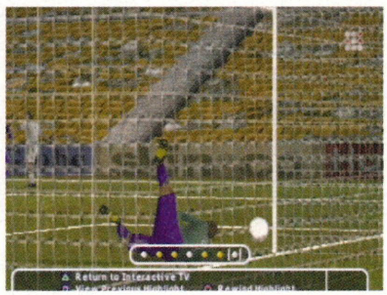


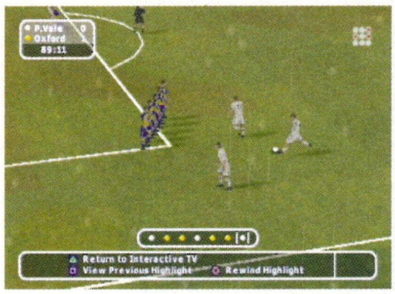
club, whereas Oxford United need only to stop the slide down the leagues and into the third division. Indeed, all in all there are hundreds of such real clubs spanning 32 countries, 300 stadiums and a staggering 8000+ real players.

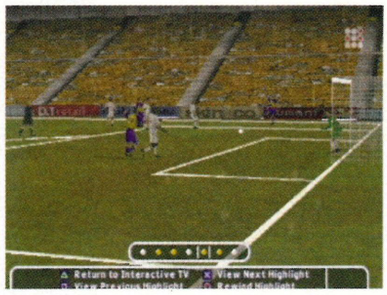
Of course, there's the buying and selling of these real players, building them up from £300,000 donkeys into £13,000,000 popstar-marrying wonder strikers. Luckily, *LMA 2001* features one of the easiest scouting systems in any management game. Hiring scouts is the first priority, next is to set them tasks – either to search the world, Europe or England for the right player (attributes can be selected to fit the club's needs) – and then off they trot. In fact, these scouts are vital. They will even head off and check out the next club to be faced and offer tips on how they play and who the best players are.

But it's your own team that needs the attention. Training players can be left to the hired staff or it can be customised in an instant. Likewise the stadiums, kits and advertising boards can all be customised with real sponsors from Coca Cola to One-to-One.

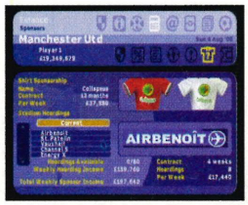




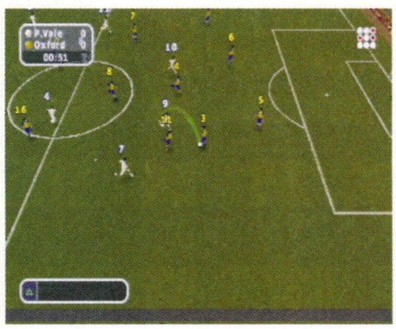




Below] It took fourteen GCSE trained artisans eight minutes to decide on LMA's use of pastel blues.









LMA MANAGER 2001

"Football management games will never get better than this on the PSone"

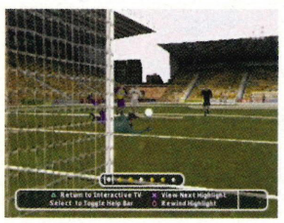


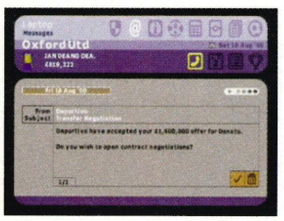






[Below] The view from the right of the goal. The sky is overcast and in the middle of the pitch a solitary Scottish sword dancer sways nervously.



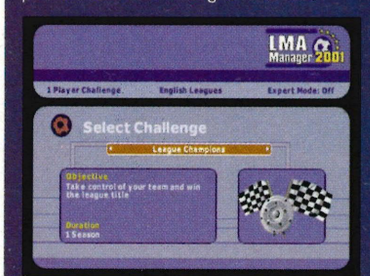


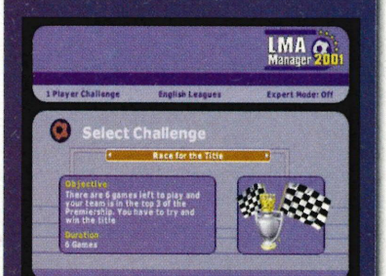
[Below] It's Chelsea 0, Manchester 0 and it looks like it's still all to play for. The Dean'er has had a hard time of late, but now is surely his time to bring in the big win.



CHALLENGE CUP

LMA PULLS OUT ALL THE STOPS TO OFFER LONG-TERM APPEAL. There's more to LMA 2001 than just the main season game. Players can select from loads of different game modes including Quick Season, Friendly Match and even a selection of bonus challenge seasons, each with individual objectives such as winning promotion or winning the treble.





TEAM TALKS

Once a team is selected, the real fun begins. The simple, fast controls of the previous game remain and the options, from squad selection and training through to building a new stadium, are to hand. There is also a quick access email system to bring new signings, injuries and scouting reports to your attention fast.

In fact, the key word to use with *LMA 2001* is 'fast'. For a PSone management game, this is quick. Few loading times, fast responses, exact decisions and accurate, real reactions from other clubs to player bids are fresh and fun.

On the pitch, *LMA* firmly signs its name as the biggest paid star in the management league. The action is played out in real-time with smart little players kicking the ball around. Though there is a downside for purists – the lack of flowing statistics means real judgement of how play is swinging is limited – the result is pleasing and fresh.

BESTY BEST BEST

There can be little doubt that football management games will never get better than this on the PSone. The wealth of options, and accuracy of both the number crunching and the club details is stunning. Formations work, injuries affect seasons, pay squabbles affects players and stadium incomes affects the whole caboodle. Few games come this authentic, this real and this much fun. If you love football, you will love *LMA 2001*.



PLAY

LOOKS	8
SOUNDS	7
GAMEPLAY	9
VALUE	9
LONG TERM	10

95 PERCENT

THE GIANT OF FOOTY MANAGEMENT!

ALTERNATIVELY:

Player Manager 2000	92%
Premier Manager 2000	85%

ROCK YOUR NOKIA

Top 20 Tones

1	Uptown Girl	Westlife	3719
2	It Wasn't Me	Shaggy	3705
3	Whole Again	Atomic Kitten	3670
4	Clint Eastwood	Gorillaz	3721
5	Teenage Dirtbag	Wheatus	3690
6	I'm Like A Bird	Nelly Furtado	3713
7	Always Come Back To Your Love	Samantha Mumba	3707
8	Ms Jackson	Outkast	3706
9	Nobody Wants To Be Lonely	Ricky Martin & Christina Aguilera	3712
10	Shit On You	D12	3722
11	Think About Me	Artful Dodger feat. Michelle Esco	3728
12	Piano Loco	DJ Luck & MC Neat	3723
13	Jaded	Aerosmith	3724
14	X	Xzibit	3725
15	Here With Me	Dido	3698
16	Paradise	Kaci	3716
17	He Loves U Not	Dream	3726
18	American Dream	Jakatta	3697
19	Feels So Good	Melanie B	3708
20	This Years Love	David Gray	3727

Top Tones

0001 TAKE ON ME - AHA
0005 WALK THIS WAY - AEROSMITH
0010 DON'T CRY FOR ME ARGENTINA - MADONNA
0017 BARBIE GIRL - AQUA
0033 THE FINAL COUNTDOWN - EUROPE
0055 KILLING ME SOFTLY - FUGES
0054 FRIENDS - GARY NEWMAN
0057 FUNKYTOWN - FUNKY TOWN
0058 GET DOWN - BACK STREET BOYS
0086 LIGHT MY FIRE - THE DOORS
0087 THE LION SLEEPS TONIGHT - TIGHT FIT
0075 ITCHY AND SCRATCHY - THE SIMPSONS
0076 BLACK OR WHITE - MICHAEL JACKSON
0095 MONEY MONEY MONEY - ABBA
0108 PRETTY FLY FOR A WHITE GUY - OFFSPRING
0109 ONE LOVE - BOB MARLEY
0159 TUBULAR BELLS - MIKE OLDFIELD
0167 YMCA - THE VILLAGE PEOPLE
0146 WANNABE - SPICE GIRL
0182 CHILDREN - ROBERT MILES
0197 I SWEAR - BOYZIIMEN
0201 I WILL SURVIVE - GLORIA GAYNOR
0219 BEAUTIFUL STRANGER - MADONNA
0221 MATCH OF THE DAY - THEME
0250 GOING TO IBIZA - VENGABOYS
0200 IT'S HOT RIGHT - WHITNEY HOUSTON
0211 LET IT BE - BEATLES
0217 LOSING MY RELIGION - REM
0236 SHOOP SONG - SALT AND PEPA
0240 STARS AND STRIPES - NATIONAL ANTHEM
0243 TEARS IN HEAVEN - ERIC CLAPTON
0245 THOSE WERE THE DAYS - QUEEN
0248 UNDER THE SEA - LITTLE MERMAID
0395 THONG SONG - SISCO
0346 MILLENNIUM - R WILLIAMS
0402 WHAT A GIRL WANT - 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
0268 ANGELS - R WILLIAMS
0259 I ONLY KISS WHEN THE SUN DON'T SHINE - VENGABOYS
0322 IF YOU HAD MY LOVE - JENNIFER LOPEZ
0335 KING OF MY CASTLE - WAMDUE PROJECT
0374 SEX BOMB - TOM JONES
0357 OOPS I DID IT AGAIN - BRITNEY SPEARS
0377 SHE'S THE ONE - ROBBIE WILLIAMS
0257 TWO TIME - ANN LEE
0258 AMERICAN WOMAN - LENNY KRAVITZ
0260 ABSOLUTELY EVERYBODY - VANESSA AMOROSI
0265 ALL STAR - SMASH MOUTH
0267 AMERICAN PIE -MADONNA
0272 AROUND THE WORLD - RED HOT CHILLI PEPPERS
0273 AS LONG AS YOU LOVE ME - BACKSTREET BOYS
0275 BACK AT ONE - BRIAN MCKNIGHT
0277 BACKSTREET'S BACK - BACKSTREET BOYS
0278 BAILAMOS - ENRIQUE IGLESIAS
0280 BELIEVE - CHER
0281 BETTER OFF ALONE - ALICE DEE JAY
0283 BLUE - EIFFEL 65
0285 BORN TO MAKE YOU HAPPY - BRITNEY SPEARS
0287 BURNING DOWN THE HOUSE - TOM JONES
0292 CARTOON HERO - AQAU
0294 CHANGES - 2 PAC
0308 FAITH - GEORGE MICHAEL
0312 FLYING WITHOUT WINGS - WESTLIFE
0316 FROM THE BOTTOM OF MY BROKEN HEART - BRITNEY SPEARS
0317 GENIE IN A BOTTLE - CHRISTINA AGUILERA
0320 I GOT A GIRL - LOU BEGA
0327 IT'S ALRIGHT - EAST 17
0328 I'VE BEEN HANGING AROUND THIS TOWN - COUNTING CROWS
0330 I WANT IT THAT WAY - BACKSTREET BOYS
0331 I WANT YOU BACK - N SYNC
0333 JUST CAN'T GET ENOUGH - DEPECHE MODE
0336 KISS ME - SIXPENCE NONE THE RICHER
0339 LEARN TO FLY -FOO FIGHTERS
0340 LIVIN LA VIDA LOCA - RICKY MARTIN
0342 MAMBO NO5 - LOU BEGA
0353 MY LOVE IS YOUR LOVE - WHITNEY HOUSTON
0356 NEVER THING BE SAME - MEL C
0358 OTHERSIDE - RED HOT CHILLI PEPPERS
0359 OUT OF THIS WORLD - THE CURE
0360 PERMISSION TO SHINE - BACHELOR GIRL
0362 PRAT - TINA COUSINS
0363 PURE SHORES - ALL SAINTS
0364 PUT YOUR LIGHTS ON - SANTANA
0365 RE-WIND - ARTFUL DODGER
0368 RIGHT HERE RIGHT NOW - FATBOY SLIM
0372 SCAR TISSUE - RED HOT CHILLI PEPPERS
0376 SHES SO HIGH - TAL BACHMAN
0378 SHOW ME THE MEANING OF BEING LONELY - BACKSTREET BOYS
0379 SOMEDAY - SUGAR RAY
0381 STILL - MACY GRAY
0383 TAKE A PICTURE - FILTER
0385 THANK GOD I FOUND YOU - MARIAH CAREY
0386 THAT'S THE WAY IT IS - CELINE DION
0387 THE BAD TOUCH - THE BLOODHOUND GANG
0389 THE DOLPHINS CRY - LIVE
0390 THE GREAT BEYOND - REM
0391 THIS KISS - FAITH HILL
0392 THEN THE MORNING COMES - SMASH MOUTH
0393 THERE SHE GOES - THE LAS
0394 TOCA'S MIRACLE - FRAGMA
0109 ONE LOVE - BOB MARLEY
0396 TOO FAST - ARTFUL DODGER
0397 TRAGEDY - STEPS
0398 UP AND DOWN - VENGABOYS
0399 WAITING FOR TONIGHT - JENNIFER LOPEZ
0400 WEIR - KILLING HEIDI
0401 WE THINK IT'S LOVE - LEAH HAYWOOD
0402 WHAT A GIRL WANTS - CHRISTINA AGUILERA
0403 WHERE I'M HEADED - LENE MARLIN
0404 WHY DOES IT ALWAYS RAIN ON ME - TRAVIS
0405 WHY DON'T YOU GET A JOB - OFFSPRING
0406 YOU DON'T KNOW ME - ARMAND VAN HELDEN
0407 YOU SAY IT BEST - RONAN KEATING
0408 YOU SANG TO ME - MARC ANTHONY
1500 HOLLER - SPICE GIRLS
1501 MUSIC - MADONNA
1502 HEY JUDE - BEATLES
1503 ESPECIALLY FOR YOU - KYLIE
1504 THE POWER OF LOVE - JENNIFER RUSH
1505 SEX MACHINE - JAMES BROWN
1506 SORRY - HARDEST WORD - ELTON JOHN
1507 DANCING QUEEN - ABBA
1508 I TURN TO YOU - MEL C
1512 ZOMBIENATION - KERMKRAFT 400
1513 STAN EMINEM
1514 VINDALOO - FAT LES
1515 THE REAL SLIM SHANDY - EMINEM
1517 SKY - SONIQUE
1518 I BELIEVE I CAN FLY - R KELLY
1519 KIDS - R WILLIAMS & KYLIE
1520 PARK LIFE - BLUR
1575 THE LONELY ONE - ALICE DJ
1576 WHO LET THE DOGS OUT - BAHA MEN
1577 FEEL THE BEAT - DARUDE
1578 SLIENCE - DELERIUM
1579 THE WAY I AM - EMINEM
1580 AFRAID OF STRANGERS - IRON MAIDEN
1581 THE MODEL- KRAFTWERK
1582 MONDAY MONDAY - MAMAS AND PAPAS
1583 EAT OUT OF HELL - MEATLOAF
1584 MISSING YOU - PUFF DADDY
1585 ROCK DJ - R WILLIAMS
1586 STOMP - STEPS
1587 NO SCRUBS - TLC
1588 HEART OF ASIA - WATERGATE
1589 IF I LET YOU GO - WEST LIFE
1590 MY LOVE - WEST LIFE

Films/TV

0025 JAMES BOND - THEME
0187 JAMES BOND DOCTOR NO - THEME
0043 EASTENDER - THEME
0052 THE FLINTSTONES - THEME
0065 HALLOWEEN - THEME
0076 BLACK OR WHITE - MICHAEL JACKSON
0094 MISSION IMPOSSIBLE - THEME
0101 HAVE I GOT NEWS FOR YOU - THEME
0132 THE SIMPSONS - THEME
0151 STARWARS - THEME
0152 SUPERMAN - FILM - THEME
0155 THUNDERBIRDS - THEME
0156 TELETUBBIES - THEME
1516 CHARLIES ANGELS - THEME
0157 TITANIC - FILM - THEME
0013 BEVERLY HILLS COP - AXEL F
0088 LOONY TUNES - THEME
0098 MUNSTERS - THEME
0099 MUPPETS - THEME
0112 PEANUTS - SNOOPY - THEME
0117 POPCORN - THEME
0130 SESAME STREET - THEME
0148 STAR TREK - THEME
0008 AMERICA - (WEST SIDE STORY) THEME
0229 POSTMAN PAT - THEME
0015 BABYLON 5 - THEME
0085 MONTY PYTHON'S FLYING CIRCUS - THEME
0035 DALLAS - THEME
0044 THE ENTERTAINER (THE STING)
0047 EUROVISION - THEME
0166 BENNY HILL - THEME
0204 KNIGHT RIDER - THEME
0199 INDIANA JONES - THEME

Football Songs

3540 CITY TILL I DIE
3541 LEED UTD
3542 VINDALOO
3543 WEST HAM
3544 WHEN THE SAINTS GO MARCHING
3545 YOU'LL NEVER WALK ALONE
3546 Z CARS - EVERTON
3547 CELTIC
3548 GREAT ESCAPE
3549 LIVERPOOL

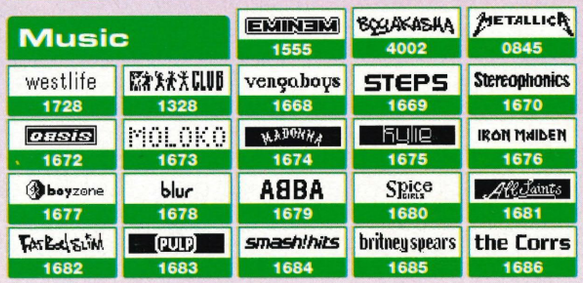
Lovers Corner



Films/TV



Music



Football



Cars

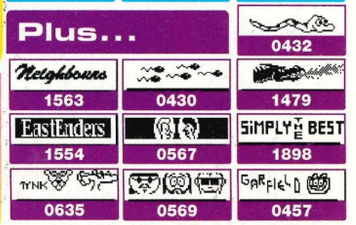


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Writer Ian Dean **Available** Out Now **Weblink** www.konami.co.jp/kcej/products/zoe/

PLAY

UK PAL

PLAYSTATION2

PUBLISHER	KONAMI
DEVELOPER	IN-HOUSE (KCET)
PRICE	£39.99

1-2 Player | Memory Card | Dual Shock 2

Z.O.E.

THE METAL GEAR SOLID CREATOR GETS MECH-EVIL ON OUR BUTTS!

Hype's a beautiful thing. People getting wound up to the point of exasperation over a game – a game that could herald a new era of next-gen action or simply be a disappointment to keep *The Bouncer* company.

Hideo Kojima, creator of *Metal Gear Solid* and producer of *MGS2: Sons of Liberty*, is the master of game hype to the effect that *Zone Of Enders*, his first game proper on the PS2, has been covered more than any game in recent memory. And the *ZOE* pot is brought to boiling point by the inclusion of a playable demo of *MGS 2: Sons of Liberty*. It may only rank as 5% of the finished game, but for this demo in itself, it's worth picking *ZOE* from the shelves. Smart move Mr Kojima. Very smart move indeed.

Sadly *ZOE* isn't. Isn't worth picking from the shelves that is. Much like *The Bouncer* (PLAY issue 73 – 76%) *ZOE* is a letdown. Whilst visually Hideo Kojima's Mech battle sim is a masterful use of special effects, speeding polygons and detailed robot models, there is little gameplay in here that we haven't seen in ancient PSone shooters like *Omega Boost*. Players take charge of a massive Mech suit and can blast or slash at enemies using a familiar 'lock-on' system from numerous shoot-'em-ups.

BOUNCIN' BACK

There are some excellent set-pieces and strategy is drafted into the action well, through some imaginative add-on weapons and even the occasional moment of *MGS*-inspired stealth. The enemies are set on predictable patrol patterns, so players must anticipate when and where to attack in order to limit the damage to the arena's buildings and civilians.

Sadly these battle arenas are nowhere near the free-roaming, detailed spectacle that Konami had led players to believe. They are in fact no larger than those found in *Armored Core 2*.

Indeed, these arenas and their interaction with the player was supposed to indicate *ZOE*'s separation from previous Mech

SAVE THEIR LIVES!

DAMAGING BUILDINGS WILL KILL INNOCENT PEOPLE AND DRAG DOWN THE FINAL GAME RATING!

It's clear that Hideo Kojima and chums have tried to crowbar some replay value into ZOE, as destroying buildings during combat will kill people and reduce the game rating.

This adds a little to the basic game, with enemy patrol patterns determining when best to attack. Yet the enemies will seemingly jump on you at random moments, making any serious stealth gameplay redundant. A good idea then, poorly implemented.



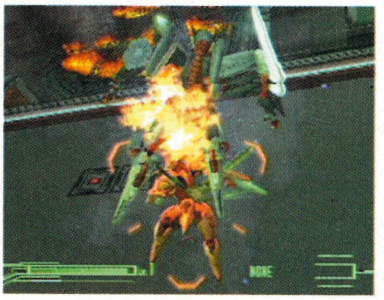




[Above] Using the sword attacks is very simply done and makes battles incredibly fast and frenetic. Sadly it also makes any strategy and useful add-on weapons pointless.

[Below] The massive Energy Shot will fill the screen with motion blurred explosions when it hits the target.

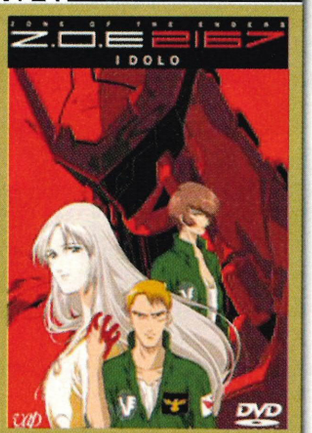




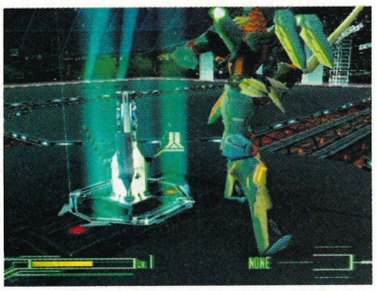
MANGA-MANIA!

BIG-EYED, DUMB-ASS CARTOON CRITTERS ARE HERE TO STAY!

ZOE has a strong animé pedigree. Half the design team have worked on Japanese TV shows designing robots, Mech suits and characters for some of Japan's biggest and best loved animated series. Indeed, character designer Nobuyoshi Nishimura has worked on the Gundam TV series, whilst ZOE's script writer and scenario director has been tagged 'the writer who makes you cry'. The animé roots of ZOE, and the hype surrounding the game, have also recently been upped with news of ZOE 8167: Idola being released on DVD. This animé movie is a prequel to the events in the PS2 game.



[Below] Leo is the hero of the piece. After being attacked by the Enders terrorists, Leo stumbles upon the Jehuty and starts to fight back!









METAL GEAR SOLID 2

BUY ZOE AND GET MGS2 DEMO. SIMPLE.

There can be no shrewder method of making sure that ZOE shifts from the shops' shelves than to package a playable demo of Metal Gear Solid 2 in with the game.

Paying over £39.99 for an average blaster is made less harrowing with the thought of booting up and playing the most eagerly anticipated game ever on a console.

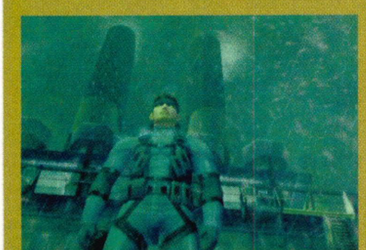
The demo of MGS2 that is bundled in with ZOE features around 5% of the finished game and covers much of the first level. Players will be able to get to grips with Snake, check out the lavish opening sequence and just immerse themselves in one of the most polished and original games on PS2.

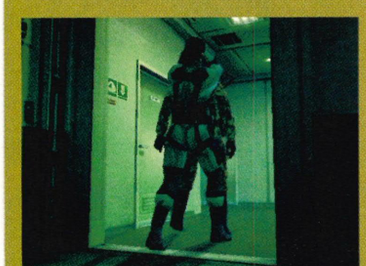
Then after a week or two, you'll remember that a full game came with this gorgeous little demo, and hidden under a fortnight's stale pants is ZOE.





"The *ZOE* pot is brought to boiling point with the inclusion of the playable *MGS2: Sons of Liberty* demo"







DID YOU KNOW?

- There is a feature length ZOE movie, released on DVD, based before the events of the game.
- Many of the programmers and artists of ZOE are also hard at work on MGS2.
- Major Japanese car manufacturers are working on real-life Mech suits.



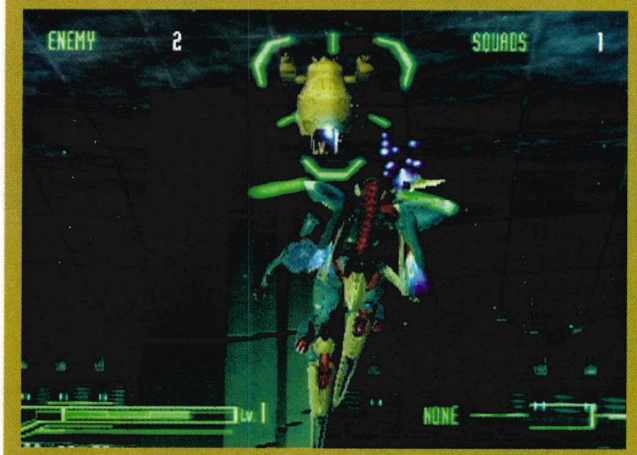


PICK OF THE POWER-UPS

LIKE ANY GOOD SHOOT 'EM-UP, ZONE OF ENDERS HAS A NUMBER OF IMAGINATIVE WEAPONS!



Weapon add-ons come in the form of computer upgrade programs. Here Jehuty is upgraded with the Javaline weapon. As the name suggests, this is a spear-type weapon that is hurled at enemies, and unlike a Laser Shot, it can pierce energy shields.



The Laser Shots are the Jehuty's main secondary weapon. With these rapid-firing though lightweight attacks, the Jehuty can force opponents to guard and not attack, before moving in for the kill using the Laser Sword.



Another basic weapon is the Energy Shot, this being the staple of shoot-'em-ups since the ancient R-Type way back in 1987. By holding down the boost button, players can charge up a massive Energy Shot that will destroy anything in its path!

"The characters offer a whimsical believability despite being big-eyed Manga cast-offs"



LEVEL BOSSES

WHILST FAR AND FEW, THE LEVEL BOSSES ARE VERY IMAGINATIVE

There aren't too many level bosses to ZOE, but those that do crop up and cause problems are very exciting. This first boss is a giant jellyfish-type Mech that enters the arena with a massive cut-scene as the Mechs face-off across the city.

In traditional shoot-'em-up style, the bosses have stages of aggression and different attack patterns to learn as well as the obligatory soft spot that needs targeting. ZOE proves that despite new visuals, you can't change tried and tested gameplay.



shooters. Whilst it's true that a stray shot can completely destroy a nearby factory/house/church, this clumsy act will only affect the final play rating and not the outcome of the story as was hinted.

With this said, the story and gameworld are up to the cod-Hollywood standards of *Metal Gear Solid*. The characters offer a whimsical believability despite being big-eyed Manga cast-offs, and the story of poor old bullied boy Leo stumbling onto the advanced Jehuty Mech suit and saving the space colony Antilia from the nasty Enders terrorists is rather engaging – if none too original. Thankfully this story, complete with incredibly stylish cut-scenes and some excellent voice acting – is woven into the action with impeccable timing.

MECHS SCHMEX

This mix of modern scripting and direction with classic gameplay is the major plus point in *ZOE*. For once, mindless blasting and hacking becomes a little less mindless, holding the attention to the blazing end.

Sadly the game's end will arrive too soon. With a little practice, *ZOE* can be finished in a little shy of two hours, and that's including using a half decent game rating. This is a great shame, as just when *ZOE* starts to pick up, with new weapons installed and some new somersault and combo moves mastered, the game's over.

There is a two-player bonus mode to unlock, with the challenge of gaining all playable Mechs a reason to replay the main game. Unfortunately, and unlike *The Bouncer*, *ZOE*'s two-player game is dreadful. The combat system, whilst incredibly fast and smooth, makes two-player battles little more than a game of tag. Add to this some incredibly unbalanced Mechs to control and this bonus is little more than a throwaway novelty.

Unhappily then, *ZOE* is a novel, yet overly hyped PS2 game that ranks alongside *The Bouncer* as one of the biggest disappointments we've seen so far this year.



PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

80 PERCENT

GOOD LOOKING BUT SHALLOW SHOOTER

ALTERNATIVELY:

Armored Core 2	70%
Gun Griffon Blaze	83%

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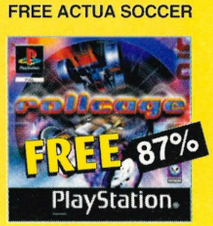
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Writer Simon Cann **Available** April 2001 **Weblink** www.kceo.com

CAMERA SHY...

Amongst the game's many problems is the poorly thought-out camera system. The horizontal default setting doesn't quite feel right, although it does at least prove more efficient than the other alternatives. Regardless of which view you choose, you'll frequently find yourself losing sight of the puck, as members of each team trudge around like zombies... only zombies on ice skates.





ESPN: NATIONAL HOCKEY NIGHT

PLAY
UK PAL
PLAYSTATION2

PUBLISHER	KONAMI
DEVELOPER	KCEO
PRICE	£39.99

1-8 Player | Memory Card | Dual Shock2

LADIES AND GENTLEMEN IT'S NATIONAL HOCKEY NIGHT. OUR ADVICE IS TO LOCK THE DOORS, UNPLUG THE PHONE AND GO STRAIGHT TO BED...



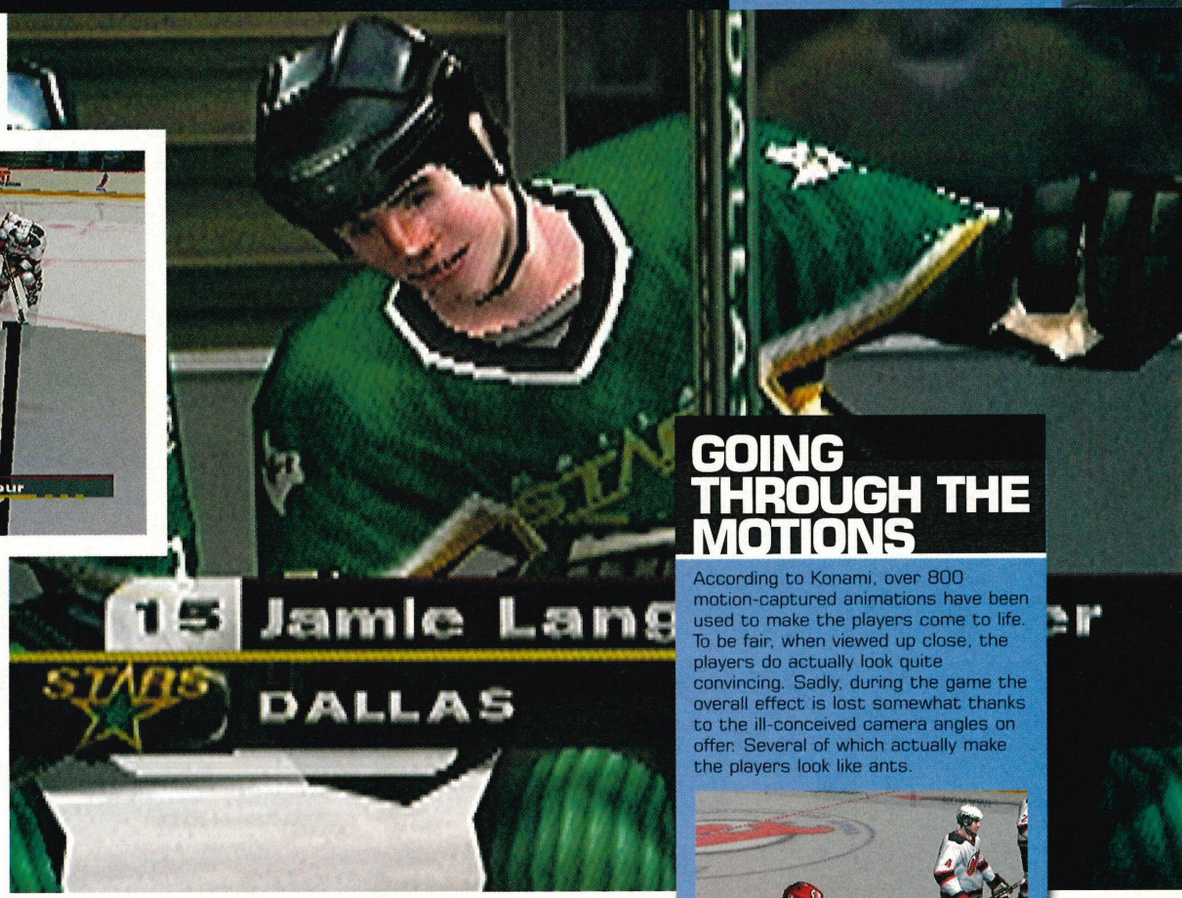


After the countless atrocities the firm has committed on PlayStation (most notably its seemingly bi-weekly updates of *FIFA*) we grudgingly admit that EA's PS2 sports titles have actually proved to be of a surprisingly high quality. A good example being the flawed but enjoyable ice hockey simulation, *NHL 2001*. Whilst the game had its faults (glitchy goal scoring routines and occasional slow-down being the worst offenders), it still managed to provide an adrenaline-soaked slice of sporting action. Unfortunately, the same cannot be said for Konami's turgid interpretation of the ice-based game. *ESPN: National Hockey Night* is, to put it quite simply, one of the dullest sports simulations to have darkened this office in recent memory. This fact, given the fast-paced, sometimes rather brutal nature of its subject matter, is almost entirely inconceivable. Dull ice hockey? Pull yourself together!



PUCK OF THE DAY

Initial reactions are somewhat misleading and, whilst the game is nowhere near as aesthetically accomplished as EA's rival offering, it's still fairly pleasing to the eye. Little touches such as ice spraying up from the blades of the players' boots add to the atmosphere, and everything moves along fairly smoothly. Sadly, a few minutes' play reveals some fundamental flaws in the gameplay department. Flaws which, it should be added, grow increasingly annoying after extended exposure to the title. The biggest problem is the lazy handling and movement of each player. Compared to EA's offering, the players in *ESPN: National Hockey Night* all seem to have lead in their boots. Consequently, in sharp contrast to *NHL 2001* (where characters could pull off dipsy doodles and all manner of flamboyant moves), the sluggishly animated participants in Konami's title seem more like arthritic pensioners than physically primed athletes. Some of this lethargy is due to the over exaggerated momentum in evidence as you pick up speed, making it exceptionally tricky to turn quickly. A bi-product of this is that weaving through the



[Below] The slow-paced action never manages to convey the feeling that you're participating in 'the big game.' It's like a morgue out there!



INSTANT REPLAY

The game's action replays are something of a letdown, especially when compared to the glorious looking sequences that featured in EA's NHL 2001. Admittedly you do get to see your goals from a variety of angles, but none of them manage to generate any real feeling of drama.



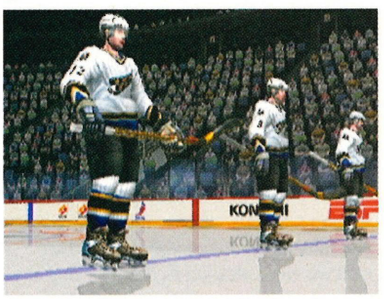
opposition becomes a real labour. Admittedly it could be argued that this adds realism to the title, but it certainly doesn't do the gameplay any favours.

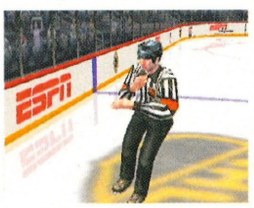
HIT THE ICE

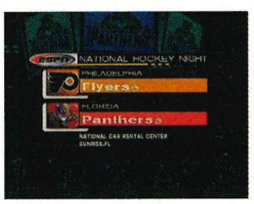
Another major problem comes in the form of scoring goals (or rather not). Scoring with a lone player is nigh on impossible, which means the only way to beat the keeper is to take at least two players up to the goal and smash the puck into the net from a rebound. Consequently, many games turn out to be staggeringly dull, goal-less debacles. Add to this some of the most annoying (and utterly senseless) commentary ever to feature in a game and you've got a pretty underwhelming sports title on your hands. Suffice to say, this should be avoided by all but the most masochistic of gamers.



"The sluggishly animated players seem more like arthritic pensioners than athletes"







[Right] The game features the full NHL license, including all teams, players, and logos that feature in the real thing.
[Below] Even in multiplayer mode the game never manages to set your pulse racing.



GOING THROUGH THE MOTIONS

According to Konami, over 800 motion-captured animations have been used to make the players come to life. To be fair, when viewed up close, the players do actually look quite convincing. Sadly, during the game the overall effect is lost somewhat thanks to the ill-conceived camera angles on offer. Several of which actually make the players look like ants.





PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

57 PERCENT

EXCEPTIONALLY DULL ICE HOCKEY GAME

ALTERNATIVELY:

NHL 2001	82%
Maddens NFL 2001	91%



[Below] The later stages of the game feature increasingly complicated objectives. Notice the one way arrows.

Writer Simon Cann **Available** March 2001 **Weblink** www.empireinteractive.com

PIPEMANIA 3D

THE PUZZLER CLASSIC GETS A 3D MAKEOVER, BUT DOES THIS UPDATE OOZE WITH THE SAME PLAYABILITY?

PLAY
UK PAL
PLAYSTATION

PUBLISHER	EMPIRE
DEVELOPER	IN-HOUSE
PRICE	£9.99

One Player | Memory Card | Dual Shock

[Below] Once the pipe is connected to the drain everything explodes. Ooh.

Software publishers come in for a lot of flack, especially from the specialist press. Yet deep down they aren't such a bad bunch. For example the cheeky little tinkers always extend us the courtesy of prefixing/suffixing their very worst titles with the term '3D'. Think of this use of '3D' in the title as a code… a code that typically means they've taken an idea that worked really well in 2D, ripped off its outer shell and then inserted something into it that really didn't belong there. You don't believe us? Then, why not take a look at *3D Lemmings*. Here we have a title that took its inspiration from a game that worked perfectly well in 2D. So what do they do decide to do with it? That's right, they shoehorn the original concept into an atrocious 3D engine, thus filtering out everything that was good, clean and pure from the original (2D) version.

PIPE DREAMS

Suffice to say when *Pipemania 3D* dropped into the office a sudden feeling of euphoria failed to materialise. With that said we were pleased to discover that in this particular instance the term '3D' is used in the very loosest sense. Consequently, this is actually a lot better than we'd expected. Those of you who owned an Amiga or Atari ST will no doubt recall the original *Pipemania* (the game also appeared on the Super Nintendo and in arcades as *Pipe Dreams*). The concept

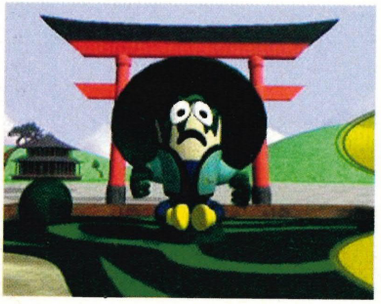
IN THE ZONE

Each of the game's stages is based upon a different theme, including Fiesta, Ice and Aquarius zones. Don't get too excited however, as the difference between each environment is generally superficial and has precious little effect on the gameplay. At least it gives you something new to look at whilst you casually slot into place yet another piece of piping.





"Yet another great big juicy example of change for change's sake"

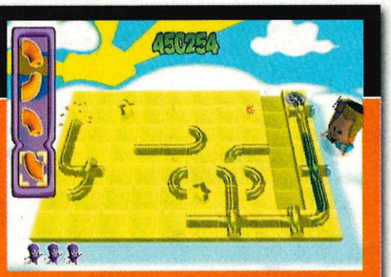




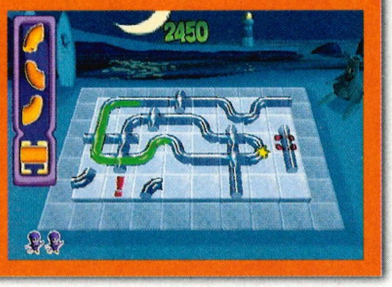


GO WITH THE FLOW

If you don't lay down your piping in time, the ooze will start flooding outward like some kind of satanic fluid. If the situation isn't rectified quickly then you'll lose points at the end of the level. If too much of the ooze floods out then its boom shanka and time to start over again.







BONUS BONANZA

At certain points in the game you'll enter into bonus rounds. These stages allow you to amass additional points by collecting coins and stars that have been carelessly strewn about the area (not unlike the winter of discontent in many ways, bar the fact that it's nothing like the winter of discontent whatsoever). However, you've still got to keep an eye on the progress of the slime, or its game over maaan.



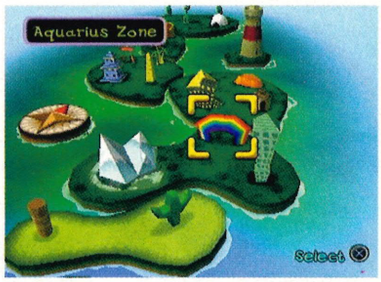




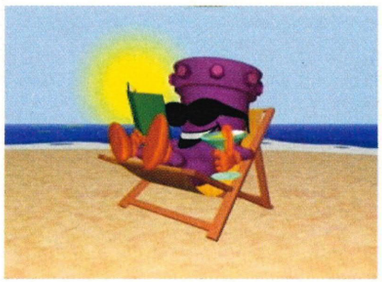








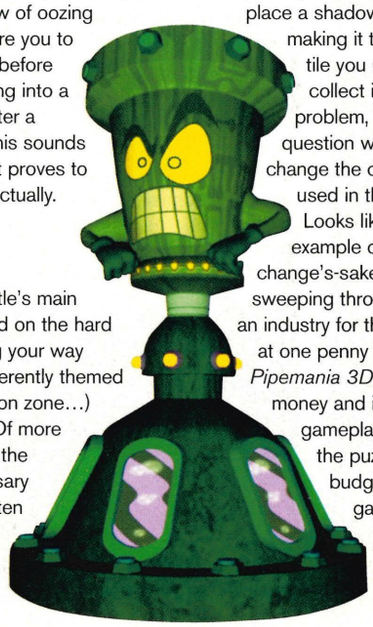
[Above] Later in the game you're offered a choice of which zone to visit. However, every stage does have to be completed.



has remained largely unchanged for this update and once again sees the player attempting to lay in place a system of pipes in a bid to contain a flow of oozing liquid. Most levels require you to lay a number of pieces before finally directing the piping into a drain, which appears after a certain time. In theory this sounds simple, but in practice it proves to be erm… well, simple actually.

BLOCKED DRAIN

Herein lies one of the title's main problems. Unless played on the hard difficulty setting, making your way through each of the differently themed stages (Ice zone, Amazon zone…) is an absolute breeze. Of more concern is the fact that the game's totally unnecessary forced camera angle often makes it difficult to determine where certain objects are on the screen. For example, some stages require you to collect floating stars, but unfortunately the developer neglected to place a shadow underneath said star, making it tricky to judge which tile you need to go through to collect it. It's not a huge problem, but it does beg the question why on earth did they change the overhead perspective used in the original game?



Looks like yet another big juicy example of the change-for-change's-sake mentality that's been sweeping through this thing we call an industry for the last few years. Still, at one penny less than a tenner, *Pipemania 3D* isn't bad value for money and its fairly appealing gameplay should at least entice the puzzle game fan on a budget. The fact that the game is inferior to the 12 year-old original is simply a depressing sign of the times.

PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

70 PERCENT

A CHEAP AND CHEERFUL PUZZLER

ALTERNATIVELY:

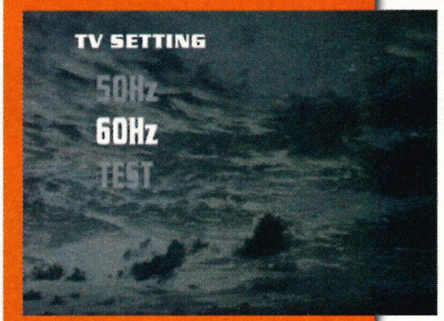
Tetris Plus	81%
Kurushi Final	90%



Writer Graeme Nicholson **Available** 27 April 2001 **Weblink** www.scei.co.jp/sd2/skyodyssey/

SO GOOD IT HERTZ

Bless Sony's little digital socks. Sky Odyssey is one of the few PlayStation2 games to feature a 60Hz option, meaning that, if you've got a respectable TV set, you can play the game with the same screen update as the developer intended. It's essentially the NTSC version of the game, so it's full screen and full speed. On the other hand, 50Hz is still available if your telly is far too old to swallow the foreign flavour, though this incurs the classic UK penalty of 25 frames-per-second rather than 30.



SKY ODYSSEY



NOW'S YOUR CHANCE TO BE ONE OF THOSE MAGNIFICENT MEN IN THEIR FLYING MACHINES. OR WOMEN. YOU UNDERSTAND OF COURSE...

With the sorry state of affairs we're witnessing in its dying days – remodelled Pikachu hardware, sparse and chronically insubstantial software – it's easy to forget that Nintendo 64 launched with an honest, straight-faced gameplay ethic. *Super Mario 64* and *Waverace 64* claimed their groupies, but it was Paradigm's *Pilot Wings 64* that offered a fresh challenge, presented in a way unseen on the PlayStation then or now. Devilish airborne trials, in the form of the game's gyrocopter stages, introduced the player to a new world of control. Every dip of the nose and tilt of the wings made a difference, making your performance feel unusually crucial to proceedings and, thus, *PW64* became terrifically involving.

All it took was 64 more bits than the big 'N' to provide a technically safe home in which to receive a similar title into the PlayStation family. Though the concept might seem like a bewildering side-step – after all, you didn't buy a £300 monolith to dawdle moronically through a few rings – you really must trust us and give it a go. *Sky Odyssey* is quite possibly the most fun you can have in the sky, at least without joining that special club which is so particular about the altitude of its qualifying members.

FLIGHT OF FANCY

It's tempting to dismiss *Sky Odyssey* at a glance, the way many did when the game was demo'd at trade shows last year, as a dumb flying-through-hoops experience that couldn't engage a freshly rescued Eastern European orphan. The very same critic who might offer such sentiments is sure to be transformed once at the controls. The game is a dedicated, all round test of flight skill the way *Point Blank* tests marksmanship, hewn from a disconnected series of inventive missions designed entirely around exposing your inadequacies in different

PLAY
UK PAL
PLAYSTATION2

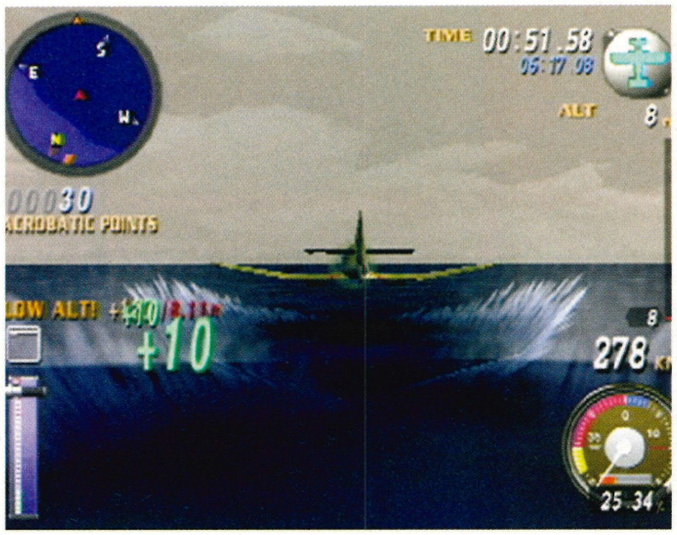
PUBLISHER	SONY
DEVELOPER	SCEI
PRICE	£39.99

1 Player | Memory Card | Dual Shock2



[Above] Ah, flying through the forest. This'll sort out the men from the boys.





SPANISH CASTLE MAGIC

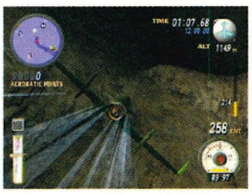
A hint of difficulties to come arises when you're presented near the beginning of one level with an especially tricky checkpoint ring to fly through. They've gone and stuck it between the turrets of a castle on a hilltop. Very delicate business at high airspeed, we can tell you. It's after this moment that the game really turns up the heat. You'll soon be careering through tunnels, trees and underground caverns with heart firmly in mouth.











[Above] Early on in the game you're asked to sync speed with a refuelling train in your prop plane. Jeeze Louise! **[Below]** Mid-air refuelling: you've seen it on TV, now it's your turn.

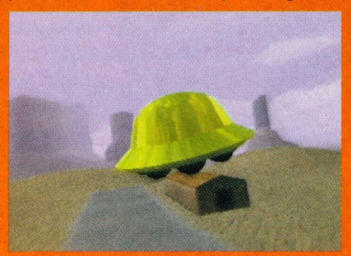


"The single act of controlling the plane in flight is so very satisfying"

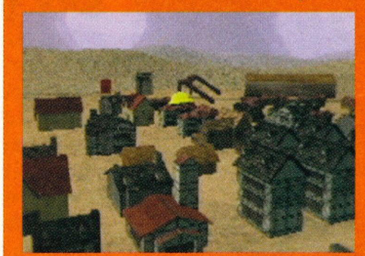


DIY ROSWELL

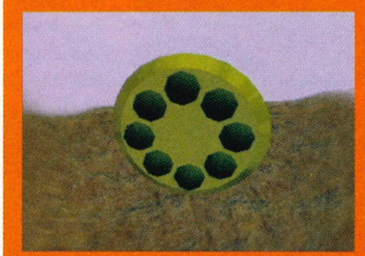
Fortuitous availability of particular craft and locations facilitate a thrilling homemade re-enactment of the famous Roswell Incident which took place in New Mexico 54 years ago.



Win, select and launch the UFO bonus craft in a suitable desert setting.



Locate and 'buzz' a small, isolated town in said craft.



Hover to a nearby cliff and feign critical loss of control.

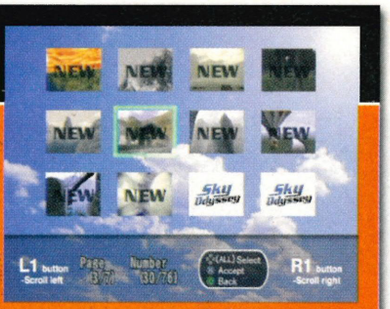


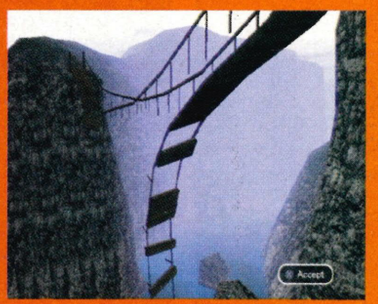
Ditch aggressively at the base of the cliff, allowing alien occupants to spill out.



HERE'S WHAT YOU'VE WON!

Show proficient talent for the many and varied airborne challenges in the game and you'll slowly but surely accumulate the virtual trophies befitting such a pilot. Not only may you take your pick of aircraft upgrades during Adventure mode, you'll also receive new background music and gradually fill a photo album with images of planes and scenery.











[Bottom] That air streaming over the wings, happens in real life you know. No, it does, really, I saw it. I'm sure I did...



aspects of the activity. Okay, you can weave dramatically through a tight, collapsing valley, but can you match the speed of a refuelling train before a leaking fuel tank brings you spluttering down to earth? How about flying through a forest? A cave? An electrical storm? Oh and if you could locate, approach and gingerly land upon a distant runway after each of these, that'd be great too. Apologies if the bustling cross-wind should introduce your flaming fuselage to the uncompromising scenery at all.

SKY SCRAPER

Braving the fury of the heavens in a woefully underpowered aircraft can be a positively frightening experience for the new recruit. It's almost as if the game surrenders too much control to your rapidly moistening digits after take-off. Bank without the safety of the plane returning to centre on its own, climb as steep as you like to the point of stalling the engine, fly inverted, ignore the mission and go swooping off through towns and valleys, exploring... we're not used to such freedom in our videogames. Consequently, the most common reaction is to freak out over the enormously sensitive







controls and spread the aircraft thinly and evenly over the first cliffside to come along. Surprisingly, it's this amplified reliance on your input that you'll come to bless as the many hours begin to melt sweetly away. So many games stunt interaction with ceaseless interruptions from cut-scenes, or brainlessly deliver their key locations without any cause for navigation. In *Sky Odyssey* you're really travelling, 10 or 15 minutes in the air at a time, no breaks. What is key here is how the single act of controlling the plane in flight is so very satisfying. Wind, gravity, thrust, analogue control – a convincing dependence on these makes you believe you're judgement is being tested in a broader way than before, and being done so fairly.

FLY BOY

Perception of speed is markedly different when its point of reference is plucked from the race track and placed in the sky. If you're the sort who takes sugar in your Red Bull, says "are we there yet?" as the car pulls out of the driveway and tries unsuccessfully to mask eye-rolling levels of irritation induced by the hesitant 1471 lady, *Sky Odyssey* will seem slow. Too slow. If on the other hand you've ever built a ship in a bottle, were 'just getting settled' as *Saving Private Ryan* drew to a close and find the cold seasons intolerably brief, then put some starch on that scarf because you're going flying. Plainly, *Sky Odyssey*'s sometimes slow pace isn't for everyone.

Also, the fog-masked and rather angular scenery gives the graphics that impression of being drastically less advanced than the spookily real physics model which defines your actual aircraft's behaviour. We are, however, heartily grateful for the arcade quality frame rate. Should you feed this particular 12 shiny purple centimetres of powerful, liberating gameplay to your hungry PS2, you'll be grateful too. You won't remove it until you've finished the whole thing at least twice.





PLANE CRAZY (SORRY)


Swordfish Mk1 Custom


BF 109 Custom


Pulse Jet 'Test Type'


Me-262


Shinden


Shinden-Kai


F4U Corsair

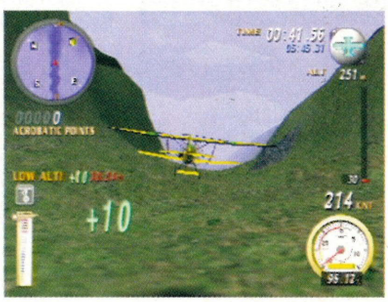

Stealth Jet


Autogyro XG-1


UFO 'Type Silver'


UFO 'Type Gold'







[Top] It's like they want you to fail! Falling rocks and a waterfall slow your pace in an already cramped tunnel. **[Below]** The planes take very little structural abuse before exploding. Be careful out there.





"Ignore the mission and go swooping off through towns and valleys, exploring"





SPRAY OR SLAY

Providing a break from the stomach-churning gauntlet runs of Sky Odyssey's Adventure mode is the lovely Sky Canvas section of the game. You are assigned various shapes to recreate in the air, then sent skyward with a chamber of coloured smoke. Follow the guiding rings, switch the smoke on and off at the prescribed moments and you'll be on your way to unlocking further goodies.









PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

91 PERCENT

SKY HIGH QUALITY GAMEPLAY

ALTERNATIVELY:

Ace Combat 4	August 2001
Sky Surfer	35%



RETRO GAMING GOES 3D

Once you've completed the game and won yourself enough medals, you're awarded the chance to play on a variety of over-the-top bonus missions. One such mission requires you to shoot down asteroids for points – it's just like playing a modern day version of the Eighties classic!



Ah this brings back memories – shame this thing isn't equipped with wing mirrors because you can't see what's coming up your rear!

[Left] This is what's called getting a bit too involved with your work – if this thing blows next to you, you can forget supper!

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

STAR WARS: STARFIGHTER

PLAY
UK PAL

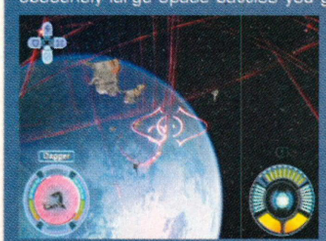
PLAYSTATION2

PUBLISHER	ACTIVISION
DEVELOPER	LUCAS ARTS
PRICE	£34.99

One Player | Memory Card | Dual Shock2

WE'RE GONNA NEED A BIGGER SHIP!

If you only buy this game for one reason, make sure it's for the obscenely large space battles you get to participate in...



When there are plenty of ships flying around firing at each other, the sky lights up with hundreds of lasers – clearly it's best not to get in the middle!



The radio chatter warns of another enemy wave coming in – no problem, you think, until you see a large group of enemy fighters speeding towards you!

"The huge space battles are simply awe-inspiring"

FINALLY A STAR WARS GAME THAT LIVES UP TO THE GIGANTIC NAME BEFORE IT...

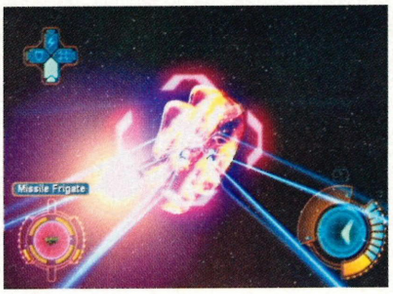
You would have thought by now that the games-buying public might have woken up to the fact that slapping a *Star Wars* license on a product doesn't necessarily mean it's good. How many times before have you run out to buy a game with hope of reliving a classic moment of sci-fi? Well thankfully, this time round with *Starfighter*, Lucas Arts seems to have hit the nail on the head.

THE FORCE IS STRONG HERE

Not wholly dissimilar to *Rogue Squadron* on the N64, this flying simulation puts you in charge of a variety of space faring craft in an attempt to put an end to all that is evil. And as we all know, the only way to stop anything evil is to blow it up with the biggest laser gun you can get your hands on – but what toys you get to play with! Excluding the odd hidden craft or two, there are three ships to pilot in this game. The first is the main character (Rhys)'s Naboo Fighter that features laser cannons and missiles. Then you have the all-powerful Havoc that sacrifices speed for big ass bombs and huge lasers, and finally the nippy Guardian Mantis that comes with a tagging device.

All of these craft are fun to pilot and are, like everything else in this game, extremely detailed. Everything from the textures on the side to the stunning fireworks display you get when you pull the trigger, shows this game up for what it is –a work of art. The lighting effects on the weapons, the explosions and sound effects you get when you fire them and the stirring music that accompanies your killing spree, are all of the quality you would







A NEW HOPE

After the dismal fighting game Masters Of Teras Kasi, and the almost laughable Episode One game, Starfighter comes as something of a shock. Perhaps this is the future of things to come. Perhaps all the up and coming Star Wars games will be 'must buys' – hmmmm perhaps!









DID YOU KNOW?

- In Episode One, when Queen Amidala is looking out of the window at an invading army, you can see a power cord behind her powering the lights on her dress!
- With the final destruction of the droid ship in Episode One comes a hail of debris – including a model of the Millennium Falcon!
- If you're twiddling your thumbs waiting for Episode Two, don't bother because it isn't going to be out till 2002.

expect from a Lucas Arts production. It's just like a Star Wars film bought to life.

A head-to-head with one enemy fighter alone gets you quoting from the holy trilogy and the lesser *Episode One* film on which this game is loosely based, but the huge space battles are awe-inspiring. Seeing twenty or so trigger-happy fighters speeding through space in *Starfighter* would give any *Star Wars* fan a slight trouser alignment problem! Impressively, with lasers firing from all sides, ships racing past and all the debris of fallen craft floating through space, there is very little slow-down. There's never any doubt in your mind as to whether or not you'll come back to play this game for that 'just one more go' element. Addictive's not the word!

CHAOS IN SPACE

As it is, you get more than value for your money with *Starfighter*. The fourteen main missions can admittedly be finished in a couple of days, but unlocking the bonus missions, extra craft and two-player modes will take a little more than a few hours! Best of all, it doesn't even feel like a chore because of just how fun it is to play. Sadly,

[Above] The cost for not paying your TV licence was becoming increasingly harsh. **[Below]** The Starfighter version of the Death Star is a slightly less fragile looking Deep Space Nine – nuke it!





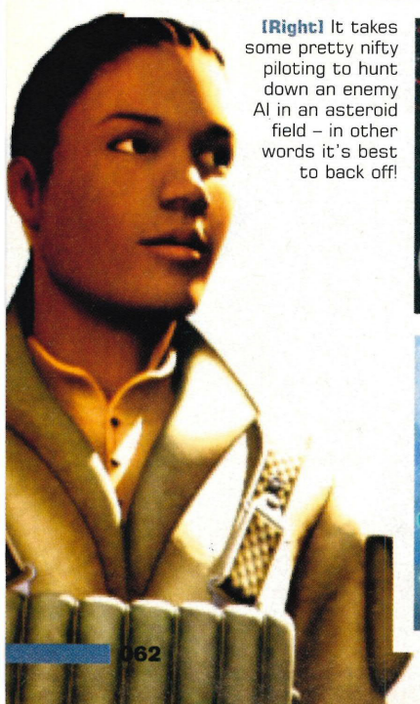
"This game still has some stunning locations"











[Right] It takes some pretty nifty piloting to hunt down an enemy AI in an asteroid field – in other words it's best to back off!



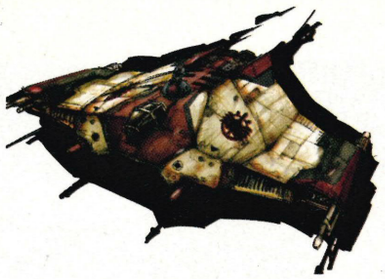


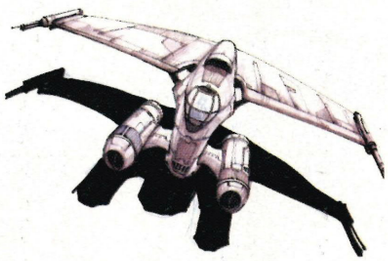
the reason you come back over and over won't be the variety of missions. Fair enough there's only so much you can do with this type of game, but surely we could've had something other than the usual destroy/protect/escort fodder.

STAY ON TARGET

Once you do get bored of the main game (and this will take a while), you've got the ridiculously over-the-top bonus missions such as the Asteroids game and a couple of two-player modes to keep you happy. Racing through the canyons of Naboo or playing CTF in space with a friend may not live up to some other multiplayer games, but it does provide for some light relief. There's a hell of a lot more life in this game than a lot of PlayStation2 titles we've seen recently!

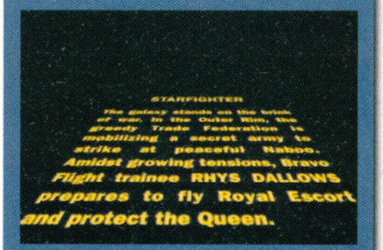
After all the past *Star Wars* efforts on PlayStation and other consoles, *Starfighter* does come as quite a shock to the system. Sure it has its minor limitations, but none of these hamper your enjoyment of the game, and you can't help but feel that a wise choice was made when deciding to distance itself from the mediocre *Episode One*. This game still has some stunning locations and does take the occasional scene or two from the film, but you can breathe safe in the knowledge that there is no Jar Jar Binks in sight! A triumph all *Star Wars* fans should rejoice in by buying this game.





STAMPED AND BRANDED

From the moment this game begins, with the classic music and the rolling slanted yellow text, you know that this is definitely a Star Wars product. It's even got the obligatory sunset scene at the end, when evil is defeated and good celebrates victory!





PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

92 PERCENT

STUNNING SPACE BATTLE SIMULATOR

ALTERNATIVELY:

Star Wars: Episode One	70%
Star Wars: Master Of Teras Kasi	80%

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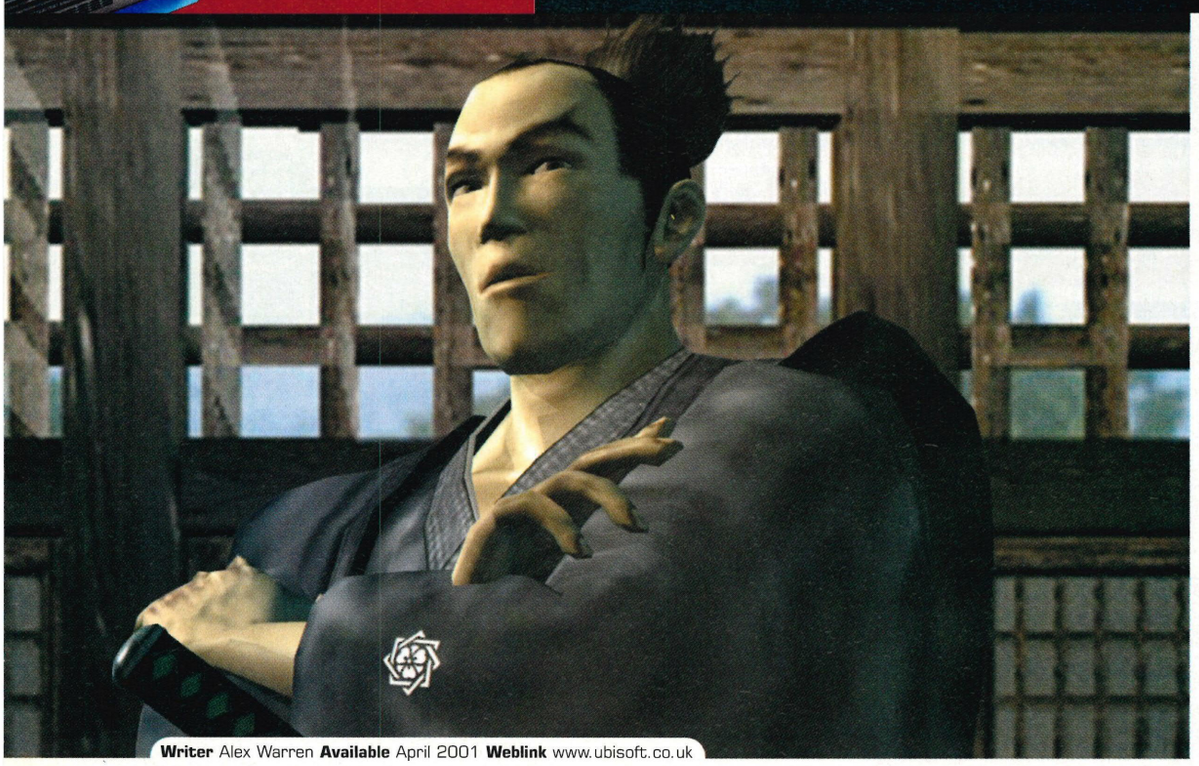
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THE 'KI' TO SUCCESS

Unlike in the original Bushido games, you'll find that you have a 'ki' bar at the bottom of your screen, which determines the strength of your attacks. If you tire your fighter out, his 'ki' will drop down and his attacks will be weak. But keep it up, and he'll be bright and breezy. Better still is if your 'ki' bar starts flaming, you will be able to perform a special move by pressing Y, which should finish your opponent off for good.



KENGO: MASTER OF BUSHIDO

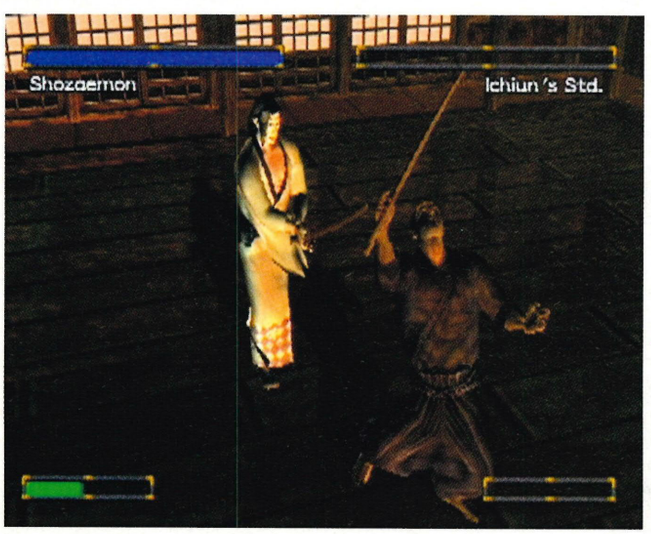
PLAY
UK PAL
PLAYSTATION2

PUBLISHER	UBI SOFT
DEVELOPER	LIGHTWEIGHT
PRICE	£39.99

1-2 Players | Memory Card | Dual Shock2



[Above] If you have an aversion to blood, Kengo probably isn't the game for you.



COULD KENGO BE THE WORLD'S FIRST EVER THINKING MAN'S BEAT-'EM-UP? READ ON AND YOU MIGHT JUST FIND OUT...

A realistic thinking man's beat-'em-up, eh? Whoever heard of such a ridiculous thing? After all what would be the point in that? Hmmm... well it looks like someone forgot to let developer Lightweight in on this somewhat bigoted view of the world of beat-'em-ups, because it's been doing it for a while now, what with the whole *Bushido* series already behind it. Okay, so this pseudo-sequel might not be quite as realistic as what's gone before in terms of gameplay, but it's certainly going to make you think twice. Don't be fooled – this is not, by any stretch of the imagination, your stereotypical beat-'em-up.

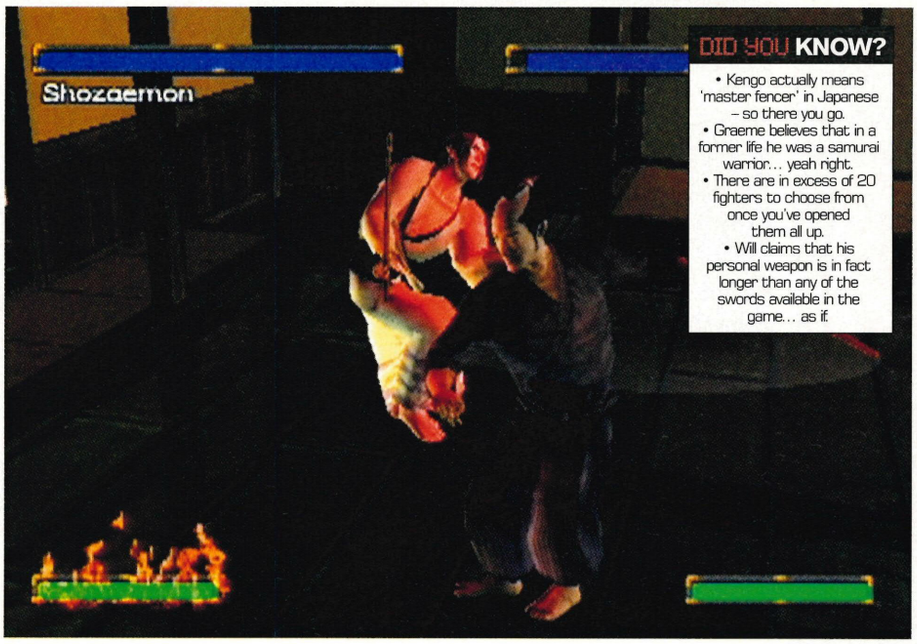
HACK & SLASH

So what is it that makes *Kengo: Master Of Bushido* so different to your run-of-the-mill beat-'em-up? Well for starters, in a strange kind of twist of fate in the tried and tested method of the genre, it's with the incredibly impressive one-player mode rather than with that of the multiplayer mode that the real strength of *Kengo* lies. Instead of offering the usual, half-cut Story mode you tend to find lurking within the depths of a beat-'em-up – yes that's you *Dead Or Alive 2* and *Tekken Tag* – *Kengo* offers a full blown and highly progressive Career mode which is totally and utterly absorbing. It might sound a little strange but it's true.

Starting off as one of three lowly samurai, you must choose one of a number of Dojos, each with its own distinct style, in which to train to become a master of your art. By way of various training mini-games (see boxout) and tests, you can continually raise your various attributes, so that once you've passed all the tests within your Dojo and proven yourself a worthy swordsman, you'll be able to do battle with the big boys. Which is when the fun and blood start to flow. With your training behind you, it's time to start dishing some dirt out to the other Dojos, learning new moves, earning new swords, but more importantly building your reputation. After all, you'll only ever be invited to compete in the Imperial Match, which is where the real glory lies, if you have a reputation that precedes you. Can you make it to the top?

SWORD PLAY

As far as the two-player game is concerned, it's certainly in no way bad. It's just not as immediate as you'd like it to be, in that it's not the sort of game you can just pick up and start playing unlike, say, the *StreetFighter* series. In other words, it's not your mindless button-bashing affair, rather more of a thinking man's



DID YOU KNOW?

- Kengo actually means 'master fencer' in Japanese – so there you go.
- Graeme believes that in a former life he was a samurai warrior... yeah right.
- There are in excess of 20 fighters to choose from once you've opened them all up.
- Will claims that his personal weapon is in fact longer than any of the swords available in the game... as if.

THE DOJOS

Hirata Dojo, Muja School
Emphasises combined techniques and a variety of forms.
Master: Juuro Hirata
Disciple: Kangoro Morobushi

Moriya Dojo, Suigotou-School
Emphasises each and every technique and tries to balance technique with strength.
Master: Genpo Moriya
Disciple: Toranosuke Matsui

Kasukabe Dojo, Kyoshin-School
Exhibits lightning fast combination techniques despite their idiosyncrasies.
Master: Ichiun Kasukabe
Disciple: Enshiro Tanabe

Ooishi Dojo, Muni-School
Has a variety of fast combination techniques using one-handed attacks.
Master: Getton Ooishi
Disciple: Tatsunao Kirigamine

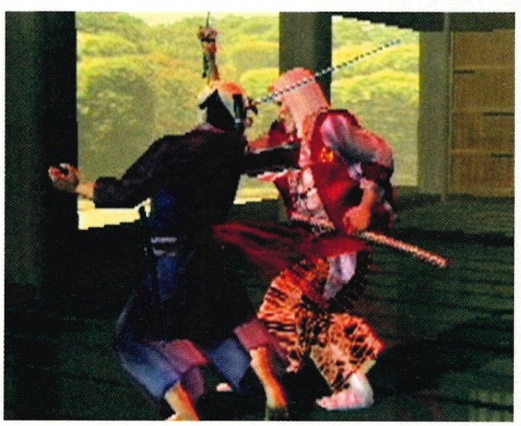
Udagawa Dojo, Isshin-School
Refines attack power by harmonising technique with strength.
Master: Kukuama Udagawa
Disciple: Kotaro Suzuoki

Tsubaki Dojo, Kumomushin-School
Technique is still in the formative stage, but can overwhelm opponents with sheer strength.
Master: Jiroemon Tsubaki
Disciple: Seiichiro Shirai

Kadokura Dojo, Fudo-School
Favours large, heavy swords that can kill with a single blow.
Master: Shigetoshi Kadokura
Disciple: Kanenobu Nimura



"Kengo is a suitably impressive game"



A LESSON IN HISTORY

The Bushido Blade series has been around for a fair old while now (well since 1997), with two outings on the PSone. At the time, it blew open the beat-'em-up market, choosing to cast aside the energy bar system that every other game used, instead relying on a realistic scenario whereby one fatal blow really would really be fatal, and wouldn't just knock a few inches off your life bar.



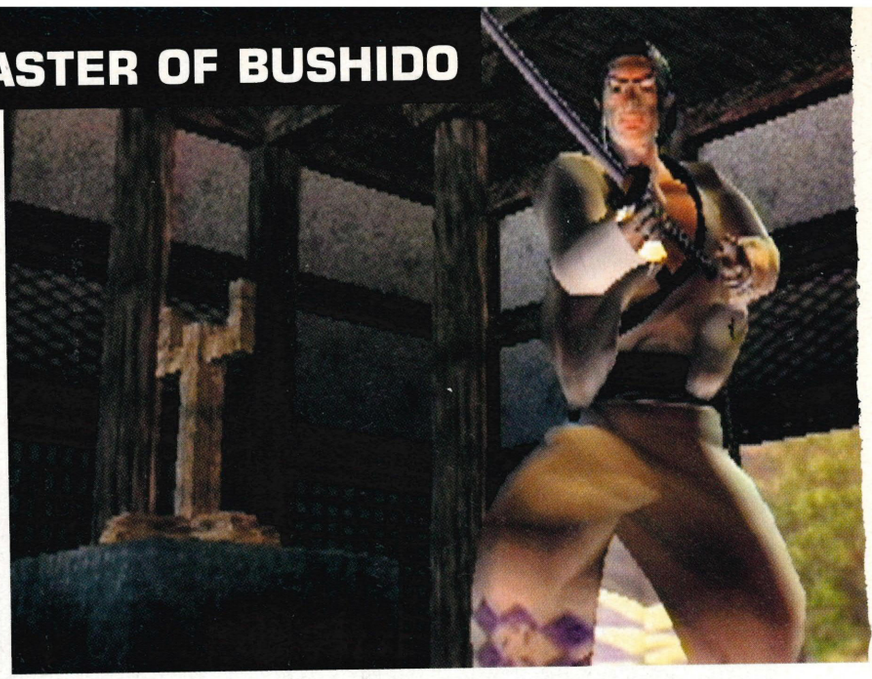












MINI-MADNESS

STRIKING POST
All you have to do here is follow the instructions given on screen in Dance Dance Revolution-style to knock down a post in as fast a time as possible. The quicker you do it the more points you get.

WATERFALL
Possibly the most hilarious thing ever seen in a videogame, you have to stand naked under a freezing cold waterfall while maintaining your spirit level at a set point to prevent your fighter from collapsing.

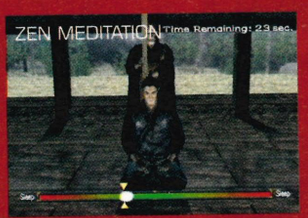
BAMBOO GROVE
Basically all you have to do here is hack down as many bamboo shoots as you can within 90 seconds. The best way to do this is to swipe across with your sword, thereby taking out more than one shoot at a time.

ZEN MEDITATION
For this one you have to meditate without falling asleep – keeping the marker in the middle of the bar by twitching it from side to side. If you fall asleep you'll be whacked over the head by your Master!

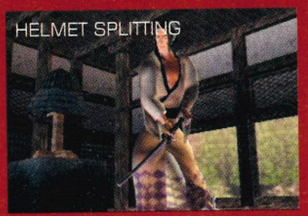
HELMET SPLITTING
Probably the trickiest training game of the lot, you have to build up your strength by repeatedly hitting the attack button and then waiting for the two markers to converge directly above the helmet then pressing attack again. Get it wrong and you'll have a broken sword!

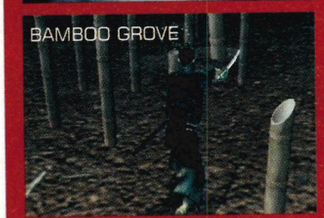
ILLUSION
Here you have to put out a circle of burning candles in one swipe of the blade by pressing the attack button every time it circles over a candle – it's all about timing.













"It's not your mindless button-bashing affair, rather more of a thinking man's fighter"





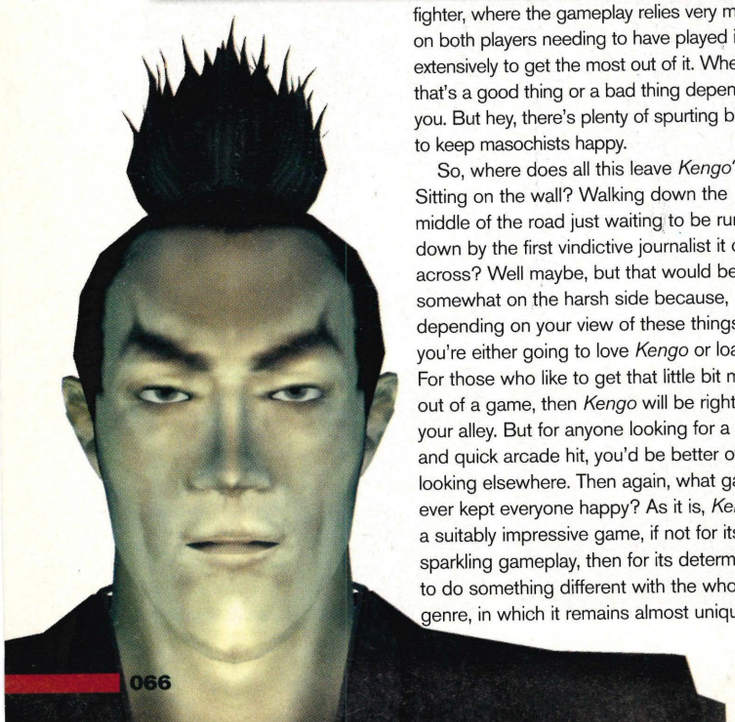
HEY MR EDITOR

As you progress through the one-player game, you will learn more and more moves with which to open a can of whoop ass on your opponents. But how do you utilise them all? Well, by going into the edit section you can customise the four shoulder buttons to perform certain moves for you as well as choosing which moves to have in the combination. It's mighty cool to say the least.









fighter, where the gameplay relies very much on both players needing to have played it extensively to get the most out of it. Whether that's a good thing or a bad thing depends on you. But hey, there's plenty of spurting blood to keep masochists happy.

So, where does all this leave *Kengo*? Sitting on the wall? Walking down the middle of the road just waiting to be run down by the first vindictive journalist it comes across? Well maybe, but that would be somewhat on the harsh side because, depending on your view of these things, you're either going to love *Kengo* or loathe it. For those who like to get that little bit more out of a game, then *Kengo* will be right up your alley. But for anyone looking for a pure and quick arcade hit, you'd be better off looking elsewhere. Then again, what game ever kept everyone happy? As it is, *Kengo* is a suitably impressive game, if not for its sparkling gameplay, then for its determination to do something different with the whole genre, in which it remains almost unique.

PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

83 PERCENT

INTELLIGENT AND ORIGINAL ADVENTURE

ALTERNATIVELY:

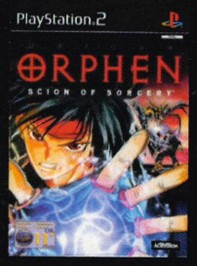
Tekken Tag Tournament	85%
Dynasty Warriors 2	62%

PlayStation 2

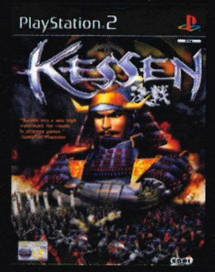
PlayStation

WANNA FIGHT?

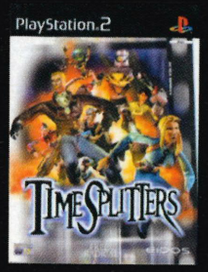
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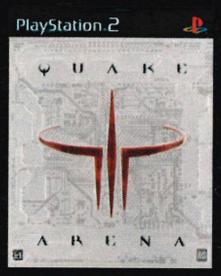
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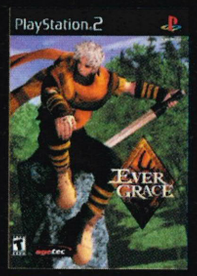
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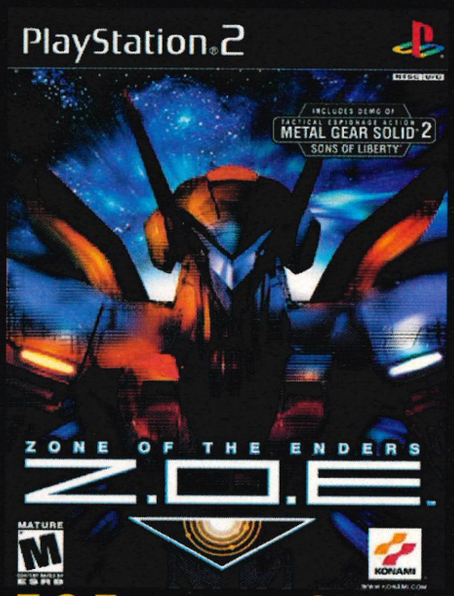
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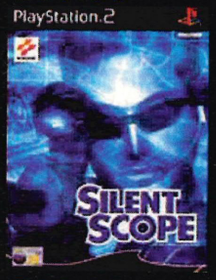


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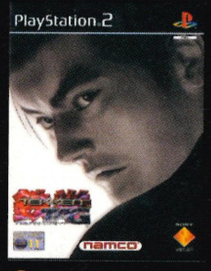
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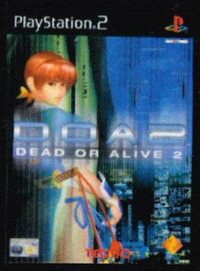
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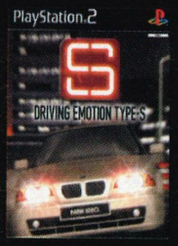
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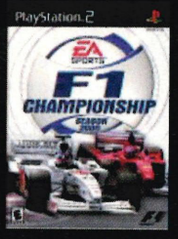
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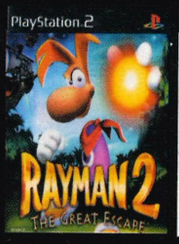
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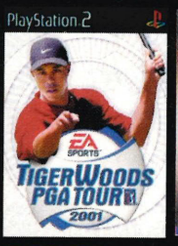
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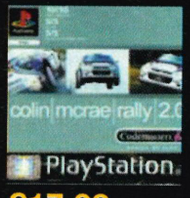
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Writers Will Johnston, Mark Crawley

"This is not the RPG we were looking for... move along"



[Right] Go on, kick it! Ugly, green, round thing...



Evergrace

What if they made an RPG and nobody came?

PLAY
UK PAL
PLAYSTATION2

PUBLISHER	UBI SOFT
DEVELOPER	FROM SOFTWARE
PRICE	£39.99

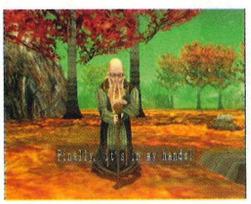
One Player | Memory Card | Dual Shock2

When creating a role-playing game, some might say that it is vital to suck the player into the game world and give them a worthy role to play. It's the point, surely. If the main characters bore the living Jesus out of you, what good could the game possibly do? With this in mind, we meet Darius and Shoreline, two protagonists whose lives you can share and guide, should you so choose. Two characters whose lives the strings you hold bind. Two poorly imagined nobodies who could live or die without man, woman or beast batting an eyelid. Whoops, there goes the game's main reason for existing then.

Evergrace was initially developed for the original PlayStation, and it's not shy in demonstrating this every step of the way by aping a rival's machine. This spartan adventure looks more like a hi-res N64 game than anything we'd expect of a next generation console. Its bland landscapes and random pathetic lumps of monster manage to brilliantly sum up any adventure you might have found on the Nintendo console a year a go. As a showcase for an N64 emulator it works well. As a PS2 game it has no business existing whatsoever. **45%**



[Below] Mr Hing Sing Wing finally finds his weapon.





Robot Warlords

Robots on a go slow...

PLAY
UK PAL
PLAYSTATION2

PUBLISHER	MIDAS
DEVELOPER	DAZZ
PRICE	£29.99

One Player | Memory Card | Dual Shock2

Considering how surprisingly fast robots and mechs tend to move in Japanese animé and videogames, *Robot Warlords*' pace appears unsuitably lethargic. In fact, had this battle strategy game been called '*Geriatric Warlords*' we would have expected the units to zip around the field of play faster than at present. We're jumping the giant mechanised gun here, of course, because the ridiculously drawn-out conversations which precede *RW*'s 'action' will have you crawling walls way before the speed of play has a chance to offend.

It's not that the scenario is particularly unappealing in itself (the player controls a group of mech engineers recruited at the last minute to stop a military coup) but, unlike the advancing *Ring Of Red*, *RW*'s cast invokes very little sympathy – too many characters are introduced too quickly for you to bother distinguishing between each and begin to care. Mix this with painfully protracted turn-based play and the title's insistence of showing each manoeuvre close-up as it's slowly played out, and you've an experience which is distinctly difficult to sit through.

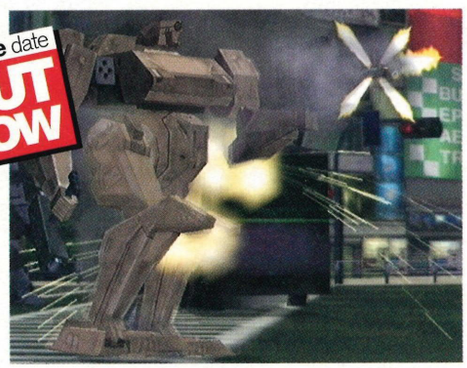
'Course, seeing giant mechs scrap it out should be captivating, but *RW*'s plain 'bots and understated consequences (defeated mechs disappear rather undramatically) render its graphics functional but soulless. Yeah, it's hard to imbue cold steel with character, but the mech designs on show are bog-standard to the point where your interest will sink up to its neck and begin to nervously gasp for breath as the pressure of the mud cracks its ribcage.

Swamped in tedium, *Robot Warlords* makes little attempt to reward the perseverance necessary to progress step... by... s-t-e-p through each battle. At full price, such problems put any game beyond the consideration of the frugal. **56%**

"*RW*'s cast invokes very little sympathy"

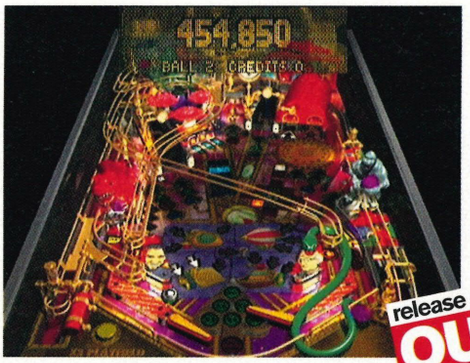






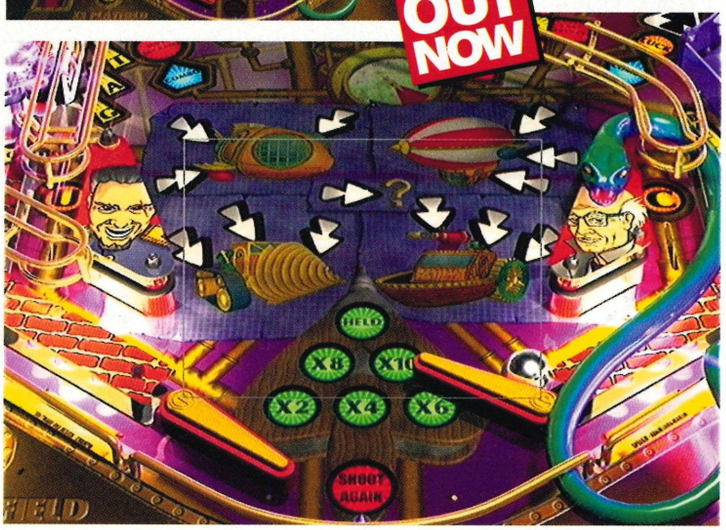
[Below] Cautious 'opportunity' fire against sheer proactive aggression.







release date OUT NOW



Pro Pinball Fantastic Journey

The balls have dropped

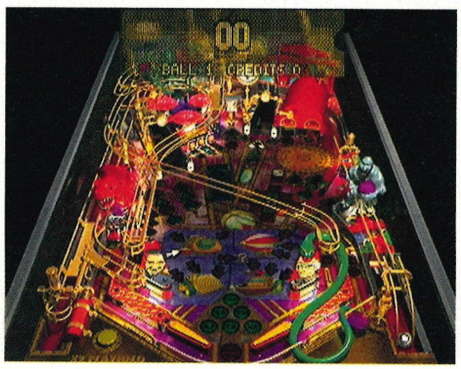
The *Pro Pinball* series starts its inevitable descent to an acceptable price bracket with this in-depth answer to the old skool pub favourite. For a penny less than a tenner, you get yourself a single table and more options than you'd ever think necessary. Set how old the machine is, choose a difficulty, adjust the angle of the table and even examine it in eye-watering hi-res. It's all there, if you really want it. Strange thing is, what we really wanted were tables and an option for scrolling. There are only two flippers, so there is no reason why we need to see the entire, drab, table at once. Still, you pays your money, you takes your chances. Ten quid, one table and decent ball physics – what more could you expect? Anyone who's ever played *Pinball Dreams* on the Amiga will know just how good a pinball game can really be. And for the rest of you we have *Fantastic Journey*. **75%**

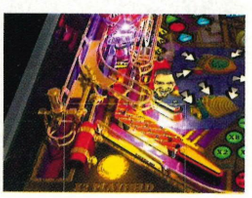
PLAY
UK PAL
PLAYSTATION

PUBLISHER	EMPIRE
DEVELOPER	IN-HOUSE
PRICE	£9.99

One Player | Memory Card | Dual Shock

"A single table and more options than you'd ever think necessary"





Submarine Commander

Not as interesting as you'd think

Compared to the stunning vistas granted to fighter pilots, submariners have it pretty dull. Months sardine'd up in a nuclear-powered tin with nothing to look at other than a sonar scope, won't provide much in the way of eye candy in anyone's book. With this in mind, we come to *Submarine Commander*, a game that manages to capture days under the sea with nothing much to do, perfectly. The main view of the seabed couldn't be more basic if it was created on a broken Speak 'n' Spell, while any sense of claustrophobia that should carry a Sub game is non-existent. This failed ode to *Das Boot* tries its best to be a role-playing/simulation crossover but fails in every department. Your crew are annoying, your subs controls are incredibly simplistic while still being cumbersome, and there is absolutely no sense of tension. You'd be better off watching a goldfish bowl while a friend talks nonsense in your ear than being in the same room as this game. **35%**

PLAY
UK PAL
PLAYSTATION

PUBLISHER	JVC
DEVELOPER	IN-HOUSE
PRICE	£29.99

1-2 Player | Memory Card | Dual Shock

"You'd be better off watching a goldfish bowl while a friend talks nonsense in your ear"



[Right] Serves 'em right for trying to get hold of me Crunch Crum!

release date OUT NOW









Writer William Johnston

Bishi Bashi Special

Who's mad?

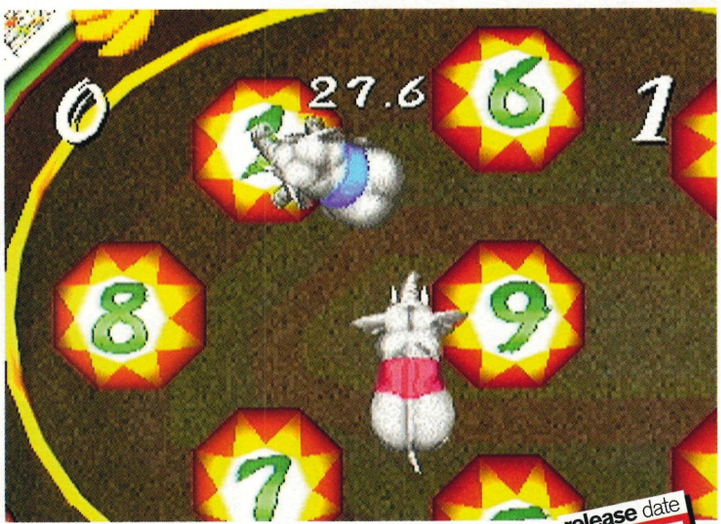
PLAY INFORMATION

UK PAL	
PLAYSTATION	
PUBLISHER	KONAMI
DEVELOPER	KCEJ
PRICE	£9.99

1-2 Players · Memory Card · Dual Shock

So you've been hurt on these kinds of deals before, right? Bit nervous, need reassurance that cheap games aren't necessarily cheap? Okay, for your cash you get yourself the finest two-player party game ever. This is no idle boast either. Ever since we played an import version of *Bishi Bashi* we were hooked. Then Konami announced that it would hit the shelves for a paltry twenty quid, and we were happier. Now it's out at half that bargain price you have no excuse to own this... this wonderful game. But all this swooning doesn't help you understand what *Bishi Bashi* is all about, so we'd better at least try. Basically, you and a friend compete in a series of games that rely on logic, fast reactions and a sense of rhythm. One minute you'll be racing up ladders while busting for a jimmy riddle, your goal a giant golden toilet, next you'll be disco dancing, with every correct movement adding, for some reason, to the size of your Afro hairdo. There are 96 (ninety-six!) other games that match these for originality, style and pure fun, which works out as just over ten pence each. And believe us, they are all amazingly addictive, hilarious, exciting and compulsive. Please buy this game, please join us, join us! **93%**

[Below] Stop reading this caption and go and buy this game, it's le ballons de chien!



release date OUT NOW

"For your cash, you get yourself the finest two-player party game ever"





Duke Nukem: Time To Kill

Machine gun bikini fun

PLAY INFORMATION

UK PAL	
PLAYSTATION	
PUBLISHER	TAKE 2
DEVELOPER	GT INTERACTIVE
PRICE	£9.99

1-2 Players · Memory Card · Dual Shock

The first time we dealt with the world according to Duke, on the PlayStation at least, it was from his perspective. With *Time to Kill*, we finally managed to remove ourselves from his eye sockets and were allowed the third-person view that has now become PlayStation shorthand for 'It's like Tomb Raider!'. Funny thing is, the misogynistic old misfit actually managed to pull it off. Duke has to travel through time, kill many alien pigs in various historical guises and save humankind so it can get back to watching the game and havin' a Bud. Those (or should that be both) of you who like your action adventures of the politically correct variety should be warned. Duke has no reservations about asking sadomasochistic prostitutes for action or blowing away a room full of lap dancers. Sure, this does seem like an unforgivable detail to include in a game, but when you find out that performing such actions is incredibly detrimental to your health, you begin to see what Duke is trying to say about society and the emasculation of the modern male through the media. Okay, you got us, that last sentence was utter nonsense. Take *Time To Kill* too seriously and you'll be disappointed. Take it with a pinch of salt and you'll find plenty to warrant a purchase. **75%**



release date OUT NOW



Resident Evil 2

Cheap thrills

The game that defined a bandwagon finally makes its way deep into budget territory. Sure, there was the original *Resident Evil*, but it was only with the sequel that the survival horror genre managed to puts its rusty hooks into every gaming demographic. Some might argue that *RE2*'s popularity was due to its ease, since most who played it managed to complete it without having to pick up a solution book or phone a busy PlayStation magazine while the editorial team were busy on deadline, but not us. *Resident Evil 2* took all the ideas that made the original work and boiled away anything that slowed it down. Two discs give you two separate character's accounts of an urban zombie apocalypse, where the real star of the show is the game's tangible atmosphere. Every screen manages to cram in more fear and dread than you'll find in a midnight showing of your favourite horror movie. Such is the popularity of the *Resident Evil* series that most of you will have already played it to death, but those foolish enough to have missed out first time round are heartily recommended to pick it up for this bargain price, if you dare, a-ha ha, er... hum. **93%**

PLAY INFORMATION

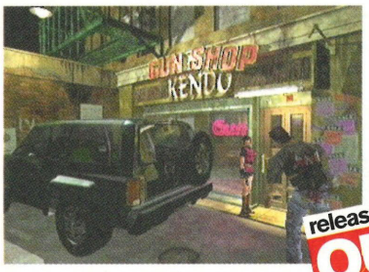
UK PAL

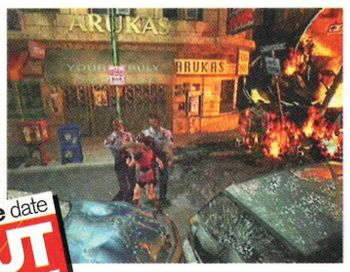
PLAYSTATION

PUBLISHER	VIRGIN
DEVELOPER	CAPCOM
PRICE	£9.99

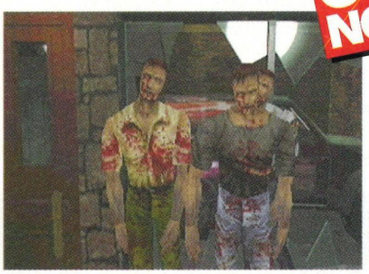
1-2 Players | Memory Card | Dual Shock

"With *RE2*, the survival horror genre put its rusty hooks into every gaming demographic"





release date OUT NOW









release date OUT NOW





Smackdown!

Big men for a small packet

A lot of you lovely people have quite a thing for those boys in the WWF. Is it the muscles, the oil? Maybe it's the (woo!) fireworks and heavy use of loud and child-pleasing music. To be honest we just don't know. It certainly can't be just because these flesh giants can hold onto each other while shouting, can it? Whatever the attraction is, you can be certain you'll find it reproduced brilliantly here. Before the release of its subtly superior sequel, *Smackdown!* was the game for the wrestling connoisseur and novice alike. Respectable graphics, hilarious (sorry sports fans, we mean pain-inducing) moves and more WWF attitude than you'd find on a thousand Know Your Role T-shirts. Considering that it's going to cost you around thirty sheets to see the actual event, you really can't go wrong. If we had a penny for every letter, email or phone call we are forced to ignore concerning *Smackdown!* games, we'd be incredibly rich people living on an island where all wrestling questions would carry with them a penalty of death. Until that happy day when we receive hard cash for annoying questions, we'll keep our wrestling preaching to a minimum. Buy this game, it's good enough to appeal to everyone. And please, no letters saying we don't understand the beauty of wrestling okay? All together now: Easy! Easy! Easy! **92%**

PLAY INFORMATION

UK PAL

PLAYSTATION

PUBLISHER	THQ
DEVELOPER	JAKKS
PRICE	£9.99

1-4 Players | Memory Card | Dual Shock

"Before the release of its subtly superior sequel, this was the game for the connoisseur and novice alike"



[Below] Here comes the pain baby, grrr, I'm going to get you etc...



WIRED UP

INCOMING GAMES LATEST REPORTS **NEWS**

RING OF RED

BLACK 'N' WHITE FIGHT



Ring Of Red's impressively atmospheric, yet morally dubious, intro FMV depicts scenes from WWII with giant mechs looming in the background. Eerie...





WHAT A TITLE... AND WHAT A REMIT FOR SMUTTY INNUENDO IT BRINGS! WE'LL OPT FOR SOME DARKER IMAGERY THOUGH – CIRCLES OF FIRE ANYONE?

[Tap tap tap!] Stop giggling at the back... this new offering from Konami has nothing to do with the violent aftereffects of a decent curry. Instead, *Ring Of Red* chooses to postulate about the violent after effects of a Second World War fought, parallel universe-style, with giant mechanoids. Yep, as if James Bond, America and *Command & Conquer* hadn't already given our vodka-swilling, space-conquering chumski's enough of a kicking, *ROR* is on hand to stick the metal boot in, casting Russia as the root of all evil once again.

expected release date
APR 2001
PUBLISHER Konami
GENRE Battle RPG
1 **Player**
90% **Complete**
Anticipation ★★★★★

From what we've seen so far, the plot appears to revolve around the efforts of rookie pilot Weizegger (that'd be you) to chase down a stolen mechanoid of advanced technology as the thief hi-tails it back to home territory – think (preferably in Russian) *Fire Fox* in reverse.

Sprucing up a tabletop-style wargaming premise (though hexagons have been replaced by a simpler square-grid system) with Battle-RPG leanings, *Ring Of Red*'s ponderous gameplay will surprise as much as each mechanoid's lumbering gait. Don't misunderstand us here, Japanese videogames have thus far tended to reference animé where mechanoids are concerned, often leading to unrealistically speedy, highly manoeuvrable machines (look no further than *Virtual On* or *Z.O.E.*). *Ring Of Red* couldn't, in fact, be more different and the pace of combat, whilst attributable to antiquated technology, could well be too protracted for some.

Working hard to compensate, the plot comes thick and fast with characters happily quipping at each other in the heat of battle – it's effortlessly captivating in the way that only games of an Eastern origin ever are, though the un-skippable historical featurettes which punctuate each chapter do tax one's stamina. Nevertheless, *ROR* received a longer preview play than was strictly necessary and we wait with interest to see how layered the (initially simple) combat will become as the finished game opens up.



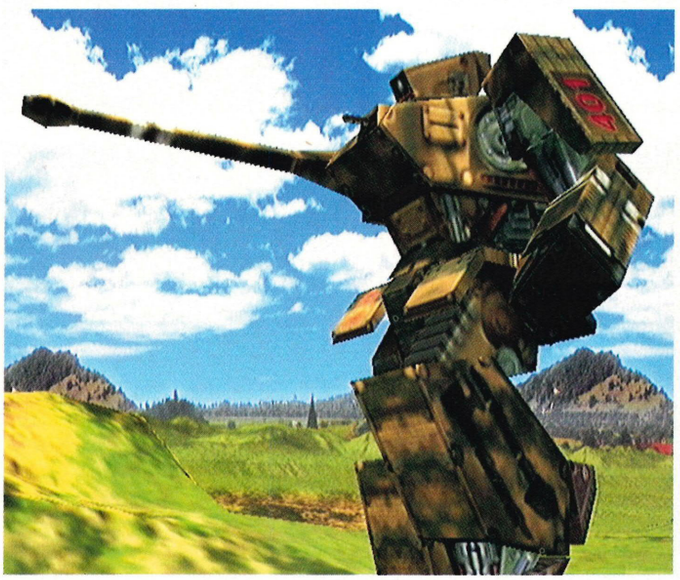






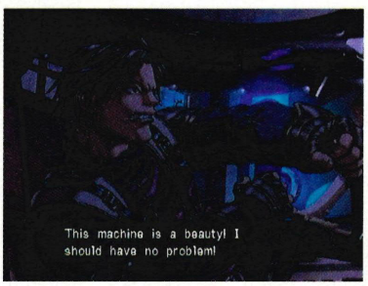


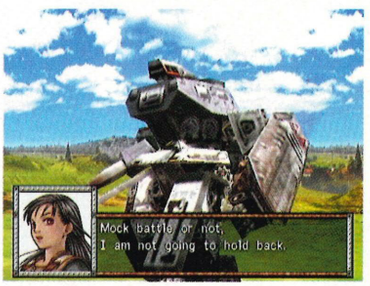










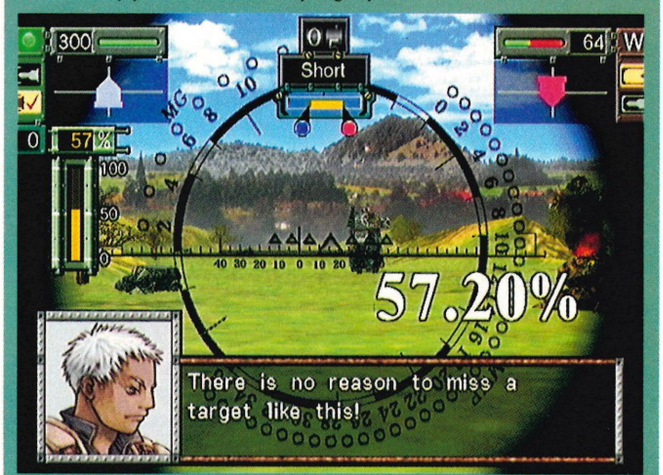


"The plot comes thick and fast with characters happily quipping at each other in the heat of battle"



THE AIM GAME

Combat isn't totally devoid of joypad-juggling. You need to time each shot to catch your opponent in your cross-hairs. Unfortunately, how well or badly you do tends to only slightly affect the outcome.



"This new offering from Konami has nothing to do with the violent aftereffects of a decent curry"

Kuri Kuri Mix

YEAH, MAKE MINE A KORMA AND VINDALOO PLEASE...

expected release date
APR ■ 2001

PUBLISHER
Empire

GENRE
Party

1-4 **Players**

80% **Complete**

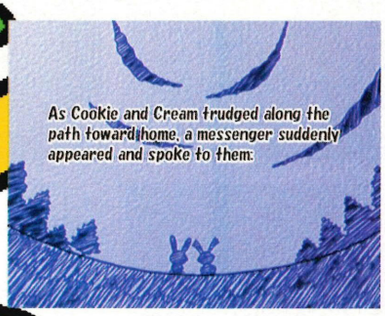
Anticipation
★★★★★

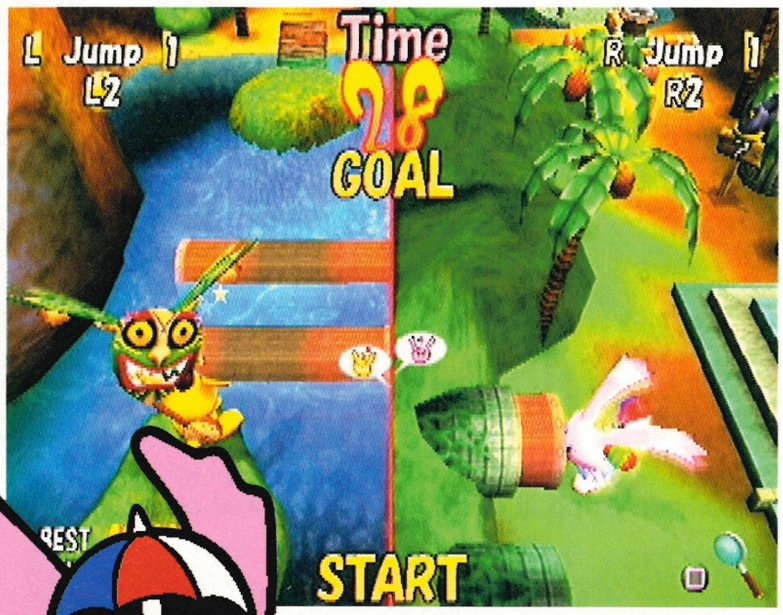
Allowing pundits everywhere to prove their credentials by mentioning the 8-bit classic, *Head Over Heels*, *Kuri Kuri Mix* will be bringing a little-used gameplay mechanic over to PS2 which sees the player directing two characters through its level-based structure. Distinctly Japanese in its gameplay sensibilities – ie it's quite quite insane – *Kuri Kuri Mix* features bunnies à la *Vib Ribbon* 'n' *Jumping Flash*, and values design over appearance to the point that it could have been done on the PSone. *KKM* casts the player as BOTH Chestnut AND Cream who must be controlled SIMULTANEOUSLY in order for progress to be made. And no, capitals really can't convey how boisterously we want to shout about this novel game.

Each of the bunnies is controlled by each side of your Dual-Shock Joypad. The analogue sticks are used to steer their respective rabbit whilst the shoulder buttons illicit jumps and the ability to activate, push or pull various objects as required – often in order to open up a path for the other character. Should either pause in a particular spot for too long, the offending bunny will be maligned by mean, winged beasties, ensuring that the hapless player must constantly split his/her attention between both sides of the screen... Frankly, the game is like a breath of fresh air.

Displaying a decidedly 32-bit friendly heart and boasting narrow, assault course-style levels (rather than an expansive world to explore) ensures that *Kuri Kuri Mix* has 'budget title' written all over it (just below the word 'Classic', in fact). As long as Empire recognises this at retail, an unmissable release is anticipated.











"*Kuri Kuri Mix* values design over appearance... Frankly, the game is like a breath of fresh of air"





"Henriksen lends his cosy vocals to a game that describes itself as being *Aliens* Vs *The Thing*"

Run Like Hell

PREPARE TO EVACUATE SOUL...

If there is one thing the survival horror genre has been lacking, it's Lance Henriksen. He wasn't in any of the *Resident Evil* games and nowhere to be seen in *Parasite Eve 2*. Well things are about to get Henriksen'd up with the forthcoming release of *Run Like Hell*. The esteemed *Terminator* and *Aliens* star is one of many big and small screen talents to lend his cosy vocals to the game that describes itself as being *Aliens* Vs *The Thing*. We've wanted a *Resident Evil* beater that isn't afraid to use dynamic cameras, and until *Silent Hill 2* is with us, this is it. *Run Like Hell* will be developed by Digital Mayhem, a company who unashamedly brought us the final blow to the sideways scrolling beat-'em-up, *Gekido*. But since they've managed to rope in Lance for their latest shocker, we are more than ready to forgive them.



expected release date
MAY ■ 2001

PUBLISHER
Interplay Entertainment Corp

GENRE
Survival Horror

1 Player

75% **Complete**

Anticipation
★★★★★





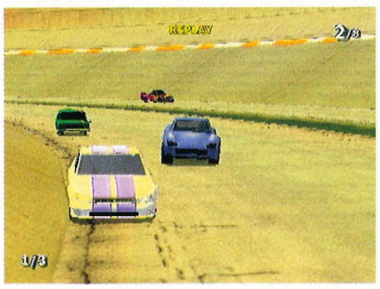


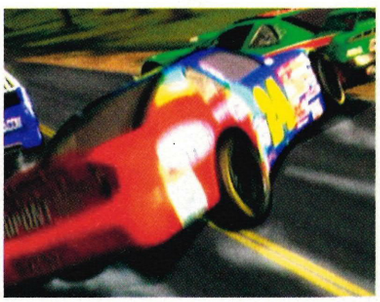


Rumble Racing

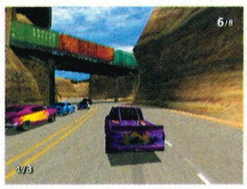


expected release date
MAY 2001
PUBLISHER EA
GENRE Racing
1-2 **Players**
80% **Complete**
Anticipation
★★★★★





[Below] Speed and great graphics – a proper racer!

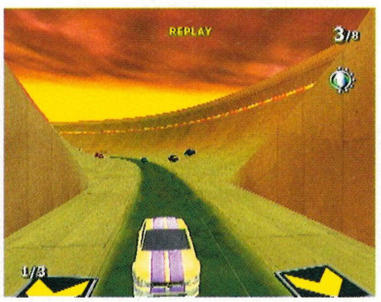


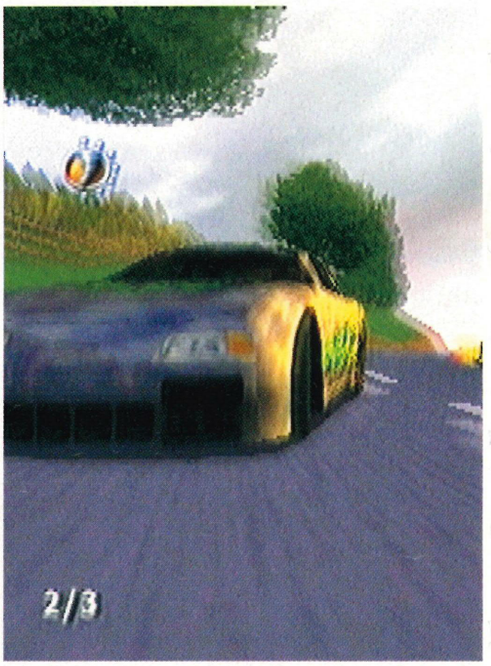
RACE HILLBILLIES? I WANNA MOW 'EM DOWN!

There's a limit to how critical one can be when presented with an enjoyable preview disc from Electronic Arts – it's a bit like one of the biggest under-achievers in the class suddenly bringing in a nice crunchy apple for the teacher with a renewed promise of better work.

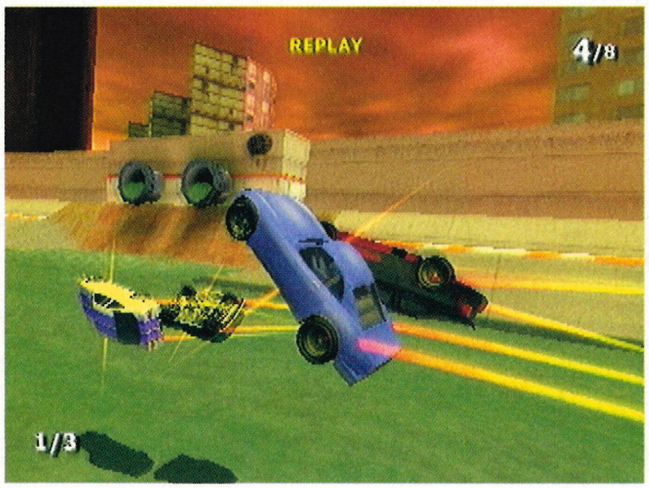
After eyeing the rosy red offering for puncture-marks, PLAY took a bite and found that the taste was not unpleasant. The value of 'old fashioned' (ha!) arcade exaggeration could all too easily be forgotten in the run up to *GT3*, making the rock-steady-yet-ridiculous *Cruise 'N' The World*-style stunt-driven speed on show here all the more valid. And that's the sort of essay *Rumble Racing* is turning out to be – unprogressive, yet showing such a firm grasp of its subject and forum that you can't help but be impressed, sigh through your teeth and comment "y'know, maybe that EA ain't such a bad kid after all".

Perhaps sensing this and hoping to compensate, EA has furnished *Rumble Racing* with possibly the lamest, most unfunny and thus unappealing announcer ever to grace the genre – consider this the germ-ridden sneeze which, having previously granted our apple a generous coating of foreign phlegm, does much to spoil the overall effect once noticed. Such unpleasantness can easily be wiped away however, leaving EA stood nervously at the front of the class, looking like a bit of a swot. With Sega just about to move schools, it's about time.

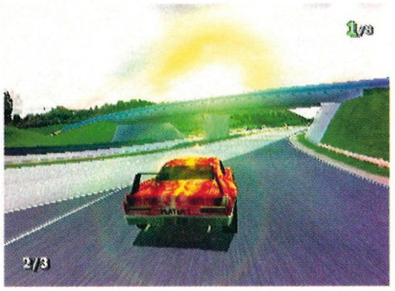




"Shows such a firm grasp of its subject and forum that you can't help but be impressed"

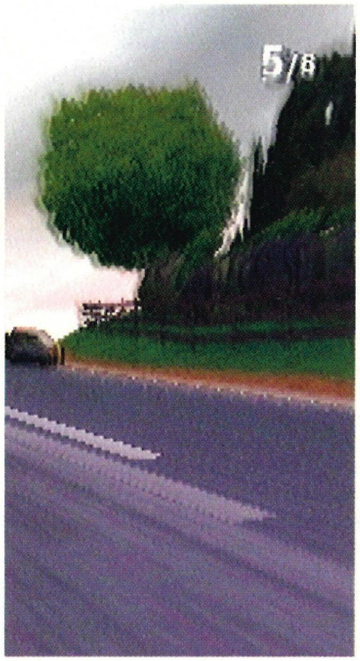




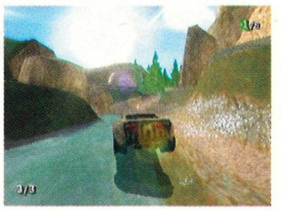


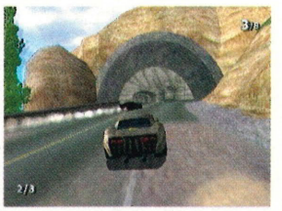


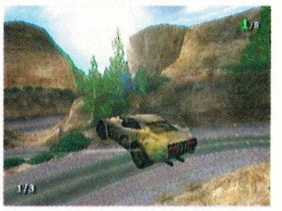


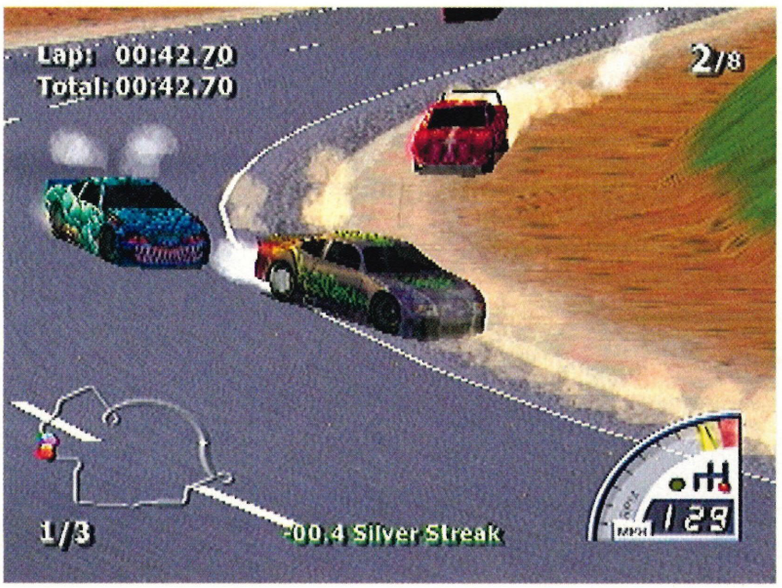




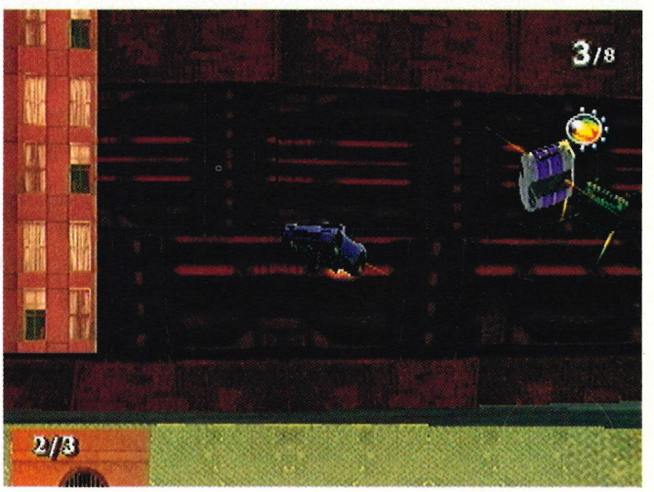


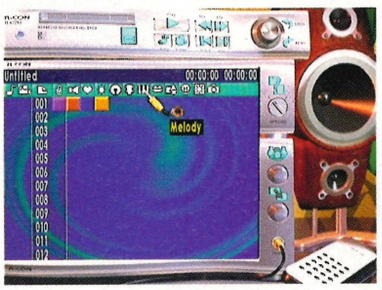




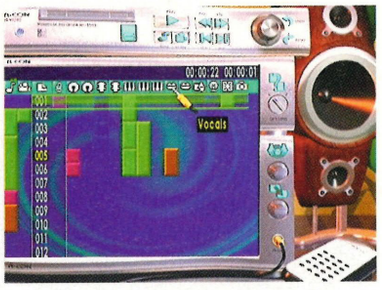


"*Rumble Racing* has possibly the lamest, most unfunny and thus unappealing announcer ever"









MTV Music Generator 2

expected release date
MAY 2001

PUBLISHER
Codemasters

GENRE
Utility

1 **Player**

80% **Complete**

Anticipation
★★★★★

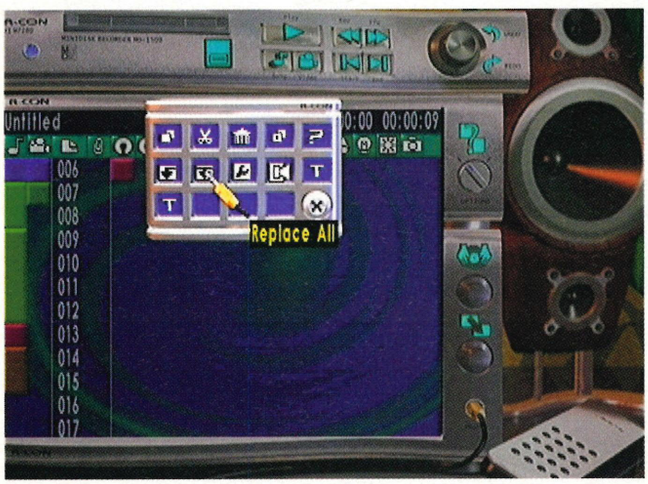
A-ONE, A-TWO, A-ONE, TWO, THREE, FOUR...

The original *Music* made plenty of fans (in fact, somebody in the PLAY team still likes to faff with it to this day) so it's particularly nice to see that *MTV Music Generator 2*, the PS2 sequel no less, is shaping up to be a genuine attempt to build upon such a bastion of creativity.

Indeed, in a wholly promising sign, the preview code with which we've been bugging the rest of the office ("I'm a crazy mother-looker with a hee-bee gee-bee!") is so slick that it nearly fooled us into believing a backwards step had occurred.

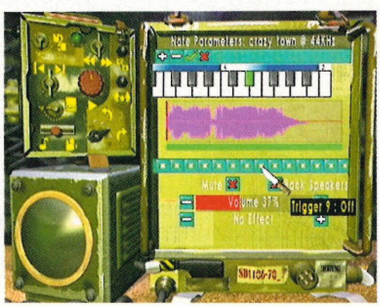
Changes are obvious from the moment *Music 2* loads. The piano-reel rows of old have turned into tracker-like columns and instead of being presented with numerous monophonic tracks to fill as you will, would-be maestro's now initially face just four distinct polyphonic tracks, each dedicated to a particular 'type' of instrument (these being rhythm, bass, melody and vocals). The benefit this system brings is that multiple notes can now be placed on the same beat within the same block – a godsend for those frustrated by the original's insistence that chords be spread, note by singular note, across several blocks. On initial impression, this new system also seems extremely restrictive as, although different instruments of the same category can occupy the same block, it's impossible for two notes to occupy the same beat and pitch simultaneously – so our romantic sitar and saxophone duet was dead in the water, right?! Well no. After fruitlessly clicking everywhere in search of an 'add another Melody track' button we eventually gave up on the troublesome block... at which point the program promptly recognised that we had sullied the current track with 'music' and automatically created another for any further instruments we might want to inflict upon the piece. Smart kid.

This kind of thoughtfulness is extended throughout the title – for example we were initially ticked-off that it was impossible to

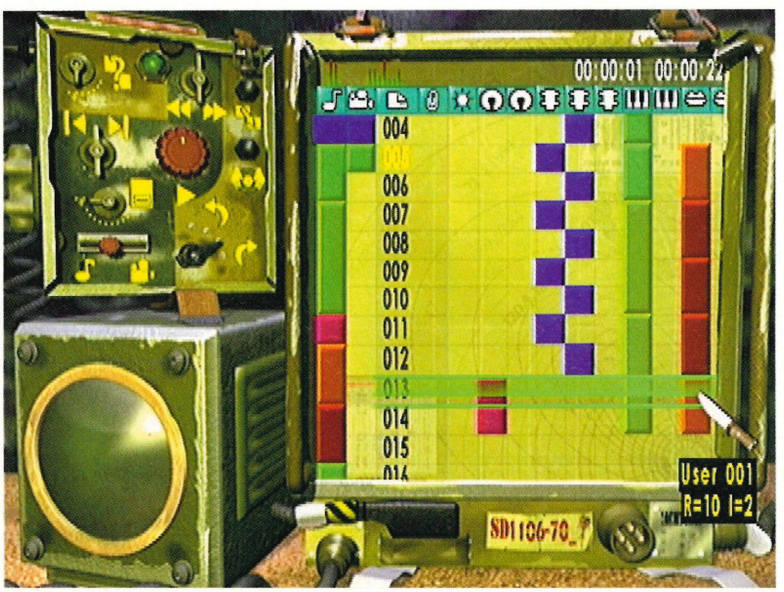








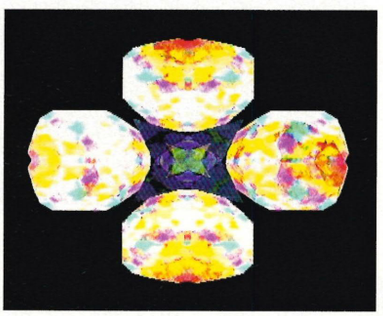
[Above] USB mouse control is not supported, the control system being tailored for the Dual-Shock 2 pad instead. [Below] An impressive amount of control over your track is granted.



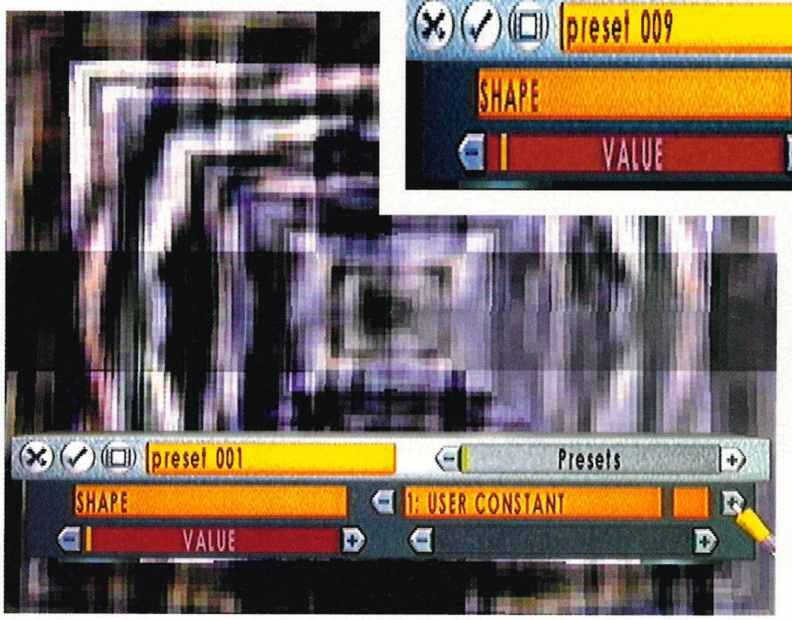




define the size of block to be edited, yet sheer delight ensued as we realised that the program itself will size its blocks for you once any notes have been entered. Such devices should free up time better spent on actual editing, and with the PS2's entire 48 channel sound-chip at your disposal, we reckon you'll want all the time you can get. We'll have more soon.

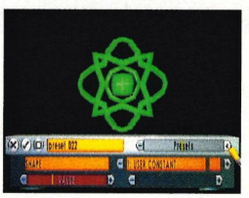


[Above] Once again, a trippy video can be crafted to accompany your tune.



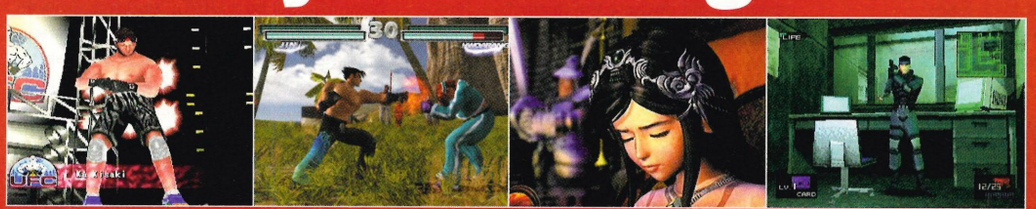




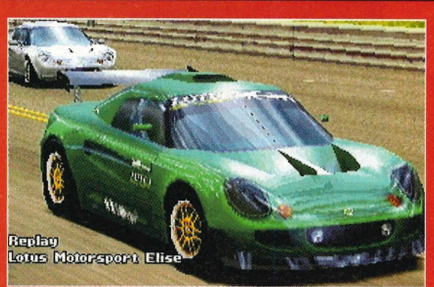


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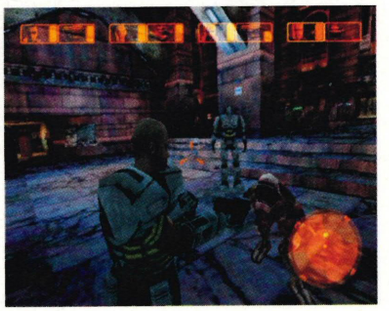
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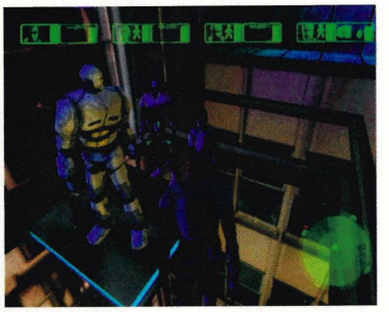
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[Left] Even Grandad Carter can't miss from this distance!



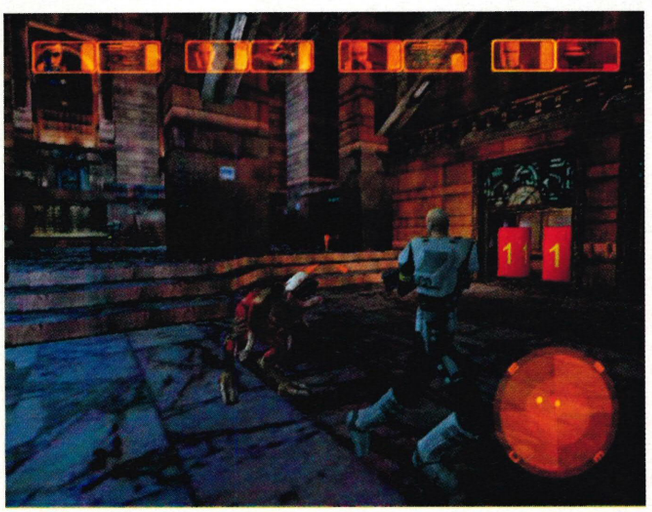


Project Eden

expected release date
MAY 2001
PUBLISHER Eidos
GENRE Strategy/ Adventure
1-4 **Players**
75% **Complete**
Anticipation
★★★★★

TRAVEL DOWN FROM PARADISE TO THE DEPTHS OF A MAN-MADE HELL...

It's been a while since we've mentioned it, but *Project Eden* is still very much on our minds, and very much odds-on favourite to blow us away come the summer months. With Eidos' haemorrhaging screenshots, there's been plenty for us to slaver over, and the recently released character biographies certainly give the cannysome impression of how the final product will play out.



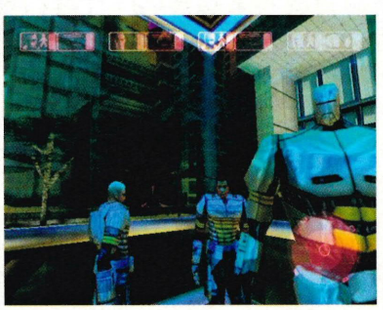
As covered in issue 70, your UPA (Urban Protection Agency) squad is a four-strong unit whose job it is to travel from atop the idyllic skyscrapers which adorn the future's skyline, right down to the disgusting depths of the disaffected, to discover exactly what is afoot and why innocent (and needed) mid-level workers are disappearing. And what an interesting bunch they are...

I'M GETTIN' TOO OLD FOR THIS SH...

The head of your squad, Carter, is a sombre leader who dreads the day that he'll be deemed too old to walk, run, duck, dive and blast the beat (which makes his a prime candidate for plot-development if you ask us). Seeing as how those advanced future-people regard 40-years-old as 'over the hill', Carter's age of 36 qualifies him as the Murtaugh of *Project Eden*. Such age-related concerns hardly bother Amber however, having been a member of the UPA Cyborg Division since the tender age of 19, rust should present more of a problem for her than rheumatism – expect to deploy the lead-ridden lass in a defensive role, shielding the rest of the team from harm.

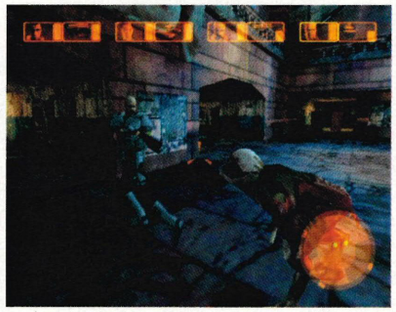
The remaining two members of the squad share similar disciplines – Andre is an engineer with plenty of experience as a –oho!– SkyLift engineer... what's the betting that being able to repair the odd elevator will come in handy eh?! Finally we have Minoko, from UPA's Technical division. Gifted with computers, she's nevertheless an inexperienced field operative and the last person you'll want fronting up a fire-fight.

Whilst the spread of skills is neither revolutionary nor, if the truth be told, particularly unexpected, PLAY remains eager to see the whole thing wrapped up in a real-time package for PS2 consumption. It's still painfully far from release however, leaving Eidos promising Heaven whilst keeping us in Hell...

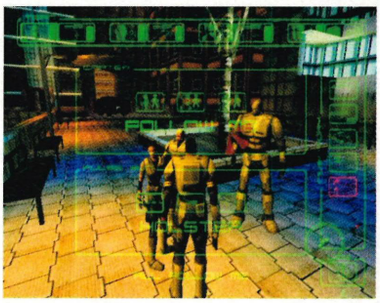






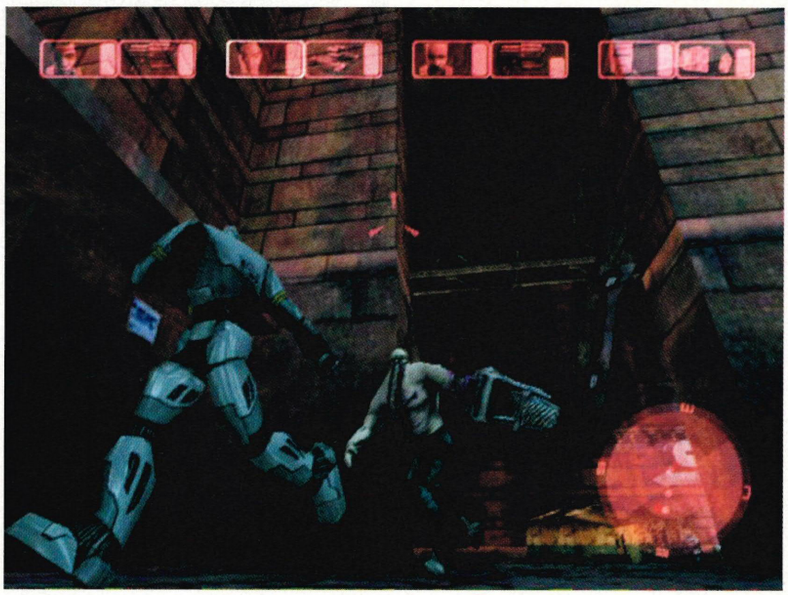


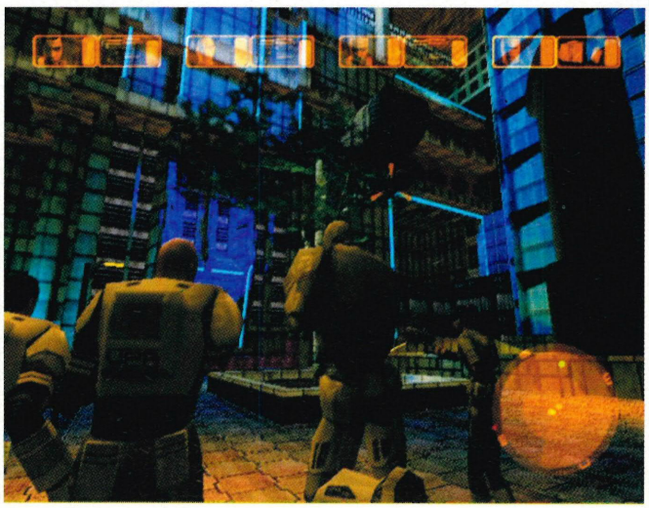
[Above] Yeah, you might look pretty cool now, but wait till you meet a few of those mutants...





[Above] Your Remote Unit can scope out the territory... be careful though, they don't come cheap and require precious energy to create.

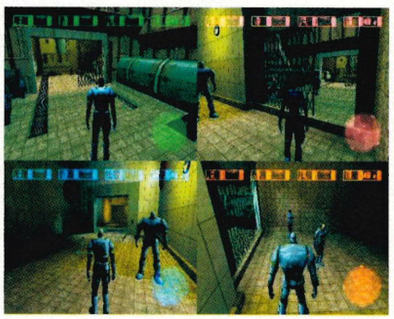








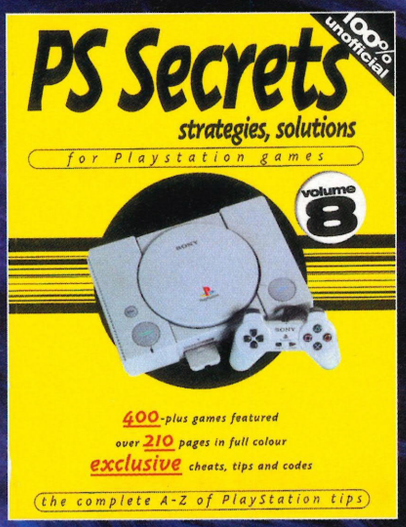




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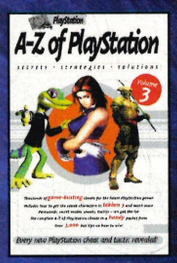
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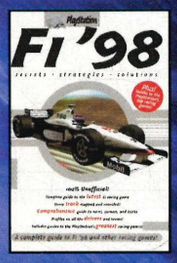
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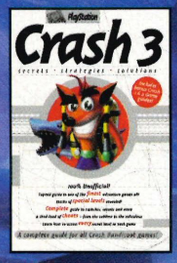
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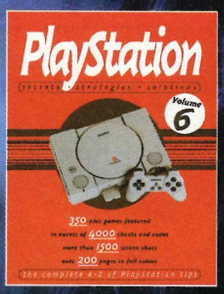
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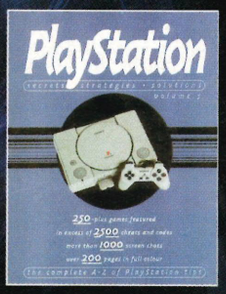
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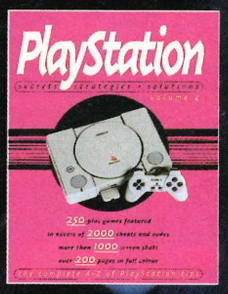
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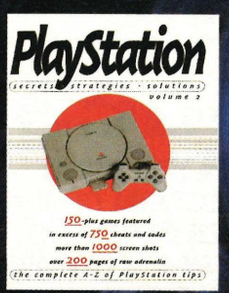
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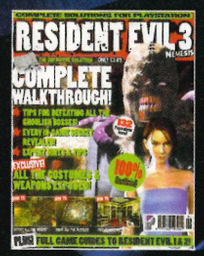


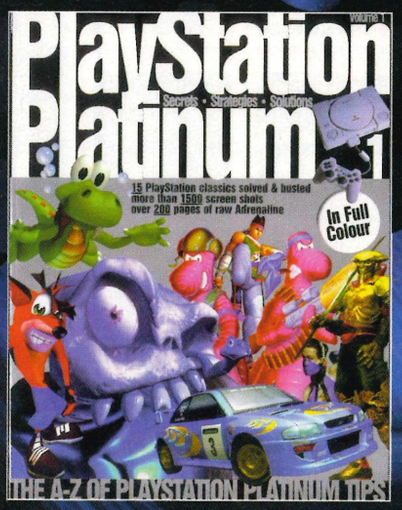
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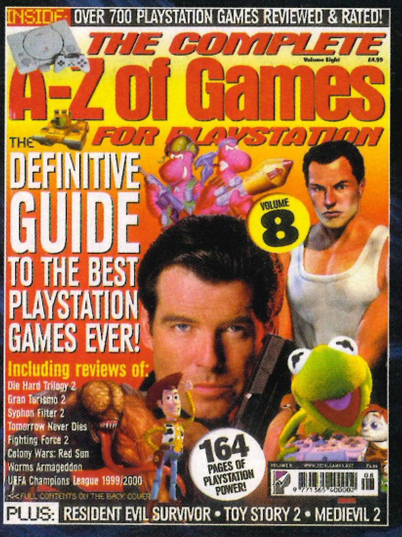
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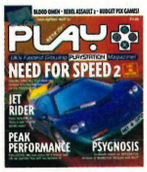
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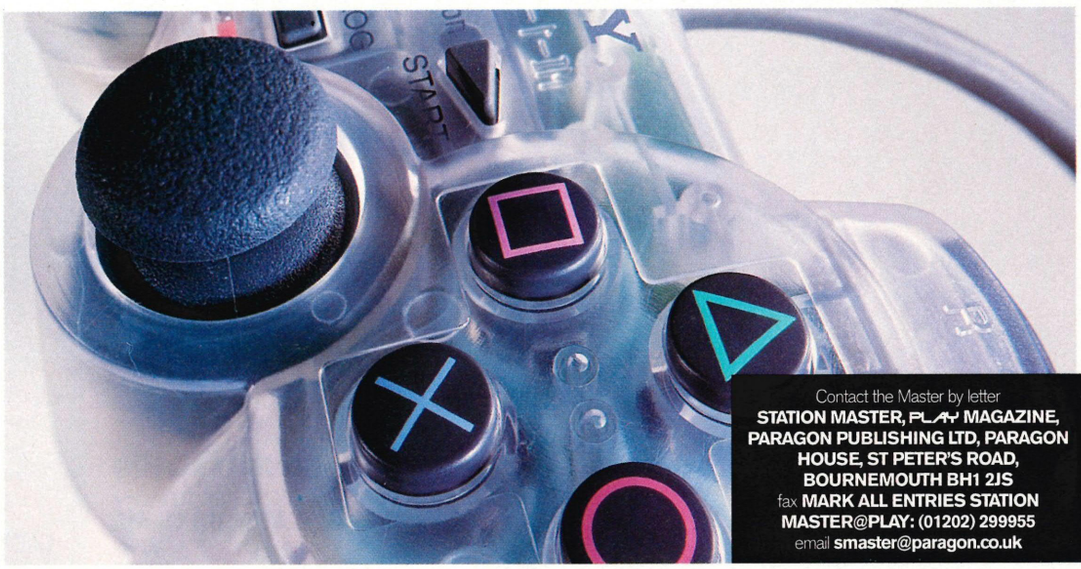
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John 'Dutch' McVie
A It's a simple matter of suction power, Dutch. To reach the Lums at the top of the cave, you need to return there once Ly has given you the ability to hover over lava. You can then float up from the lava pool in order to collect those elusive Lums.

Q I am going mad, I can't figure out how to obtain the 'T' in N Sanity Beach on the Crash Cove level on *Crash Team Racing*. You must either jump really high or jump off the pier, which I can't get on to.
Cleaver Holmes, Wiltshire
A From the start, go around the first bend, over the ramp for a speed boost and into the water. Go left and jump from the water's edge to the raised grassy area – it may take a few trys. Now keep going and you can get onto the pier to grab the 'T'. And yes, you are going mad. Soon they will come for you with a large butterfly net.

Q For the life of me I can't find any hidden costumes, clothes or whatever in *Street Skater II*. Do you have any ideas?
Mitchell Dean, Monmouthshire
A On the Skater Selection screen, hold L1, L2, R1 or R2 while selecting the Skate option. Your character will then appear in different clothes.

Q I don't believe in violence as a solution, but if it comes to it I'm quite handy in a fight, as it happens. Now listen to me, I want to play *Knockout Kings 2000* as God intended, with throbbing heads.
Matt Meech, Bristol
A Go to the Options screen and view the Cyber Athlete video sequence. Then enter Career mode and enter THROB as a name. When you start a fight, the boxers will have hilarious throbbing heads and you won't have to bother us ever again.

Q Hi, I've had *Final Fantasy IX* since way before anyone else in my school, but I'm hopelessly stuck. Everyone else I know is off disc one and I'm still stuck near a crashed airship right at the beginning. Is there a cheat to change the game's extremely



Contact the Master by letter
STATION MASTER, PLAY MAGAZINE, PARAGON PUBLISHING LTD, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH BH1 2JS
fax **MARK ALL ENTRIES STATION MASTER@PLAY: (01202) 299955**
email **smaster@paragon.co.uk**

Knockout Kings 2001

AM SO PRETTY, AM SO PRETTY!

There are two different sets of codes for each version of this knockout game. Here are the PSone cheats...

EXTRA BOXERS

Enter your name as any of the following in Career mode to unlock the respective fighter.

KNUCKS.....Ashy Knucks
NOLAN.....Owen Nolan
FRANCIS.....Steve Francis
BULLDOG.....Bulldog
GORE.....Gorilla
CLOWN.....Clown
BABY.....Baby
EYE.....Cyclops

...And for those of you who have the PS2 version

EXTRA BOXERS

Enter any of the following names (where you'll hear a noise) in Career mode to unlock the secret fighter.

MECCA.....Ashy Knucks
AUSTIN.....Ray Austin
NELSON.....Trevor Nelson

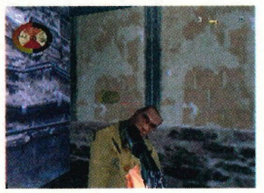
JGIAMBI.....Jason Giambi
HATCHER.....Charles Hatcher
OSUNA.....Bernardo Osuna
DEFIAGBN.....David Defiagbon
MRBARRY.....Barry Sanders
ZITO.....Chuck Zito
BOSTICE.....David Bostice
DEMART.....David DeMartini
BAILEY.....Joe Mesi
JBOTTI.....John Botti
JRSEAU.....Jr Seau
OWNOLAN.....Owen Nolan
STEVEF.....Steve Francis

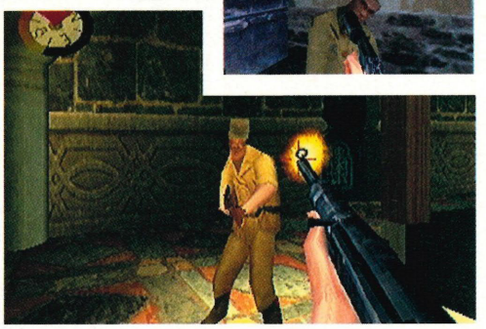






Medal Of Honor: Underground





VEE SHALL ZEY ZIS ONLY WANCE

With our cheat, you no longer need to complete the regular game to play this bizarre bonus mission.

PANZERKNACKER BONUS MISSION

Select Options and enter **ENTREZVOUS** as a password. Return to the Password screen and enter **LEMONSTRE.** Now go to the Mission Log to find the secret Panzerknacker Unleashed Mission at the bottom. It comprises three levels, set in a dog-infested castle. There's a comedy intro and even dogs driving tanks! Later on, there are knights in armour and the robotic Panzerknackers. Have fun!

Fear Effect 2: Retro Helix

WHAT IS THIS EARTH THING CALLED LOVE?

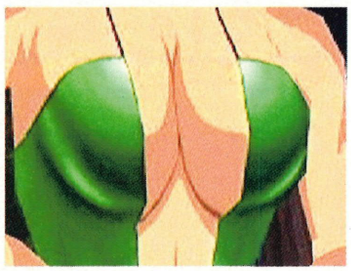
After completing the game, start again. Walk up to the small control pad on the left-hand wall and use it. Enter one of these codes to start the cheat.

ALL WEAPONS
11692

UNLIMITED AMMUNITION
61166

BIG HEAD MODE
10397







Super Bust-A-Move

I'M FOREVER BLOWING BUBBLES...

ANOTHER WORLD
At the start screen press ▲, ←, →, ▲

Select Puzzle mode and then Arcade mode to access additional levels.

SECRET CHARACTERS
Press ▲, →, ←, ▲

SECRET CHARACTERS
Press ▲, →, ←, ▲





annoying Japanese text into English. I noticed in your review that you had managed this, so don't try and fob me off.
Andy Hope, Luton

A There is nothing we can do for you we're afraid. It seems that you have bought a Japanese Import and hadn't taken into the account that Japanese people speak Japanese, not English. What's more annoying for you is the fact that they tend to write in Japanese too. Pesky foreigners, eh?

Q I've got a copy of *Fatal Fury Wild Ambition* and I want to know if you have any cheats for extra costumes, especially for the sexy Geese. I know there must be some in there somewhere, but can't for the life of me work out how to get them.
Lady G, Birmingham

A Highlight Geese at the Character Selection screen, then hold Start and press l or 5 for a black suit. If you prefer the sensuality of dark brown, hold Start and press n or s.

Q Do you know of any Web sites that feature cheats and news for all the latest PlayStation games? I've spent months and months scouring the World Wide Web and all I can find are strange pictures of people doing odd things to each other.
Jason Chimes, Centre Parks

A We'd be lost without totalgames.net. It's one of the finest sites available to 'the industry' and the public. Make no delay, point your browser that-a-way. And no, there aren't any dodgy photos.

more Q&A next month

CHEATS UNLIMITED
THE WORLD'S NUMBER ONE CHOICE FOR GAMING HELP
TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS
PROBABLY THE BEST CHEATS & TIPS SERVICE IN THE WORLD



Dreamcast PlayStation NINTENDO64 PC GAME BOY COLOR PlayStation2
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PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER
09066 095 359
CALLS TO THE ABOVE NUMBER COST 60P PER MINUTE
PERSONS AGED UNDER 16 MAY CALL THIS NUMBER 09066 098 115
Calls only cost 60p per minute to this number
MOBILE PHONE ACCESS: 0700 5900 615
INTERNATIONAL ACCESS: +44 (0)700 5900 020
TO SAVE TIME DURING YOUR CALL YOU MAY PRESS * TO RESTART SERVICE OR # TO MOVE BACK A STEP
Please ensure you have permission from the bill payer. Calls to the under 16's number will cost no more than £3.00, and will end after 5 minutes. There is no maximum call time for the over 16's number. Please put comments or queries in writing to Interactive Telcom Ltd, 8 Grants Walk, PI25 5AA, or call our
Customer Service: 08700 885 656 (BT National Rate Applies)
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WWW.CHEATSUNLIMITED.COM

Star Wars: Starfighter

ANOTHER EXCUSE FOR A STAR WARS QUOTE!

Enter these codes as passwords

CHRISTMAS FMV SEQUENCE
WOZ as a code

CISABLE COCKPIT
NOHUD

SHIP GALLERY
SHIPS

REVERSED CONTROLS
JARJAR

INVINCIBILITY
MINIME

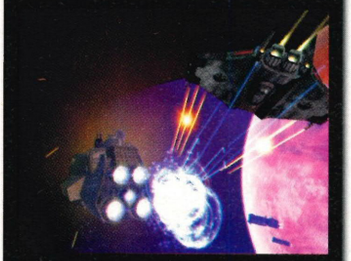
VIEW CREDITS
CREDITS

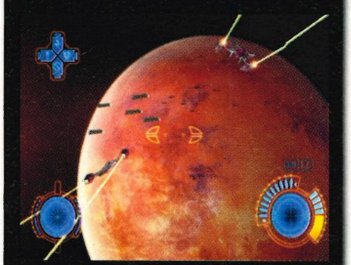
PRE-PRODUCTION ART
PLANETS

VIEW PROGRAMMING TEAM
TEAM

Alternate camera angles: Enter DIRECTOR as a code. The message 'Director Mode' will appear to confirm correct code entry. Press Select to cycle camera views or R1 to zoom in.







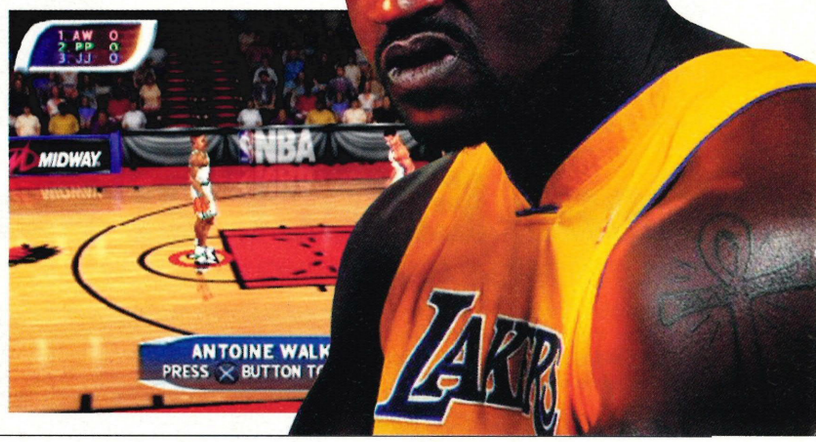
NBA Hoopz

HANGING SOME AIR TIME

CHEAT MODE
Press Turbo ■, Shoot X, and Pass ● to change the icons on the Versus screen. The following sets of three numbers relate to how many times you need to press ■, X, and ●. So 0-1-1 means that you don't touch n and only press ■ and X once each. Got that? Good.

0-1-1 ↓ .....Show Shot Percentage
0-1-4 → .....Home uniform
0-2-3 ← .....Beach court
0-2-4 → .....Away uniform
1-1-0 ↓ .....Show hotspot
1-1-1 → .....ABA ball
1-2-1 ← .....Granny shots
2-2-2 → .....No fouls
3-0-0 → .....Big heads
3-0-1 ↑ .....No hotspots
3-1-2 ↑ .....Infinite turbo
3-2-0 ← .....Street court
3-3-0 ← .....Tiny heads
4-4-4 ← .....No goaltending
5-4-3 ← .....Tiny players
5-4-4 ← .....Play as Dr. Atomic





Duke Nukem: Land Of The Babes

MESSING WITH MISOGYNY

Enter these codes at the Cheat menu

FULL EGO
Press R1,R1,●,● L1,L1 R2

BIG HEAD DUKE
■, ■, X, ●, ●, X, ■

SMALL HEAD DUKE
■, X, ●, ●, X, ■, ■

BIG HEAD ENEMIES
X, X, R1, X, L1, X

SMALL HEAD ENEMIES
X,L1, X,R1, X, X

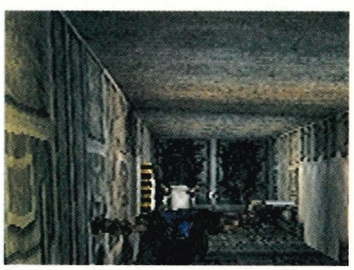
FIRST-PERSON VIEW
L2, R1, L1, R2, ●, X, ■

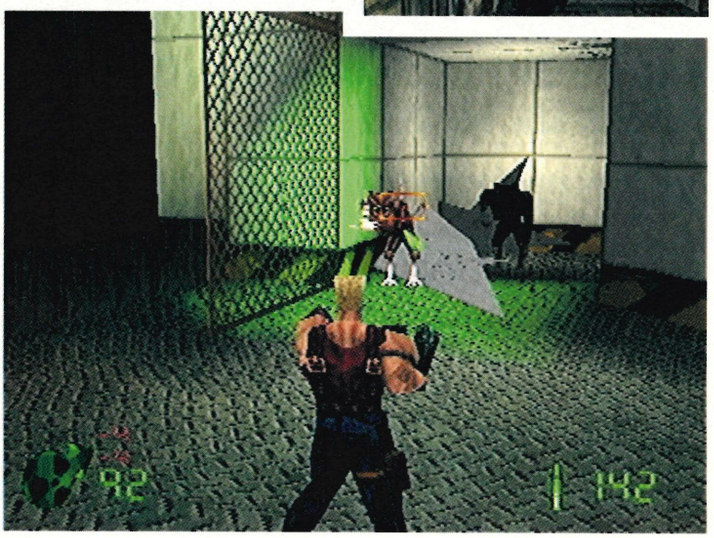


WACKY FMV SEQUENCES
L1, L2, R1, R2, ●, ●, ■, ■

OUTTAKE FMV SEQUENCES
Press L1, L2, R1, R2, ■, ■, ●, ●

ENDING FMV SEQUENCE
Press ●, R2, L1, ■, L2, X, R2





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

DRIVER 2

SLES-02993
INFINITE TIME
870707132CC9
879181952447
Note: Turn off the code on the Boat Jump level to enable the timer to count down after planting the bombs.
INVINCIBILITY ALWAYS ON
87ACFD5F3436
IMMUNITY ALWAYS ON
87B0FD633436
NO FELONY
(PRESS L1)
777096363539
87AB5B6C3535
KEEP HUBCAPS (ALL CARS)
B7A37A3A3535
1706FDC73436

SUPERBIKE 2000

SLES-02538
XPLORER CHECK
55A9C3C32ED1
6CFF19BF9B33
05B2CBAFCECD
Note: You may need to use this code to enable loading with an older Xplorer cartridge plugged in.
START IN ROUND 3
(PRESS L1 + L2 + R1 + R2)
770B024BB234
372803253238
SMALL RACERS
77E5C67F3436
8733D157343A
77E5C67F3436
8705E7254846
DISABLES ALL OTHER RIDERS
872A383DD285
TIME FROZEN/ALWAYS POLE
77080548B534
87C0BCE63535
87C2BAE83535
77FF0E4BBE34
87BFBBE73436
77FF0E4BBE34
875C9C0A1777
Note: Before crossing the line, press L1 + R1; the timer will freeze. Press L2 + R2 at the next menu screen to start the race in pole position.
QUICK WIN
37180905343A
Note: Starting from pole, you'll finish first after crossing the line.

TOMB RAIDER CHRONICLES

SLES-03331
CLIMB ANY WALL
378879AD3436
CORPSES DON'T DISAPPEAR
870E80D23535
SUDDEN DEATH ENEMY
873A6B56DB35
STILLBORN ENEMIES
87A2FFDEDB35
SURVIVE SHOTS
871A8CC23535
871C8AC43535
SURVIVE SHOTS & DON'T BLEED
87BC2A844535
SURVIVE LONG FALL
876A24144535
SURVIVE LAVA PIT
8731552C4535
SURVIVE ARROWS & DON'T BLEED
8792766C4535
SURVIVE LIGHTNINGS OF MARS
7778B3403337
875D261C4535
SURVIVE ALL INJURIES
8708499FD81D
87BF3E8E6737
87D50CE01357
8751D0A0D937
Note: You still have to use the extra codes for sudden-death situations (long fall etc).
TOTAL TIME 00:00:00
370ED6181555
1 COLLECTED ITEM COUNTS 10
37C62794333F
BINOCULARS HAVE MORE ZOOM
B7AB5AAEC134
17A3F6573C36
RAPID FIRE
87FD80063535
Note: For most weapons, except the shotgun.
LIVING PONY TAIL
87AA5FAE3535
TORCHES BURN CONSTANTLY
8794D97E1555
879019425737
Note: Draw a weapon to get rid of it.
INFINITE SPRINT
8731751E3535
INFINITE AIR
87BDC0A63535
87BFBEA83535
LONG JUMP
(HOLD ■ + R2)
7763065E3F34
37D64AE8333B
9763065E3F34
37DA4EE43337
HIGH JUMP
(HOLD ■ + ↑)
7771186C5124
3759535E3535
9771186C5124
37534D64333B
HYPERMODE 3D ENGINE: DEFAULT SPEED
(PAD 2: PRESS START + o)
77B1E0FCC1AC
87CB29873436
DOUBLE SPEED
(PAD 2: PRESS START + ↑)
7741708CD11C
87CA28883337
TRIPLE SPEED
(PAD 2: PRESS START + →)
7751805CE10C
87C927893238
QUADRUPLE SPEED
(PAD 2: PRESS START + ↓)
7771A03C01EC
87C8268A3539
WALK THROUGH THINGS: ON (NOTE 8)
(PRESS L2 + R2 + ←)
776405DFBEB4
87ADB9C44535
Note: Enter the training room in the first level (where box is hanging from crane) to find out which things you can walk through.
WALK THROUGH THINGS: OFF
(PRESS L2 + R2 + →)
7704A53FDE14
87697D040975
CAMERA HEIGHT MODIFIER: DEFAULT
(PAD 2: PRESS SELECT + X)
776A19C38233
87657F1A4535
CHANGE HEIGHT
(PAD 2: PRESS SELECT + ↑/↓)
773A6993D223
110785F40100
776A994302F3
177490293635
WALK THROUGH AIR: ON (NOTE 2)
(PRESS L2 + R2 + ↑)
77F4956FCE24
87D7E9AAC3D5
Note: Use for the troublesome ropes.
WALK THROUGH AIR: OFF
(PRESS L2 + R2 + ↓)
7724C51FFEF4
87C6D89BB2E6
HYPERMODE: ON
(PRESS L1 + R1 + ←)
776DFCDCB5B4
8717ECEE3535
HYPERMODE: OFF
(PRESS L1 + R1 + →)
770D9C3CD514
8712E7F3343A
FREEZE ALL (EXCEPT LARA): ON
(PRESS L1 + R1 + ↑)
77FD8C6CC524
877C06684535
FREEZE ALL (EXCEPT LARA): OFF
(PRESS L1 + R1 + ↓)
772DBC1CF5F4
873CC6A80575
ROADRUNNER LARA: ON
(PAD 2: PRESS SELECT + L1)
772E5583BE33
37413D6D3238
ROADRUNNER LARA: OFF
(PAD 2: PRESS SELECT + L2)
772B5884C133
37433F6B3436
NEON LARA: ON
(PAD 2: PRESS SELECT + L3)
772C5B81C431
877310506935
NEON LARA: OFF
(PAD 2: PRESS SELECT + R3)
772E5D7FC22F
879906823F37
NO BACKGROUND: ON (NOTE 3)
(PAD 2: PRESS SELECT + R1)
772E5583BE33
87C3A4BC6935
NO BACKGROUND: OFF
(PAD 2: PRESS SELECT + R2)
772E5583BE33
87EA9BED4036
SWIMMING CODES:
BIG SPLASH
87FC6D7ABB55
LEAVE WATER FASTER
87864356B7D7
STATISTICS:
USED AMMO = 0
3736D92A3535
USED MEDI PACKS = 0
3741D6353535
COVERED DISTANCE
800ACFF0 ????
ALL SECRETS
371CB3581559
MAIN MENU CHEATS:
CUT-SCENE SELECT
(PRESS SELECT + L1)
77E6855BBE33
B7A45BA5C233
17257EDA3337
LEVEL SELECT (NOTE 4)
(PRESS SELECT + L2)
77E3885CC133
B79F783C3337
172780D83535
Note: Don't select the last three levels – they don't exist!

WHO WANTS TO BE A MILLIONAIRE?

START WITH MILLION POUND QUESTION
874F27293238
INFINITE 50/50
370E9AC23535
INFINITE PHONE A FRIEND
370F99C33535
INFINITE ASK THE AUDIENCE
371098C43535



UNREAL TOURNAMENT

GET YOURSELF READY FOR THE ULTIMATE BATTLE IN THE ULTIMATE TOURNAMENT. JOIN US FOR A MAPPED GUIDE FOR DEFEATING EVERY ARENA, INCLUDING ALL THE TEAM GAMES AND CHALLENGES!

CHEATS

THERE ARE A NUMBER OF EXCELLENT CHEATS TO ENSURE YOU HAVE FUN WHILST PLAYING UNREAL TOURNAMENT, AND CAN SKIP PAST THOSE AWKWARD LEVELS THAT REALLY HAVE YOU STUMPED...

MAXIMUM AMMO
To max out your ammunition supplies, pause the game and then input: ⇦, ⇨, ○ x3, ⇨ , ⇦.

SKIP LEVEL
To skip past a level if you are having trouble, pause the game and then input: ⇧, ⇩, ⇦, ⇨ x2, ⇦, ○.

INVINCIBILITY
To stop yourself from suffering any damage, pause the game and input: □, ○, ⇦, ⇨, ○, □.

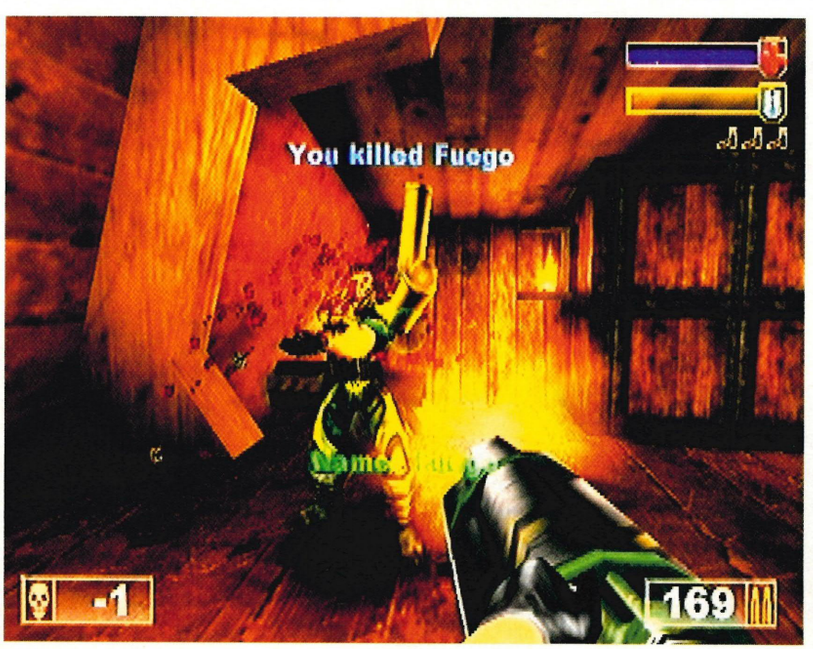
MULTIPLAYER MODE
If you have a few friends with PS2s, you can join them together using the iLink cables and a special Firewire Hub. Once you have the consoles connected, select a two-player game and then input: ⇦, ○, ⇦, ⇨, □, ⇨. All players can now press Start to join in the fun.

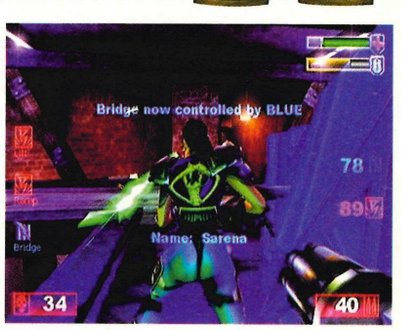
LEVEL SELECT
Save the game and return to the main menu. Select the Resume Game option, then highlight the previously saved game and quickly press ⇧, ⇩ x2, ⇧, ⇦, ⇧, ⇨, ⇩.

FATBOY MUTATOR
At the title screen, press ○ x3, ⇧, ⇩ x2, ⇧, ○ x3. 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 □ x2, ○ x2, □ x2, ○ x2. Select multiplayer mode and choose the Stealth Mutator to equip the players with cloaking devices.









ICONS



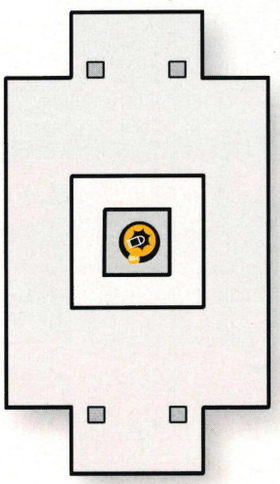
UNREAL TO DEATHMATCH ARENAS

1 TUTORIAL 03 FRAGS

Description: Learn the basic rules of Deathmatch in this special training environment. Test your skills against an untrained enemy before entering the tournament for real.

TACTICS

In order to get the weapon from under the cage, you'll need to use your head. Locate the low hanging lanterns and then stand underneath, jumping to activate them. When you have nodded all of them, the cage will lift and enable you to grab a Shock Rifle from underneath. Use your new weapon to shoot the higher lanterns in the middle of the arena and the enemies will begin to warp into the room one by one. Take them out to pass this first test and you can then enter the tournament.



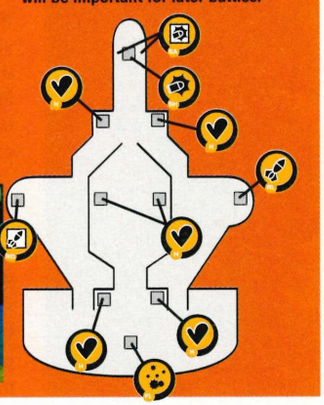
2 OBLIVION 20 FRAGS

Description: The ITV Oblivion is one of the Liandri's armoured transport ships. It transports new contestants via hyperspace-jump from the Initiation Chambers to their first events on Earth. Little do most fighters know, however, that the ship itself is a battle arena.

TACTICS

A one-on-one battle in a small well-equipped arena is the perfect starting ground for trainees. Your opponent is fairly slow and you should have no problem defeating him, providing you can operate your weapons. Use this arena to work out what each weapon does, by trying both the primary and secondary functions. This knowledge will be important for later battles.





3 STALWART 20 FRAGS

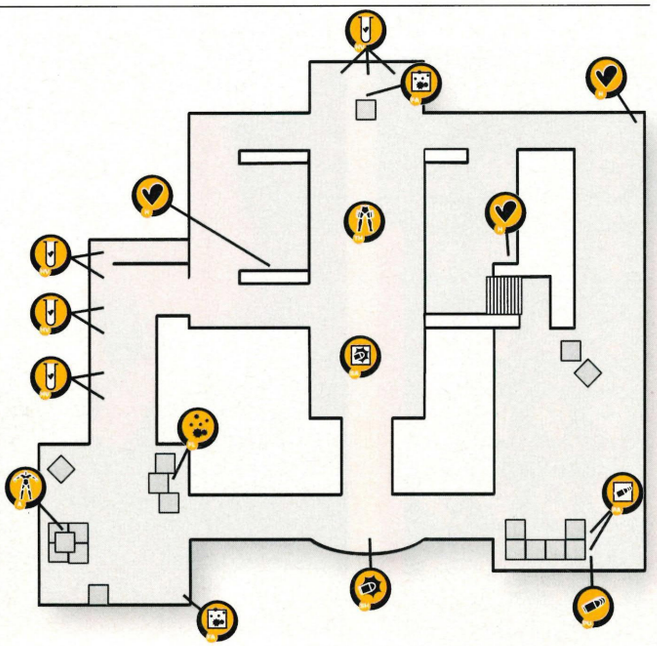
Description: Jerl Liandri purchased this old mechanic's garage as a possible tax dump for his fledgling company, Liandri Mining. Now Liandri Corp has converted it. It's not too complex, but still claims more lives than the slums of the city it lies in.

TACTICS

The game starts to get a little more interesting now, with a slightly larger playing field and two unskilled opponents. Of course, you'll have to watch out for attackers sneaking up on you from behind, or while you are in combat with the other player. Try to dispose of your prey quickly to ensure that you are ready for what lies around the next corner. Grab Health Vials for extra energy and unleash plenty of lead around the arena in order to emerge victorious.







URNAMENT

4 TURBINE

20 FRAGS

Description: A decaying water-treatment facility that has been purchased for use in the tourney. The Turbine Facility offers an extremely tight and fast arena for combatants, which ensures that there is no running and hiding from certain death.

TACTICS

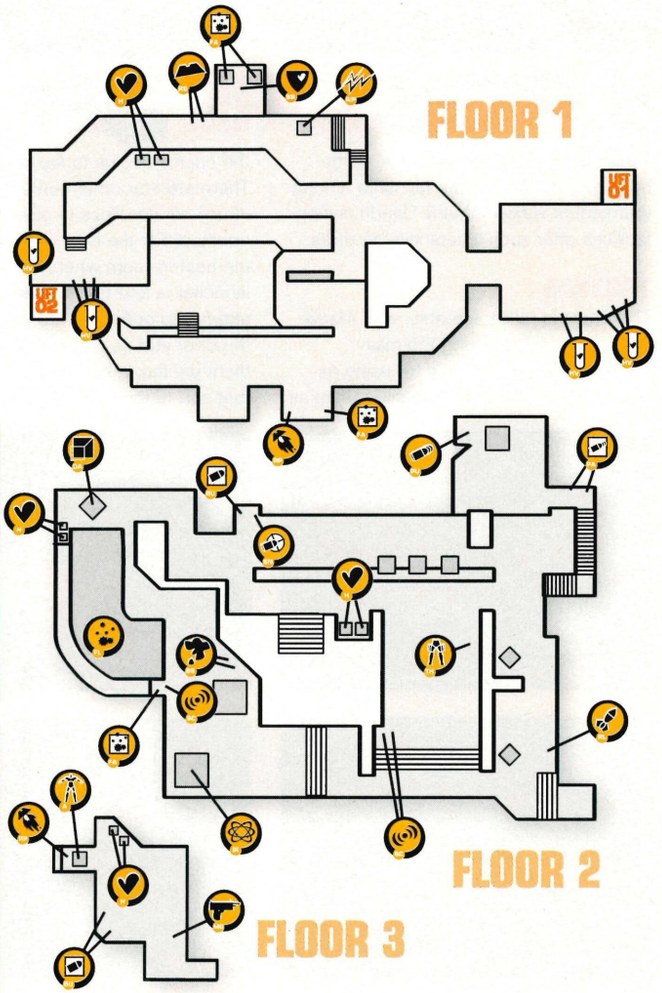
The action starts to get a little rougher now, with a cramped arena to play in. There are three enemies to battle against and this time they'll definitely try to catch you when you are in mid-combat. Look for the Damage Multiplier to ensure explosive death to your foes, and try to keep on the move to avoid being caught in the crossfire. Using the strafe ability will help you to avoid incoming rockets and enemy bullets. Win this challenge to open the Domination Ladder.











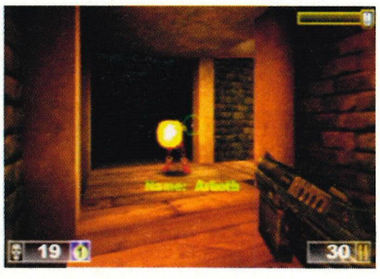
5 CODEX

20 FRAGS

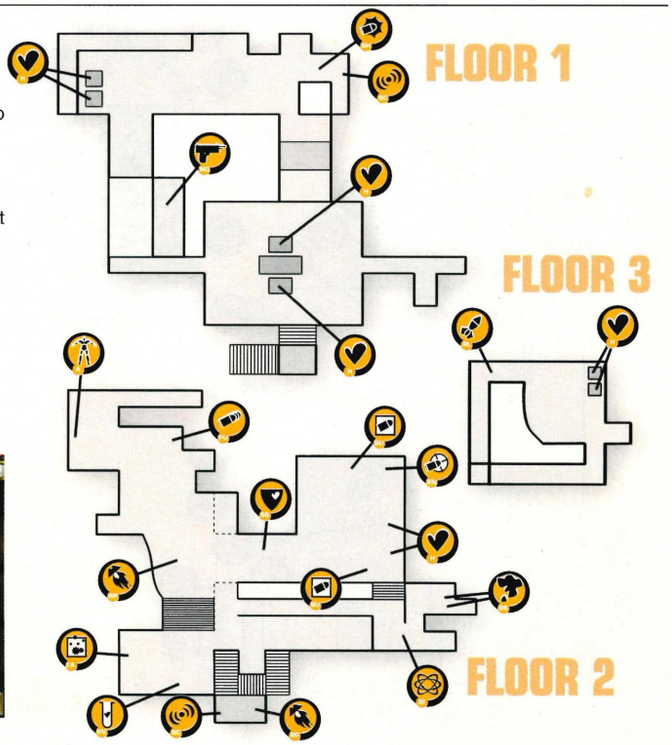
Description: The Codex Of Wisdom was to be a fantastic resource for knowledge-seeking beings all across the galaxy. However, when the construction crew accidentally tapped into a magma flow, the project was aborted and sold off to Liandri at a bargain basement price for combat purposes.

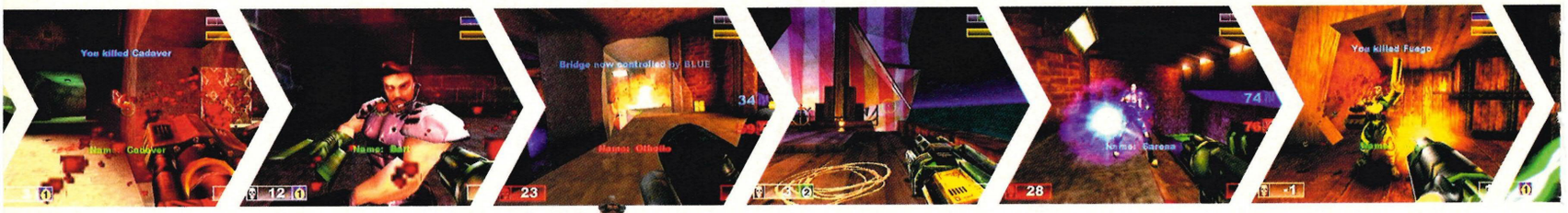
TACTICS

This time the arena is a lot bigger with several different floors, making it a little easier to hide. Plummeting from the higher levels will sometimes hurt you, so try to avoid falling over the edge. There are three other competitors and although none are particularly strong, they can still take you down if you're not careful. Keep away from the central room with lava pits around the side – you'll be open to fire from all directions, including above, and will die instantly if you are unlucky enough to be blown into a hot fiery pit. Grab yourself a Rocket Launcher and go hunt down some prey!









6 PRESSURE

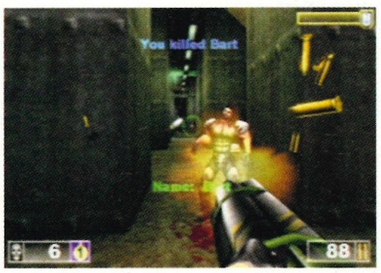
20 FRAGS

Description: The booby trap is a time-honoured tradition and a favourite among tournament viewers. Many Liandri mining facilities offer such 'interactive' hazards.

TACTICS

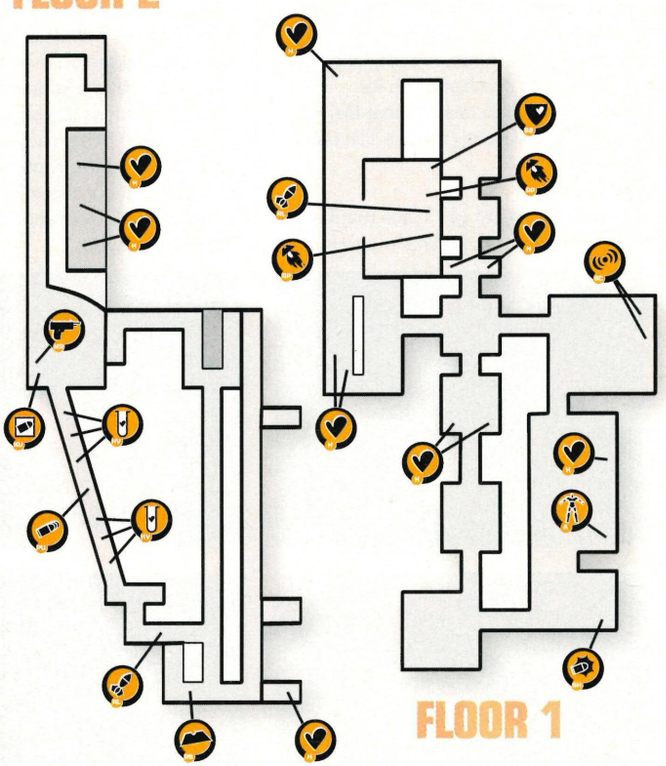
This arena is rather sizeable, with *Matrix*-style posts dotted along the main corridors. These are great for using as cover – simply duck back behind them as the enemy begins to fire in your direction. There are four other contenders in this match so, needless to say, the action is nonstop. For the best results, stay near the heated room where the rocket launcher is and take out enemies as they attempt to collect it. You can even close the door and seal them inside, then watch them die through the window if you like that sort of thing.

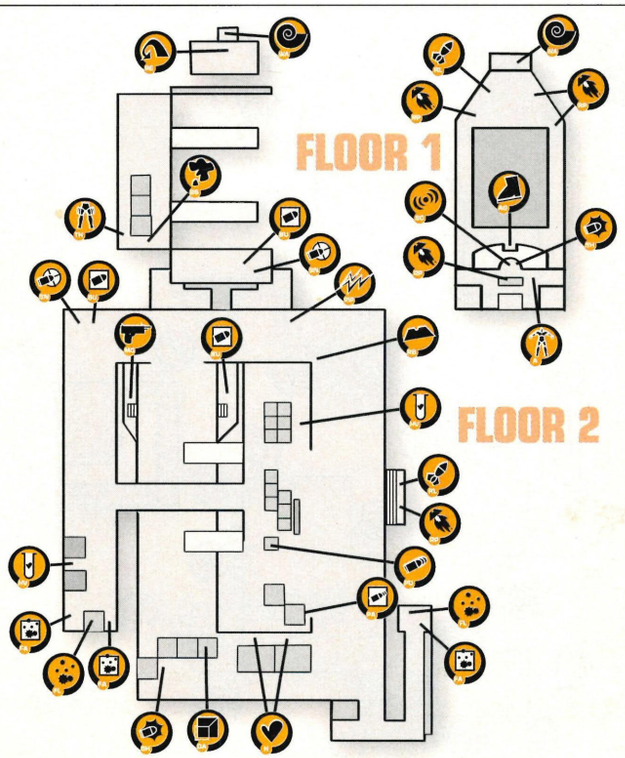












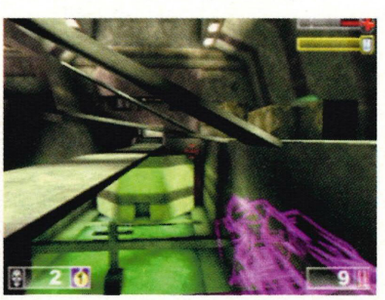
7 DECK 16

20 FRAGS

Description: Interstellar Space Vehicle Gaetano is the largest space-faring vehicle ever built. When in dry-dock, it serves as a venue for tournament combat. All battles take place on the infamous Deck 16 of the cruiser. Try to stay out of the slime!

TACTICS

The Deck 16 arena is gigantic, with loads of crates and levels for you to explore. The one major problem you'll face is the horrible green slime which will suck you in and drain away your life in a few short seconds. Try to keep as far away from the sludge as possible and find a nice high spot to snipe the other characters. The Sniper Rifle is superb on this level and is positioned in just the right spot, high above the biggest cavern on the Deck. Keep your cool and you should easily take victory here!



(ABOVE) The Quad Damage Amplifier makes your weapon glow this hazy shade of purple. Use the Rocket Launcher to shred your enemies instantly!



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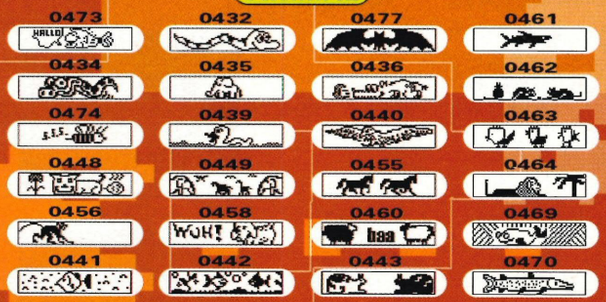
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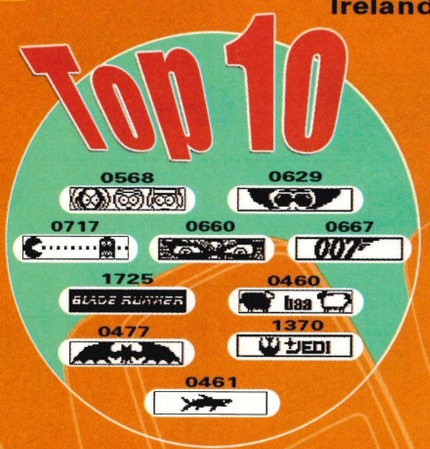
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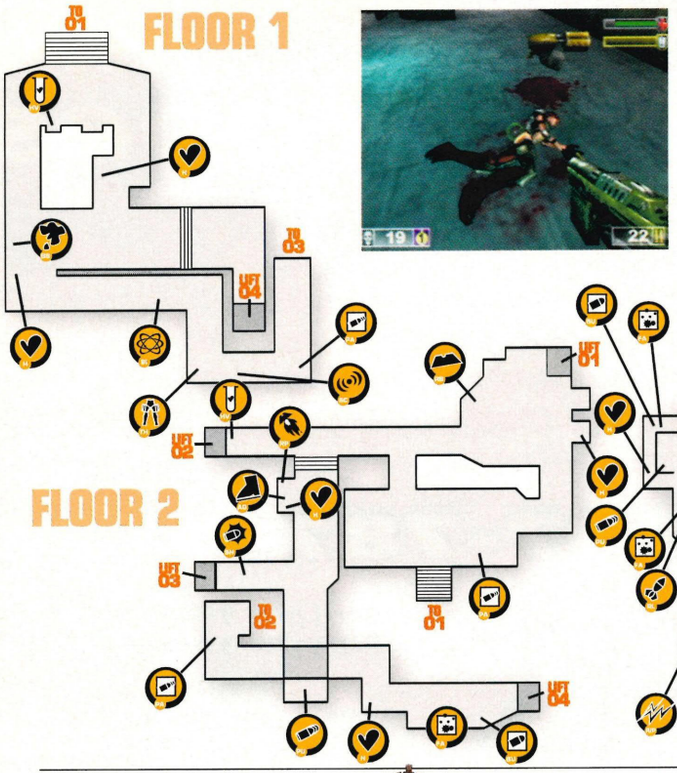
0001 AHA - Take on me
0005 Walk this way - Aerosmith
0015 Babylon 5 - Theme tune
0017 Barbie Girl - Aqua
0025 James Bond - Theme tune
0026 Boom - Vengaboys
0032 Europa - The Final Countdown
0043 Eastenders - Theme tune
0046 Eternally
0055 Killing me softly - Fuges
0075 Itchy & Scratchy - Theme
0095 MoneyMoneyMoney - ABBA
0132 The Simpsons - Theme tune
0146 Wannabe - Spice Girls
0148 Star Trek - Theme
0149 Star Wars - Theme
0167 YMCA - The Village People
0173 Axel F - Theme
0183 Coca Cola - Advert Theme
0199 Indiana Jones - Theme
0201 I Will Survive - Gloria Gaynor
0204 Knight Rider - Theme
0205 Knight Rider - Theme 2
0211 Let It Be - The Beatles
0219 Beautiful Stranger - Madonna
0244 The X-Files - TV Theme
0250 Going to Ibiza - Venga
0265 All Star - Smash Mouth
0267 American Pie - Madonna
0268 Robbie Williams - Angels

0274 Baby one more time - Britney S
0281 Alice Dee Jay - Better off alone
0289 Bye Bye Bye
0292 Aqua - Cartoon hero
0294 2 pac - Changes
0305 Sugar Ray - Every morning
0317 Christina Agu - Genie in a bottle
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0395 Thong Song - Sisqo
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8 TEMPEST

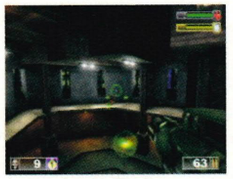
25 FRAGS

Description: The Tempest Facility was built specifically for the tournament. It was designed strictly for arena combat, with multi-layered areas and tiny hiding spots. It is a personal training area of Xan Kriegor and sits high above the sprawling Reconstructed New York City.

TACTICS

There are so many halls and passageways in this arena that you are bound to get a little lost roaming around. Add to this the fact that there are five other contestants running around here with you and you'll get some idea of the bloodbath involved. Quick firing Miniguns and Pulse Rifles are excellent for taking down your opponents and you can sometimes find a nice high spot for sniping. The best tactic is to keep on the move and watch out for attacks coming from above.





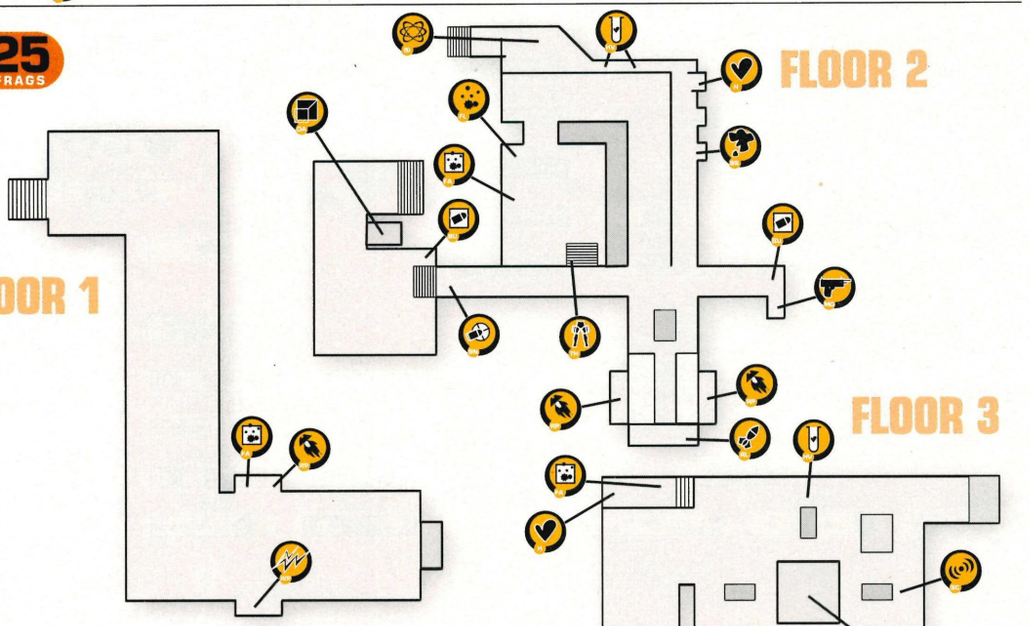
9 CURSE

25 FRAGS

Description: Excavation of this mythical crypt was halted due to lack of funding. The Liandri location scouts swooped down on the area and struck a deal with the archaeologists: allow the location to be included in several key tournament battles and Liandri would fund the remainder of the excavation.

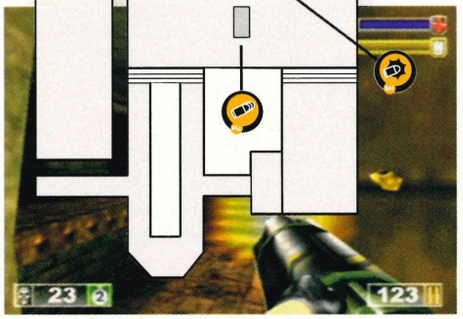
TACTICS

This is not a massive arena and there are no really wide-open spaces or decent sniping areas. Due to the small corridors, it is best to use quick-firing weapons to take down the enemy and avoid using the big blasting Rocket Launcher. Try not to stay still for too long or your opponents will sneak up behind you. If you beat this challenge, you'll be able to access a new character.









UNREAL TO

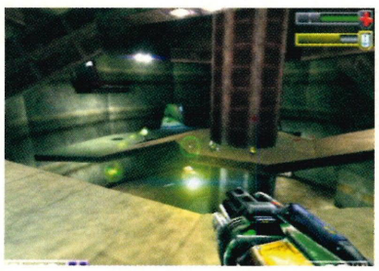
10 LIANDRI

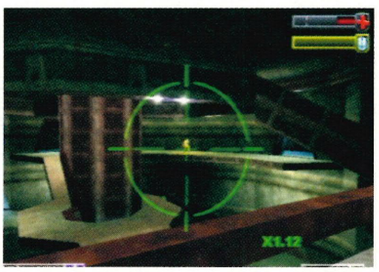
25 FRAGS

Description: A textbook Liandri ore-processing facility located at Earth's Mohorovic discontinuity, roughly below Mexico. Phased ion shields hold back the intense heat and pressure.

TACTICS

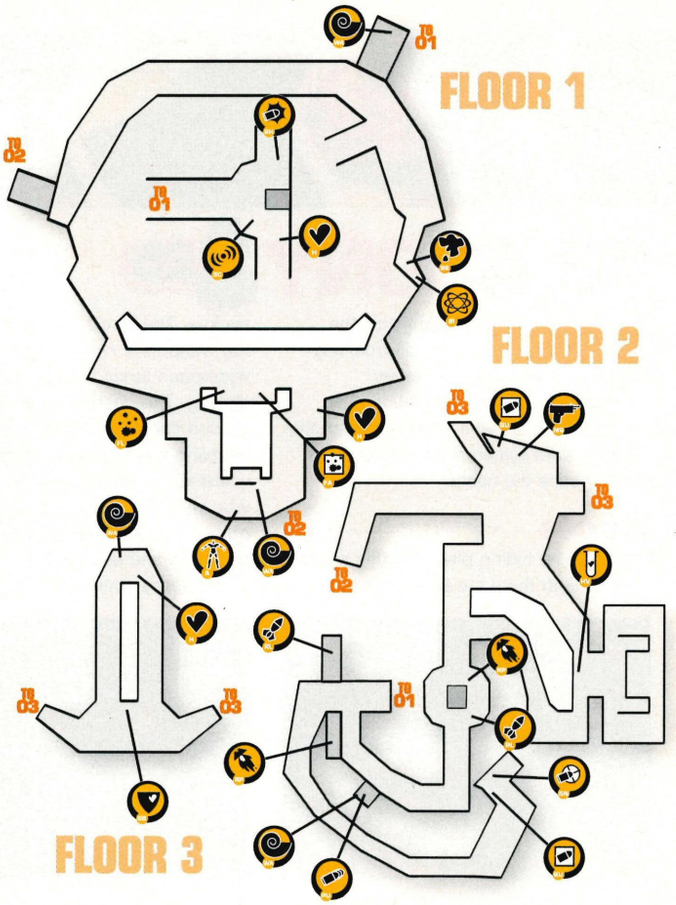
The Liandri arena is perfect for Rocket Launchers and other long-range weapons. It's essentially a large round arena with several floors in it, enabling you to shoot down on unaware enemies as they attempt to climb up to your vantage point. Win this battle by controlling the circular arena and destroying anyone who is trying to collect the Rocket Launcher from the central platform.











11 KOOS GALLEON

25 FRAGS

Description: The indigenous people of Koos World are waterborne and find that there is no more fitting arena than this ancient transport galleon.

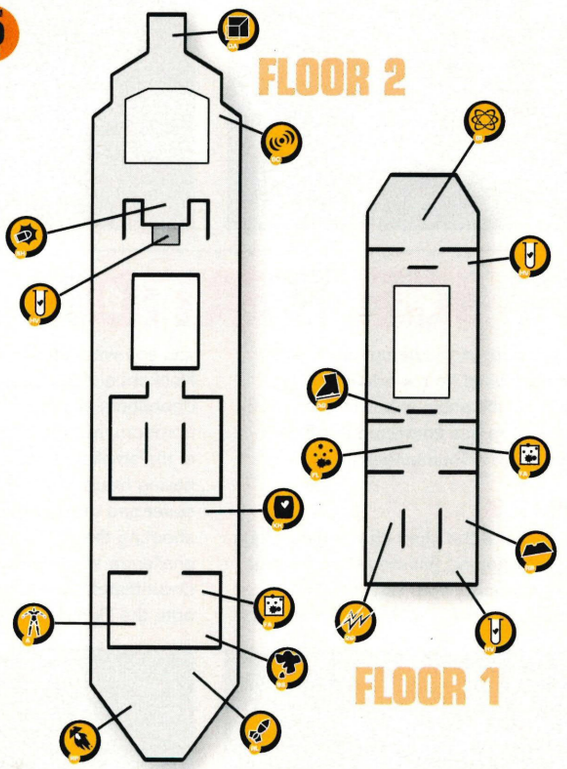
TACTICS

This arena can be quite tough, as it's very easy to get blown off the ship and into a watery grave. The best tactics are to use the Anti-Grav boots to leap high up onto one of the masts for a good sniping point, or to camp out in the captain's cabin and blast whoever opens the door. You can collect a Quad Damage power-up at the very front of the boat, but you are likely to get blown overboard if you try to grab it. A new character is available once you have beaten this watery arena!

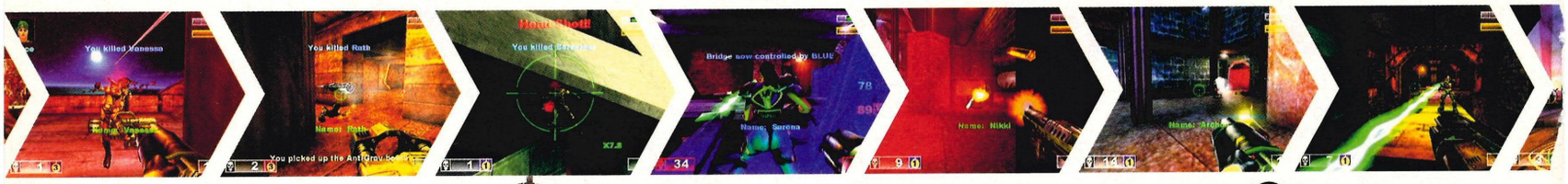








URNAMENT



12 AGONY

25 FRAGS

Description: Hidden deep within the jungles of the lush planet Valkyrus, this area was used by interplanetary smugglers as a storage location. Any unwitting tourists who stumbled upon the location were systematically tortured to death, hence the name.

TACTICS

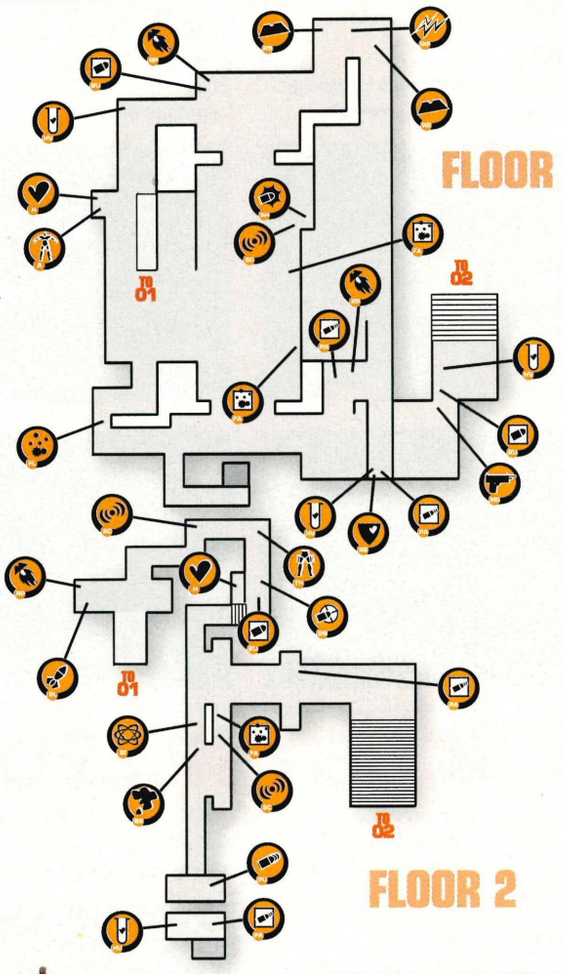
There are no hiding places in this arena, even though there are two floors to explore. The Rocket Launcher is again the weapon of choice, with a few nice wide-open areas that you can totally destroy. The best tactic is stay on the ground floor and protect the Power Vest, enabling you to keep your health high whilst killing all the other combatants who will try to get this piece of equipment. Alternatively you can keep on the move and just take out any opponent that crosses your path!











13 ICE STATION ZERO

25 FRAGS

Description: In an attempt to recoup financial losses from a failed research station on the arctic moon of Coret, Liandri Corp has converted this frozen outpost into a Tournament arena.

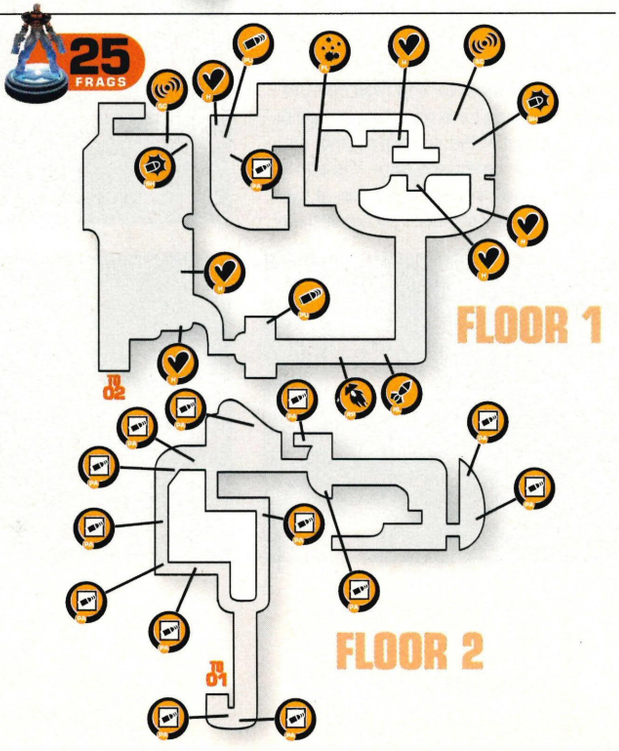
TACTICS

This is by far the most challenging arena as it is huge and has no set pattern for running around. Your best tactic is to stay on the move and kill everything that you see with a fast-firing weapon. The Rocket Launcher is good for taking out opponents at the end of the long corridors, but can become a hindrance in the smaller chambers. If you are having trouble, try using the doors as cover and moving back and forwards, shooting through the gaps. Beat this challenge and you can claim the Deathmatch trophy and then proceed onto the Domination arenas.





(ABOVE) The Flak Cannon is great for spreading fire over a large area. When used in close proximity, the effects are quite simply lethal!





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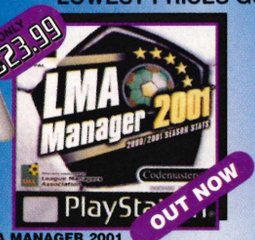
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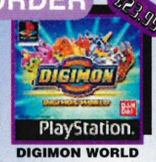
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UNREAL TO DOMINATION ARENAS



(BELOW) The Anti-Grav Boots will enable you to leap up onto high ledges!

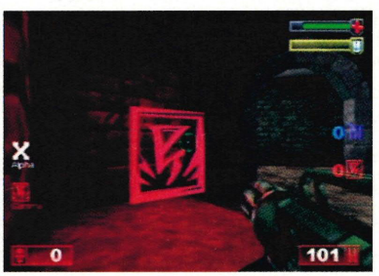
1 TUTORIAL

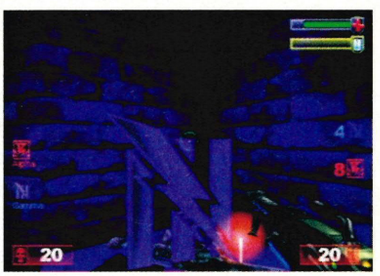
025 POINTS TO WIN

Description: Learn the basic rules and systems of Domination in this special training environment. Test your skills against an untrained enemy team before entering the tournament proper.

TACTICS

Start this mission by exploring the tiny level and locating the two base points marked with a silver X. After a short period of time these points will become active and you can then turn them your team's colour by running over the points. You team will score points for having these areas in your team colour, which accumulate as long as you maintain control. Once the enemy team busts into the area, you must kill as many of them as possible and try to ensure that you keep hold of the base points.





2 CONDEMNED

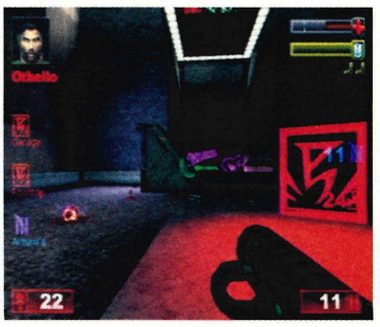
100 POINTS TO WIN

Description: The numerous gang-related fights that ravaged this particular area have already proven this section of the city slums to be a particularly bloody battleground. The Liandri organisers are expecting this to be the case once again, only this time as a tournament domination arena.

TACTICS

It's straight into the action here with three base points to conquer. Your opponents aren't too tough and will fall easily, so you need to concentrate on trying to control all three points at the same time. Once you have found the first point, dash around to the other side of the building to find the second base point. The final point is up on the roof between the two and can be reached easily if you can find the Anti-Grav boots. Make sure you grab this flashy footwear and you can leap straight up to conquer this base point.





URNAMENT







3 OSIRIS

100 POINTS TO WIN

Description: This is an ancient Egyptian lion pit into which Pharaohs released all of their disobedient slaves. Long since purchased for Tournament combat, the souls of the dead slaves moan over the bodies of fallen combatants.

TACTICS

Once again there are three base points, but this time the arena is slightly larger and more open. The Rocket Launcher is the best weapon for dominating this arena and there is a simple route to grab all three base points in a single dash. Locate the bridge point and then leap over the edge and down to the very bottom of the arena where you'll find the grotto. Keep running up the slope to return to the bridge and you'll pass the alley on the way. Use the Rocket Launcher to kill any opponents and keep running around this loop, activating the base points for an easy win. A new character will become available when you are victorious!

5 CINDER

125 POINTS TO WIN

Description: After dozens of broken legs and incinerated employees, the Cinder Foundry was finally shut down and placed upon the auction block, where it was promptly snatched up by a savvy Liandri location scout.

TACTICS

By far the most difficult challenge so far, this Domination arena will really try your patience. The bases are very well spit up and there is no logical route to finding them, so you'll have to run around the arena constantly. Keep battling away and try to hold two bases for as long as possible. There are a couple of good hiding spots – in particular behind the crates, where you'll find the Body Armour. With a little luck you may just overpower your opposition to take victory.





(ABOVE) The secondary function of the Flak Cannon is a ball of power that destroys anyone in the area!

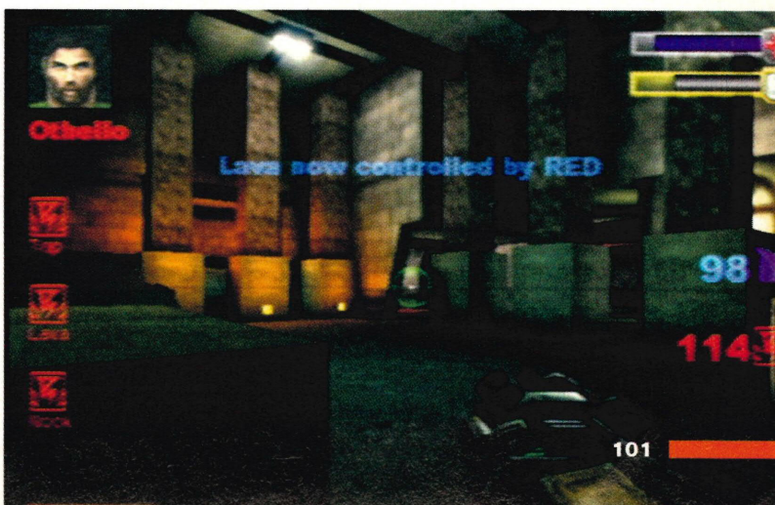
4 LAMENT

100 POINTS TO WIN

Description: This arena was originally a repair station for ground-based vehicles until jet propulsion advanced to the point where it allowed flying personal passenger vehicles to become an inexpensive reality.

TACTICS

There is nowhere to hide on this level and, with all three points fairly close to each other, you'll find this a real bloody battle. The corridors are not massive, making use of Rocket Launchers dangerous, but if you are a steady aim it'll help you to stop the enemy assault. Try to hold the central point first and then attack either the lower point or the upper point to give your team an advantage. It will be almost impossible to hold all three positions, so try to maintain two bases and keep blasting your opponents as they move in to attack. You'll open the Capture The Flag ladder for completing this arena.









6 GEARBOLT

125 POINTS TO WIN

Description: New peace treaties by the NEG have resulted in many abandoned military facilities. Gearbolt was once an underground storage base for military weapons and inventory.

TACTICS

Once again this is a gigantic arena that has no easy route around it. However, victory will not be too difficult once you have located the Ramp Base and the Bridge Base. These two areas are only a short distance apart, and dashing between them will enable you to make light work of this battle. Try to ensure that you always have these two bases under your control, and avoid jumping into the massive slime pits. Use the Rocket Launcher in wide-open areas and then switch to the Mini-Gun or Pulse Rifle in tighter corridors.





7 OLDEN

150 POINTS TO WIN

Description: This ancient temple was sacred to the race that built it, but not to the Liandri. Upon discovering it nestled in the mountains high above the Eternal Cave, they desecrated it and used it for battle.

TACTICS

The Olden arena is massive and has three separate floors littered with sniping points and weapons. There is a base point located on each floor and in order to reach them you'll have to try not to fall over the edge of the wooden platforms. If you do find yourself back on the ground floor, try to cross the slime pits quickly to avoid getting sludged, then quickly make your way back onto the ramps. The Translocator can help you to quickly jump up the levels, by shooting the disc onto a higher platform and then teleporting yourself to that point. Win this game and a new character will become available.

8 SESMAR

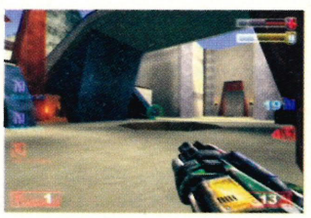
175 POINTS TO WIN

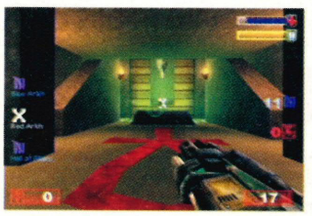
Description: Despite worldwide protests, this historical landmark is now owned by the Liandri. Jerl Liandri, President Liandri Mining Corporation: "We owe it to the people to ensure quality cultural events. We won't settle for anything less."

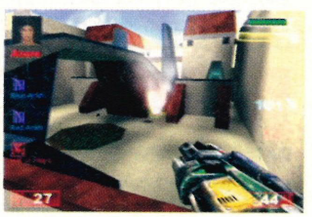
TACTICS

This is another large arena, but the layout makes it tactically very simple. The main focal point is the Hall Of Pillars where the base point is located on top of the central pillar. On either side is a ramp leading to the ground floor and this is where you should position yourself. The large hole in the ground will drop you on top of the central pillar and on either side is a small room with a base point in each. Concentrate your efforts on holding these two Ankh points and victory will be yours. Avoid using the Rocket Launcher inside the Hall of Pillars, but let loose the juice once you arrive in the open air. Take final victory here and you will be allowed to progress onto the Capture The Flag arenas.









UNREAL TO

CAPTURE THE FLAG ARENAS

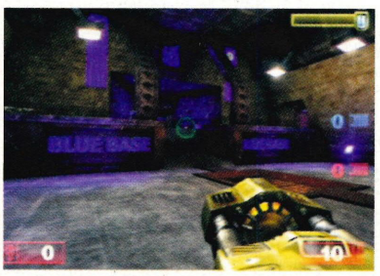
1 TUTORIAL

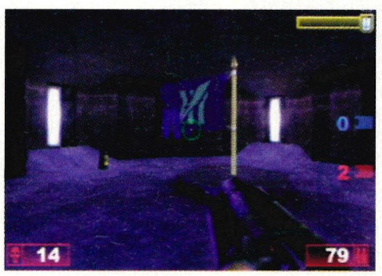
03 CAPTURES

Description: Learn the basic rules and systems of Capture The Flag in this special training environment. Test your skills against an untrained enemy team before entering the tournament.

TACTICS

This is a very simple game with each team having a base at either end of the arena. You are given a short space of time to explore the area. During this you'll want to capture your enemy's flag as many times as possible. Head through the corridor to find the Blue base, then run over the flag in the centre to collect it. Now return to your base and touch the flags together to score a point for your team. After a while the enemy will arrive to defend their base and you'll need to kill the guards and quickly dash into the base to grab the flag. When escaping, run like a frightened pony and don't look back until you are safely home. Capture the flag three times to claim victory for the Reds.









2 NIVEN

03 CAPTURES

Description: This is an experimental orbital nuclear reactor abandoned after funding for the project dried up. High radiation levels and waste leakage offer an environmental challenge for tournament combatants.

TACTICS

Teamwork is the name of the game if you want an easy victory. By pressing the Select button, you can order individual team members to attack or defend, or give orders to the entire team. You will only score for touching the flags together inside your own base, so it is vitally important that you protect your own base from intruders. The easiest option is to order the other members of your team to defend your own base, and then take on the Blue Team on your own. Each base has a long entrance corridor and, when you reach the central area, you can either swim through the pool or climb the ramp to reach your opponent's base. Dash into the base, firing your favourite weapon to destroy any defending players. Once you have the flag in your grasp, head straight back to your base for a score. If, when you return, the Red Flag is missing, stay put and send your team out to hunt for the missing flag. Capture the flag three times for victory.

3 SEPULCHRE

03 CAPTURES

Description: This location was originally turned into a burial site after a mysterious plague wiped out most of an alien population. Centuries later the architecture remains but the bones have now gone, only to be replaced by the fresh bones of the current tournament combatants.



TACTICS

The arena is fairly basic with each base located at either side of the arena. The best tactic is to employ your team-mates to guard your base and then set off alone to try and steal your opponent's flag. Finding the base will not be difficult, but getting in and out can be a little problematic as you are surrounded by sniping enemies. Use the Rocket Launcher to clear your path, then dash in and out as fast as possible to escape before the team re-spawn. The Body Armour will enable you to sustain a few more hits before death and this will be vital in escaping the Blue base without falling. Once again, three successful captures will win the game.



(ABOVE) After grabbing the enemy flag, quickly kill the enemy guards and then dash back to your own base as fast as your legs can carry you!

URNAMENT

UNREAL TO

4 ETERNAL CAVE

03 CAPTURES

Description: These ruins belong to an unknown race, acquired by Liandri Corporation's Xenobiology Division for research and excavation. Deemed a 'valuable and entertaining venue' by the Tournament Board after 17 archaeologists fell to their deaths.

TACTICS

This is an extremely testing arena, as you must cross a thin walkway to reach either flag. Any direct hits whilst traversing these planks will result in you being knocked off the edge and into the glowing lava below. Teamwork is also important and you can choose whether to have your team mates attacking or defending the base. If you are having problems crossing the walkways, head back to your base and send your comrades out to gather the flag for you. Use the Rocket Launcher to kill the opposition quickly and watch out for attacks whilst on the bridges. The Translocator can help you to get back from the flag platform, but you'll still need to fight the opposition to get back home. Win this challenge and you'll open the Assault ladder.









5 FACING WORLDS

03 CAPTURES

Description: This asteroid has been converted to an arena for the Tournament. It is extremely dangerous due to aberrant gravitational properties and, of course, all the snipers from the other team!

TACTICS

This is more of a tactical battle and each team has its own castle to defend. The flags are located on the lowest level, but each castle also has special warp ports to reach the sniping points higher up. The walkway between the two castles has a nasty drop if you're not careful with your footing, so tread carefully. Once you have the lead, let your team scavenge for the enemy flag and position yourself high on the castle walls, letting rip with the Redeemer – it's the only way you can use this weapon without getting caught in the huge explosion. Capture the flag three times to win this challenge.





6 CORET

03 CAPTURES

Description: Built into a mountaintop on the Coret moon, this facility was once the waypoint between the Interstellar zonegate in orbit over the moon and the Zeto Research Station located half the moon away in the frozen wastes.

TACTICS

The Coret arena is extremely difficult to navigate, with loads of twisting corridors which all look almost identical. It is very easy to get lost wandering around the complex, so the best tactic is to stay back at base and try your hardest to protect your flag. With the rest of your team attacking, they should be successful – providing that your flag is still in the base when they return. If things get desperate, switch to attacking yourself, but be prepared to face hostile resistance as you try to leave with the flag. This battle will really stretch your gameplay skills and patience with the long identical corridors. Use the sliding doors for cover as much as possible and capture the flag three times to claim victory.



URNAMENT

7 GAUNTLET



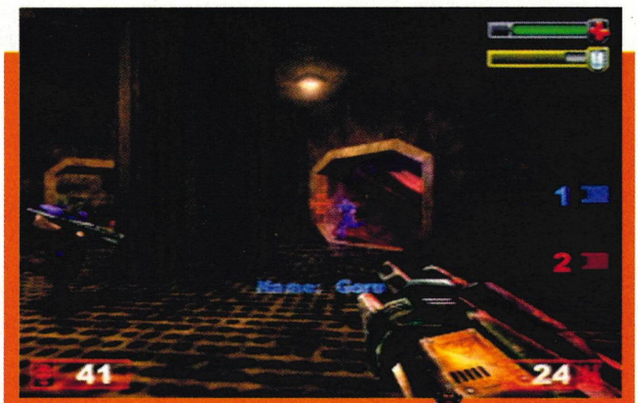
Description: Not all environments are retro-fitted Liandri real estate. The Gauntlet is one of a small number of highly stylised combat arenas specifically designed for the Tournament. This particular venue has been customised for exciting teamplay.

TACTICS

This is a superb arena with plenty of good hiding spots and fast frantic action. The layout is fairly easy to understand and, once again, you can choose whether you want your team to attack or defend. If you choose to defend on your own, there is an excellent sniping point inside the base, giving you a perfect shot at anyone entering the base. If you choose to attack, you'll need to be quick in order to get in and out of the enemy camp without being taken down. There is only one way into the base, but a handy portal makes escaping to the outside a lot quicker. Once outside, run like mad. You need to capture the flag three times for victory.







8 DREARY



Description: The distant waste-marsh of Vandaron 3 is said to be the wettest place in the galaxy. It is a post dreaded by soldiers due to its remote location, cramped quarters and the maddening echo of ever-beating rain.

TACTICS

This awesome arena is simply huge and, although it is fairly easy to navigate, there are several different levels, making it extremely complicated. Teamwork is vital to success in this arena and you can choose to either attack or defend. When attacking the enemy base, you'll be surrounded by snipers all waiting for you to try and grab the flag. Try to kill them all first and then grab the flag and make a run for it. Because of the large distance between the bases, you'll encounter a lot of resistance along the way unless you can dodge the main pathways. There are Rocket Launchers everywhere and an explosive time will be had by all.



9 LAVA GIANT



Description: This volatile world has an extremely low orbit around a superdense gas giant. The resulting gravitational forces have caused the planetary mantle to collapse. Combatants are issued special gravbelts for each match.

TACTICS

This arena is very similar to Facing Worlds, with each team having their own fortress to defend. Once again, the paths between the two castles are extremely dangerous, as a well-placed Rocket will knock you over the edge and into the lava below. Choose to have your team defend your castle and then grab a pair of Anti-Grav boots before starting the assault. With this bouncy footwear you can hop straight over the castle walls, ignoring the entrance and grabbing the flag before the defenders know what has hit them. Each pair of boots will enable you to leap three times, so try to save one for leaping into your own castle and touching the flags together. If you choose to defend, there are plenty of good sniping points on the walls at the front of the castle and the Sniper Rifle is easy to find. Capture the flag three times to progress to the next arena.

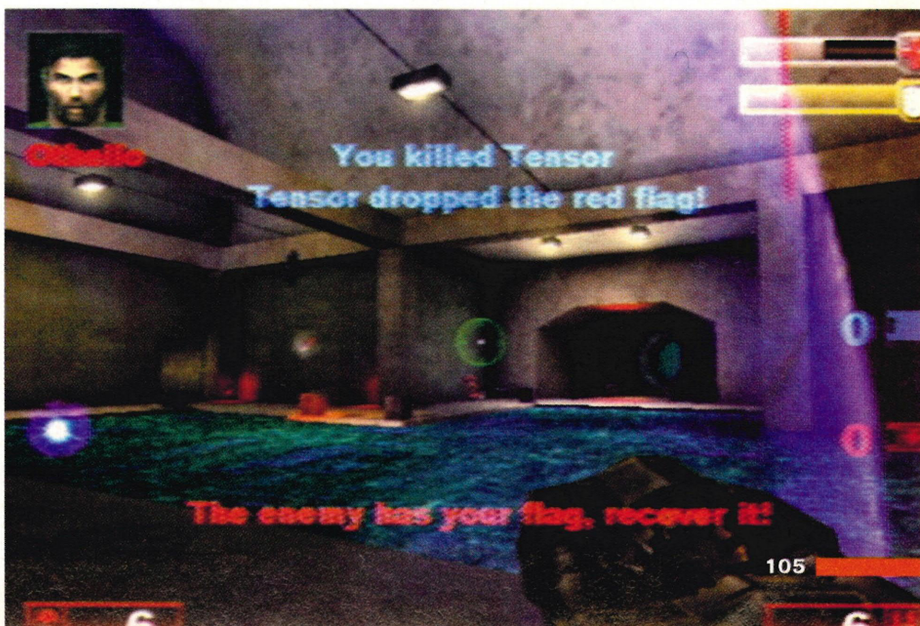
10 NOVEMBER



Description: Battle around an old submarine pen. This relic, left from the First Cold War, still includes machine-gun nests and defensive positions key to achieving victory.

TACTICS

The size of this arena is absolutely daunting and there are just so many areas to try and cover. Have your team defend your base and set off to the other side of the arena. The Blue base is located at the top of the stairs and you'll want to look out for snipers positioned high up on the crates waiting for you to attack. Take out the snipers before trying to cross the bridge to the flag, then dash back to your base before the enemy return. Once you have the flag, the opposition will flood back to their base and you'll have a real battle on the stairs and when trying to cross the water on the bridges. The Rocket Launcher and Sniper Rifle are the obvious weapons to use, as there are loads of sniping points and very few cramped corridors. Successfully capture the flag three times and you can then move on to the Assault arenas.



ASSAULT ARENAS

1 TUTORIAL

Description: Learn the basic rules of Assault in this special training environment. Test your skills against an untrained enemy before entering the actual tournament.

ATTACK

This is a simple test of skill and problem solving. You start in a cavern and must shoot the fuse next to the locked door in order to enter the second area of the arena. Head along the passage to the next door, then turn left and cross the bridge, battling the enemy troops along the way. In the garage, locate the lift and ride it up to the top to find the switch to open the doors, then blast the tank to end the mission.







2 FRIGATE

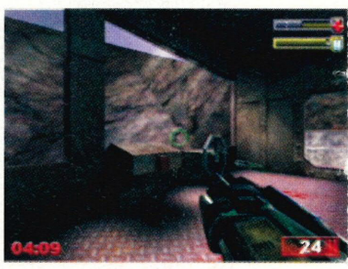
Objective: Successfully attack or defend the base in 6 minutes.
Description: An antiquated Earth warship, the restored SS Victory is still seaworthy. A security system prevents intruders from activating the guns by only allowing crew members to open the control room portal. If the aft boiler is damaged, the door will auto-release, allowing access to anyone.

ATTACK

There are three main objectives you will need to complete in order to successfully attack the Blue team's position on the ship. Firstly you must get your team onto the Frigate by charging the main entrance. Once inside, your next objective is to open the door to the control room by blasting the boiler on the back of the ship. To do this, head left down the corridor and keep going until you reach the large room at the back. Shoot the boiler with a couple of blasts and make sure you collect the Big Barrel O' Health before trying to storm the control room. Now start to climb the stairs in the centre of the ship and turn right, walking through the previously locked door. Take the stairs up again and you'll find the control room at the very top of the ship. To win you must eliminate all of the defenders in this area and touch the main control panel. Act fast as time is short!

DEFEND

Defending the ship is much easier when you know the locations of the boiler and the control room. The Blue team will also have to enter your ship in the same manner, enabling you to defend the key areas one at a time. Firstly guard the door and the main corridor leading to the boiler. It is fine to let the enemy onboard where there are confined spaces, but do not let them get anywhere near your boiler. If you can successfully hold this room you'll win the match easily. If the enemy do manage to take out the boiler then you should move your position to the top of the stairs and try to halt the opponents as they climb. This is much more difficult to do, so make a special effort to keep them away from your boiler.





UNREAL TO

3 HIGH SPEED

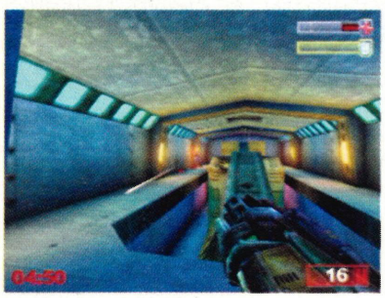
Objective: Successfully attack or defend the base in 6 minutes.
Description: Liandri Corporation refitted this 200mph high-speed train for tournament purposes. Above the control room at the front of the train is a lever which operates the control-room door. Attackers must destroy the control panel in the control room. Don't fall off!

ATTACK

Start the mission by grabbing the available weapons and dropping down onto the roof of the fast-moving train. If you move quickly you can get quite a way through the locomotive before encountering the defending team, making your job a little easier. Defeat the team beside the first carriage door, then ignore the stairs and run though to the exit on the far side. In the next carriage there are several crates blocking your way, so grab the Big Barrel O' Health and run up the stairs and across to the other side of the carriage. Inside the next car you'll meet some stern opposition, so select your Rocket Launcher and run up the stairs to reach the upper compartment. Kill the defenders in this area and carefully walk along the path on the side to reach the lever on the far wall. As soon as you have activated this switch, drop down to the floor below and walk through the door to access the main control panel.

DEFEND

Defending the train is not that hard, providing you can find some decent weapons. Ignore the switch for the time being and head towards the back of the train, looking for the attacking team members. When you reach the car with the crates blocking the path, head upstairs and find yourself a little hiding spot where you can see along the carriage. This is the best place to take out the attackers, as there is no other way around. Try to hold this position for as long as possible: the other areas of the train are more difficult to defend. If you are breached, quickly make your way to the front carriage and try your best to defend the switch. Once the switch has gone it is almost game over!







4 ROOK

Objective: Successfully attack or defend the base in 4 minutes.
Description: This ancient castle is nestled in the highlands of Romania. The attacking team must open the main gates and escape the castle by breaking free the main winch in the library and throwing the gatehouse lever, while the defending team must prevent their escape.

ATTACK

Start by grabbing a few extra weapons, and then open the large double doors to enter the courtyard. All the defenders will be waiting for you here, so get amongst them and keep blasting until they fall. Activate the switch in the corner to open the library door, then enter the building in the corner and run around to the left to find the large winch that controls the gatehouse door. Blast away the chains to free the winch and open the door to the gatehouse. Now leave the library and dash back across the courtyard to the small building near the main gates. There will be plenty of resistance again, but once they are down you'll be free to activate the switch to open the main gates. Run through them and keep legging it to escape the castle and win the match.

DEFEND

Defending the castle is a lot more difficult than attacking as there are so many wide open spaces to protect. The main objective is to prevent the attackers reaching the winch in the library, as they cannot escape without throwing this switch. You can either choose to defend the courtyard doors from the outside, or try and hold the passage leading to the winch. Once the winch has gone, it will only be a matter of seconds before the attackers slap the gatehouse switch and escape into the wilderness. Hold the winch and you'll win this battle; let it fall and the game will be over in a few short seconds!







(ABOVE) The easiest way to defend the Fortress is to guard the gate and deny the opponents any access!

5 MAZON

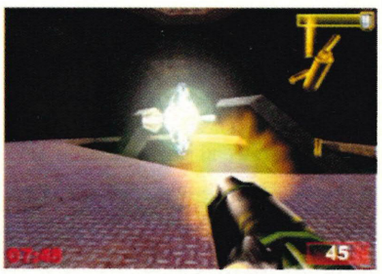
Objective: Successfully attack or defend the base in 10 minutes.
Description: Nestled deep within the foothills of the planet Zeus 6 lies Mazon Fortress, a seemingly impregnable stronghold. Deep within the bowels of the base resides an enormous shard of the rare and volatile element Tarydium. The attackers must find a way to destroy the shard, which is levitating between two enormous electron rods.

ATTACK

This is no easy task as there are several major defensive posts that you need to break through. Grab the weapons near your starting point on the hill and then head down the slope towards the fortress. The main doors are locked at this time, so head left, avoiding the fire from the turrets on the balcony. Run around the side of the castle and approach the side gate, taking out the defenders on the top of the ramparts. Shoot the two statues on either side of the gate to open it, then dash inside, blasting the defenders on the slope. Before charging up the slope, head to the right and locate the small switch to open the front gates of the castle. This is not necessary but will save you quite a bit of time if you get killed trying to get to the Tarydium Shard. Walk up the slope to the top, then wander around the balcony to activate the switch on the wall. Once you have opened the Reactor Room doors, quickly head inside and blast the Crystal with everything you've got to put an end to the battle.

DEFEND

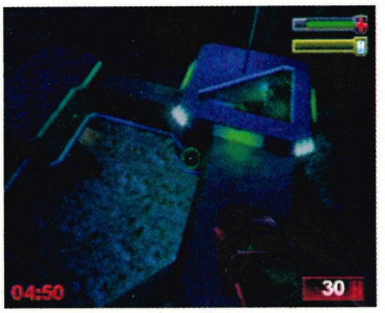
Defending this fortress is not easy at all, as once the defenders are inside they'll run rampage everywhere. Your best bet for victory is to defend the side gate to the castle and stop the attackers gaining entry. From wherever you start, head up onto the balcony, collecting as many weapons and ammunition as you can, then drop to the floor beside the gate. You will need to get here quickly before the attackers find their way to the gate. The enemy forces have to enter the castle at this gate, so do your best to stop them at this point. Once the attackers are in the castle, you can only pray that you reach the Reactor Room before getting swamped. Good luck, and remember: don't answer the door to strangers!



URNAMENT

UNREAL TO







(BELOW) To protect the last terminal, stand at the top of the stairs and kill anyone who walks through the door!



6 OCEAN FLOOR

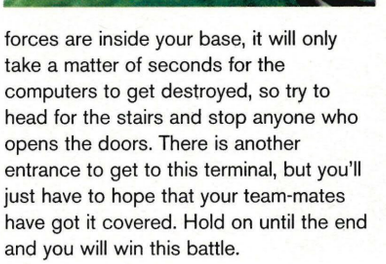
Objective: Successfully attack or defend the base in 6 minutes.
Description: Oceanfloor Station 5, built by universities around the globe for deep sea research, had almost run out of money when Liandri Corporation came to the rescue. Attackers must destroy the four computer stations in order to disable the base.

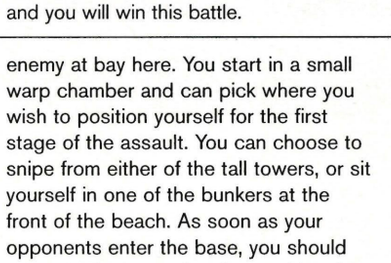
ATTACK

This is a real tough challenge as the only entrance to the base is surrounded by quick-firing gun turrets as well as the defending team. Once inside, it is fairly easy to locate and destroy the terminals, but the problem is getting inside the base without taking too much damage. First, attack the terminal in the corridor near the large pool, then return to the pool and head through the sliding door on your right. There are two more terminals here for you to destroy, leaving just one more to find. Enter the sliding door next to the small slope and climb the stairs behind to the top. Follow the corridor and you'll locate the last terminal on the wall. If you are having trouble finding one of the computers, follow the defenders and they'll lead you straight to it.

DEFEND

This is the toughest challenge yet as the terminals are split apart and there are no real quality camping spots. Of course, you need to try to keep the attackers out of the base, and so defending the entry pool is vital to success. Once the enemy forces are inside your base, it will only take a matter of seconds for the computers to get destroyed, so try to head for the stairs and stop anyone who opens the doors. There is another entrance to get to this terminal, but you'll just have to hope that your team-mates have got it covered. Hold on until the end and you will win this battle.





7 OVERLORD

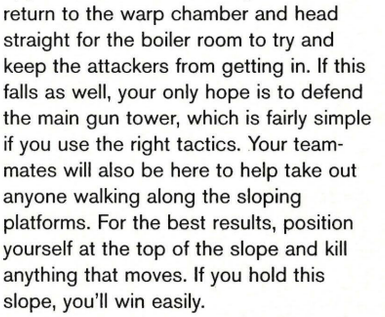
Objective: Successfully attack or defend the base in 6 minutes.
Description: The re-creation of one of Earth's most violent battles, storming the beaches of Normandy in WWII, was chosen because of the overwhelming odds facing the attacking force. The attackers must disable the big gun by destroying the control panel in the small control room next to the gun.

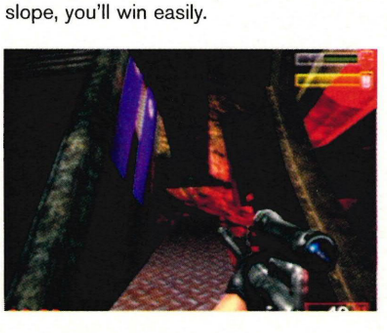
ATTACK

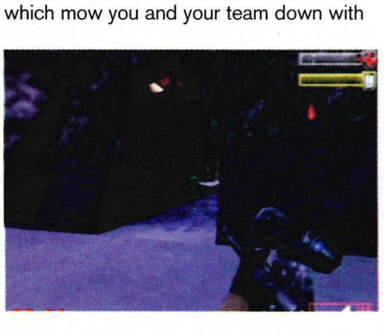
You are going to get wiped out quite a few times before you manage to get into the base at the top of the beach. There are several big gun turrets on the beach front which mow you and your team down with relative ease. Once inside the base, run down the slope and kill the guards waiting in the boiler room at the bottom of the slope, then dash up the slope on the right-hand side and start to make you way up to the big gun. Grab all the weapons you can on this run, and try to take out as many of the opposing team as possible. The sloping walkways are tough to climb at speed, but all you need to do is run for your life to the very top and into the dark control room on the left. One shot will be enough to take out the console and win.

DEFEND

This area was built for defence and you should have no problems keeping the enemy at bay here. You start in a small warp chamber and can pick where you wish to position yourself for the first stage of the assault. You can choose to snipe from either of the tall towers, or sit yourself in one of the bunkers at the front of the beach. As soon as your opponents enter the base, you should return to the warp chamber and head straight for the boiler room to try and keep the attackers from getting in. If this falls as well, your only hope is to defend the main gun tower, which is fairly simple if you use the right tactics. Your team-mates will also be here to help take out anyone walking along the sloping platforms. For the best results, position yourself at the top of the slope and kill anything that moves. If you hold this slope, you'll win easily.









(ABOVE) Once the base has been breached, quickly move to protect the Boiler Room!

URNAMENT CHALLENGE ARENAS

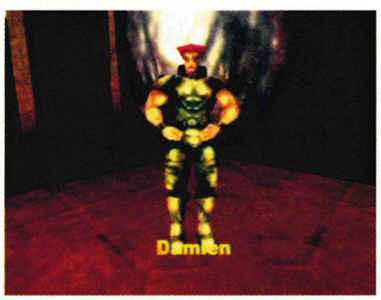
1 PHOBOS

15 FRAGS

Description: On this Martian space station, you will face Damien, one of the leading contenders to win the tournament after his previous devastating romp.

TACTICS

In this challenge arena you face Damien, a tough nut who will utilise all the available power-ups on the level. Look out for Predator-like shadows and try to find a decent camping spot where you have good visibility. The Rocket Launcher is probably the most effective weapon you have, but use everything and anything you can to take this challenger down.





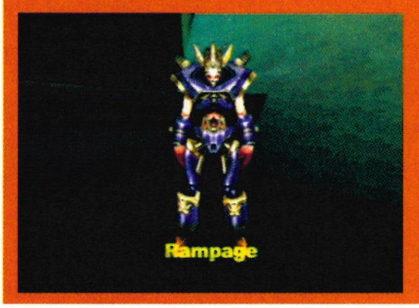
2 FLUX

15 FRAGS

Description: While experimenting with hyperdimensional travel, one of the testing labs had a fatal accident. It is now a deadly arena, surrounded by warp fields. Rampage, leader of the War Machine team, is 5 to 1 favourite to beat you.

TACTICS

This monster is very fast and will try to sneak up on you. The best tactics to employ are to use the Sniper Rifle to make sure that you kill him, first shot. After dropping this foe, quickly make a dash around the level in order to replace any lost health and then try to grab the Body Armour for extra protection. Use the strafe ability to dodge all of the incoming rockets and snipe at your enemies for all that you're worth.





3 MALEVOLENCE

15 FRAGS

Description: This small facility is well suited for testing favourites in one-on-one combat. You've defeated the Skaarj Hybrids, but this is a full-blooded Skaarj Warrior, and just one step away from challenging for Tournament Champion.

TACTICS

Dominator, the Skaarj champion, is a fast-moving warrior who likes to use every part of the arena. He is lethal if he gets up close to you, so your best bet is to try and take him out from a safe distance. The Sniper Rifle is again a good weapon for taking him down, but in the heat of battle you'll use everything and anything. Due to Dominator's speed, you'll have a lot less time to refill your health after you have killed him and the action will be frantic at times. Keep moving and keep your eyes open!



4 HYPERBLAST

15 FRAGS

Description: Thanks to Magnetic Anti-Vacuum Resonance technology, combatants are able to battle outside of Xan Kriegor's Arenaship for an extended period of time. Xan is the reigning Tournament Champion and has never lost a match.

TACTICS

Xan is a very worthy opponent who will quite literally tear you apart if you are unprepared. The arena also causes a few problems and you must be careful where you tread to avoid falling into the depths of space. Try to pick up all the additional items, such as the Power Belt and Thigh Pads, for extra protection and use the circular corridor for cover. It may be a little difficult to aim around the corners, but it will stop you falling off when trying to avoid incoming enemy fire. Jump around like a madman and use any weapon you can find to take out this awesome warrior. If you win you will become the Tournament Champion.



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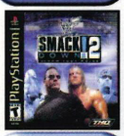
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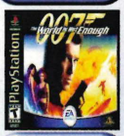
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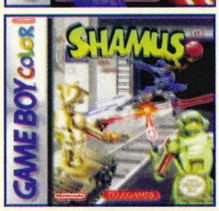


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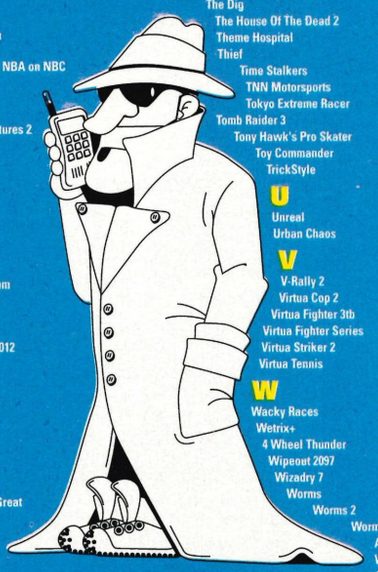
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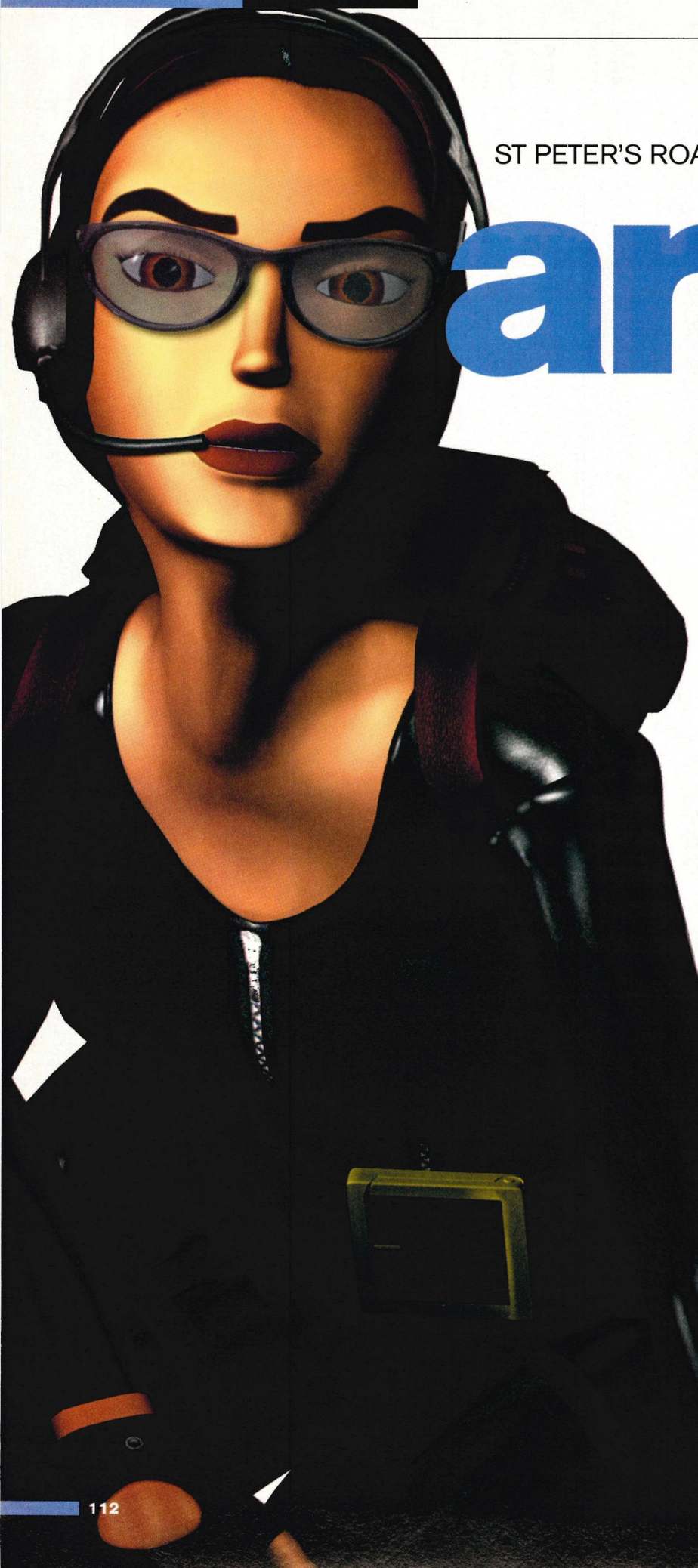
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Edited By **Will Johnston**



BLIND FURY

I was not pleased with what you said about the PS2 on the front cover of Issue 73. You stated that there were going to be exclusive first shots of PS2's Web browser; the exact words were, "PS2 goes online, exclusive first shots of PS2's Web browser." And as I looked through the magazine, I didn't seem to find any evidence of you printing the data. I bought the magazine thinking that there would be article about the Web browser, but clearly I have made the point that there wasn't. I have been buying the magazine for months, and was not pleased with what you had printed... sorry, hadn't printed. Can you tell me why you printed a clear and bold advertisement on the front, and no article about it in the actual magazine?

PS: I'm a big *Smackdown!* fan. Could you tell me your view? Don't you think THQ should bring out a *Smackdown! 3*, as *1* and *2* are brilliant, so I think *Smackdown! 3* would be spectacular for the PlayStation fanatic. Come on lads, get a move on! Also, can you tell me when the PlayStation2 is going to be a near enough reasonable price?

Gary Kennedy, Croydon

"I bought the magazine thinking that there would be an article about the Web browser, but clearly I have made the point there wasn't"

Gary Kennedy, Croydon

We're sorry that you found it difficult to find the bottom right-hand section of page eight, where the news story 'Net Benefits, PS2's onramp to the information super highway!' was heavily disguised with its white text on a black background. Any lesser magazine would take great pride in saying that if you spent more time looking at the pages, rather than writing letters, you'd have saved yourself a stamp. But not us, we're too busy thinking about the inevitable* Smackdown! 3 *and the time when the PS2 will follow the PlayStation and start to receive major price cuts. Hey, at least you're not having a go at us for giving* Resident Evil: Code Veronica *a lowly 94%.

"It is unfair to lay the blame for the systematic problems of society and its obsession with perfect physical form at the door of the games developers... and certainly unrealistic"

Jennifer Rowe, email



MONEY, MONEY, MONEY

Why don't all these games companies make a standard console? PCs, for instance, can play all the games there are, providing they're powerful enough. There's no 'This PC has better games than that one', like there is in the console market. Nintendo, Sony and Sega should all bring out a console together and end all their wars. They could all bring out separate games, just as if they were regular developers!

David Janneh, email

No one company makes all of the world's PCs. Because of their open architecture and differences in their performance, not all PC games work on all PCs. But that's beside the point. Sega has left the console market, the N64 is idling until the GameCube replaces it and Bill 'Genghis' Gates' PC in an Xbox isn't coming out until next year. The chances of these remaining giants giving up their market share in favour of working together is zero. They are out to make money, not a universal gaming harmony.

CHEAP LITTLE PIRATE

All I would like to say is that you keep putting the Dreamcast down. Being a Dreamcast owner myself (and PlayStation, with over 310 games, even the ones that aren't out yet) I see the Dreamcast as being the same as the PlayStation2 because they're both 128-bit – just look at the graphics on *Tokyo Extreme Racer 2* – they are sh*t hot!

Ben Toogood, email

***No we don't. You have to remember that we're the lucky ones who get to play all the best games on all the formats. And we're not at all smug about it either, even when we get to play games* before they have even come out yet!**



DUB STAR

I have recently bought a PlayStation2 and I'm experiencing a few problems when watching DVDs. During the playing of films, as the characters' lines are spoken, the words come out before their mouths move. Could you tell me if this is a common fault or do I need to get a new PlayStation?

Paul Mendum, email

The PS2's DVD player is good, yet cheap. It'll suffer the same problems as other good yet cheap machines such as an occasionally creative syncing of the audio and video tracks. Mind you, ours works fine... if a little green.

THE LADY KILLERS

Since we own a PlayStation, we read your magazine, which is the best one around. In issue 72, there was this article about 'women trouble', on which I would like to react. 'Half of the games contained negative messages for young females...' I am a female gamesplayer and a huge Lara fan. But I can understand that Children Now has its doubts about 'these messages'. I think that there are two sides to this subject. First, this is the truth: most women don't look the way they do in videogames. They are so slim and have such large breasts, which is absolutely impossible if you are as wasp-waisted as Lara. But then most men I see on the street aren't as muscular as the men in videogames, besides Schwarzenegger. I can't say if these female game characters are humiliating for female gamers since the looks they have are unreal. I would rather see it from the other side of the story; these characters are as tough as stone, which is cool. Second thing, what bothers me about this subject is that this organisation (Children Now) and the games industry erroneously thinks that women should play 'cool' puzzle games, relaxing dolphin games, or multi-coloured platformers. I think that they underestimate women. Personally, I like to shoot zombies' heads off and am a more violent gamesplayer then my boyfriend. If they want to change these results of research, then they must stimulate women to get into the development of computer games. Maybe this organisation better put its energy into teaching kids that games aren't real, and that they shouldn't take a gun to school. It seems to me that the whole ideal of women shooting zombies is completely disliked. Why?

Karin, The Netherlands

Mmmmnnnnn... Dutch women shooting zombies...

PUBLIC SCREWING

Oh dear Sony, what have you done? You try and create cult hype by limiting (it's b*ll*cks they couldn't make enough) the amount of consoles, which ultimately failed, with disappointing sales in Japan and poor launch games. Could this start a landslide? Even if Sega has left the market and ⏭



letter of the month

YAP YAP YAP

You have probably received lots of letters like this recently but I couldn't resist adding mine to the pile. As a female gamer I feel I should respond to the charges levelled at the videogaming industry by these pressure groups. It is undeniable that games and advertising are primarily aimed at men, but that does not automatically mean that it must be detrimental to women. The women contained in games are generally caricatures with exaggerated attractive features but this can also be said for the male characters. These characters were never supposed to be realistic, instead they are there to be playable and interesting. Personally I prefer to play a game with a strong female lead – Claire Redfield and Regina are cases in point of positive role models who show intelligence and resourcefulness in difficult situations. They are certainly not vacuous dolly birds sat at home painting their nails.

It is unfair to lay the blame for the systemic problems of society and its obsession with perfect physical form at the door of game developers, and certainly unrealistic.

Finally I would like to add that I buy your magazine because I think it is one of the least gender biased on the market, with informative articles on forthcoming games and reliable reviews. I love your magazine and would definitely not call you MCPs.

Jennifer Rowe, email

How many female characters are there in games anyway? Isn't it strange that we have never had such a mass debate concerning young males who can only find representation in a game world through the looks and actions of hulking musclemen with guns or the existential ramblings of effeminate lady boys? Does anybody care about this, or is it just women who can receive negative representation in the media? Come to think of it, we're all males here, and we've been playing these games for decades and we're all right, aren't we mother?...

⏭ gone into developing, Sony is going to have to get its act together. Looks like I may have made a mistake in re-subscribing to your mag; while it is very good, I may have backed the wrong horse as such. Perhaps I'll wait – Sony is going to have to drop prices, and its marketing gurus should stop trying to screw the British public. Here's hoping.

John Hunter, email

PS: What the hell is going on with all your writers? You seem to change every month!

Well, that's certainly your opinion. Our writers are always the same, although one or two of them have acquired the habit of shedding their skin from time to time. There is also the well documented problem of Steve's hair.

TIME CRISIS

First off, I apologise if, in this letter, I sound like one of those people who write into the Daily Mail, complaining for the sheer hell of it, but I'm gonna moan anyway. And the subject of my blind hatred? Games that otherwise would be fun, if it weren't for time limits. I've just decided to get rid of *Smuggler's Run*, after trying to complete mission 34 for the 50th time. I can handle the fact that whatever vehicle I use, it'll still start falling apart after the first hill jump. And the seemingly indestructible police cars are avoidable, or fun to get away from. But having a time limit on the missions, tighter than, well, a very tight thing, completely mucks it up. If I want to spend half an hour chasing round the countryside, instead of sticking to the fastest set route, why shouldn't I? I can see the reason for having a certain time limit in some games, but developers are using this system too much. I don't want to play a game for 50 odd hours because I'm stuck on one mission, swearing about the people who made it. I want to play it for 50 odd hours because it's fun, and to try different ways of doing the mission. Unfortunately, Angel Studios is probably, as I write, developing *Smugglers Run 2,* with tight time limits. Maybe the developing team could include an option to turn them off.

I've calmed down now, so I'll go. Thank you for your time. While I'm writing, if you do a feature on PSone games that don't play properly on PS2, try *Command & Conquer* and *FF7* as they don't play properly on my PS2. I'm not sure if it's just my PS2 though.

M Farrell, Berkshire

That's a fair point.* Driver *allowed you to explore the city without a time limit and it still managed to be fun. However, to take away the clock in the main game would, in a way, take away the main game.

INANE CRAZE

I was wondering, in your Buyers' Guide list it's got *Dragonball Z GT: Final Bout.* Everywhere I ask they say it was only made in Japan, but others say it was made in England. So if it was can you help me out on where I can get hold of it?

Samuel Smithers, email

The asterisk next to game names in* PLAYlist *denotes that they are import games, meaning you'll have to buy it from an importer at a high cost. So we play the game, give it a well deserved 39% and still people out there will spend hard cash on it. Makes you wonder why we bother.

not letter of the month

RE RE RE

What the hell are you doing with your numbering system? You have given *Resident Evil1* 95% and *Resident Evil 2* 96% and only 90% for *Resident Evil 3*? Why? This means that *RE1* and *RE2* were better than *RE3*. What are you doing? Where do you live? I played *RE3* about 17 times and every time I was just surprised. Every time I met different enemies in different places. Even after playing it 17 times I didn't become familiar with the whole game. *RE3* has the cleverest and most terrifying villain in *RE* history… The Nemesis! It's the first time in *Resident Evil* games that a villain can chase you, run after you and can open doors. *RE3* has the most interesting bonus game, the mercenary mini-game, as compared with *RE2. RE3* has better sound & music, a 180 degree move, six hidden costumes, the auto aim move, dodge move, new and better ammo system, more zombies, more action and more fun! *RE3* is more visually stunning, compared to *RE1* and *RE2*, and has one of the best CG movies I have ever seen in a videogame. Its CG movies are as good as *FFVIII, Parasite Eve 2*, and *Silent Hill.* And in the end *RE3* is also tougher than the previous games. Thus, what the hell is the meaning of 90%?

And on the other hand you are giving *Resident Evil: Code Veronica* only 94%? What does this mean? That *RE2* is better than *RE: CV*? Are you sleeping? Are you mad? [Are you reading the right magazine? – Ed] What the hell is the relationship between you and *RE2*? [The letter continues like this for another couple of hundred words, so – snip!]

Tippu, email

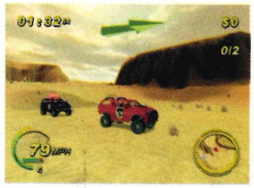
Looks like we've got ourselves a reader in the loosest sense of the word. Not only did we not give* Resident Evil: Code Veronica *94%, it isn't out on any Sony console and therefore has never been reviewed. See the title of the magazine? That* PLAY *bit refers to the PlayStation.* Code Veronica *is a Dreamcast game, get it? Dream – Cast/Play – Station. Quite a difference isn't there? Hmm, genius? As for only giving the third game in the* Resident Evil *series 90%, maybe that's because it's good, but basically just a more aggressive incarnation of the other two games. So that's zero points for originality then. Maybe you should lay off the sugar for a while.

"Even with the slight delay when tackled, this game is the dog's b*****ks, and with *ISS Evolution 2* on its way, it just keeps getting better and better"

William Miller, email







FIFA SUX

Hello. Great mag by the way. Now for my point. Thankfully your mag understands this, but I think EA's *FIFA* series is a pile of pants. I have played but not purchased a *FIFA* game since *FIFA '99,* as they are so bad. Sure, the presentation is spot on, but come on, even watching football today, as good as it is, you don't see a team straight from kick-off passing to one bloke then watch them run straight up the wing, cut inside and ping it into the far corner to score. As good as this could be, it's not realistic is it? Unless your name's Pele. But then you get a game like *ISS Evolution* with its brilliant link play and great variety of different goals you can score (something that *FIFA* lacks) making it the most realistic football game money can buy. Even with the slight delay when tackled, this game is the dog's b*****ks, and with *ISS Evolution 2* on the way, it's just getting better and better. *FIFA* has not progressed for years. You would think that the people at EA would get their finger out and take a look at *ISS* to learn how to make a decent premier league footy game.

William Miller, email

You want to have a word with Tony about this one. We believe* ISS *is the best game involving grown men chasing after balls like eager Jack Russells, that money can buy. But there are some people out there who prefer nicer sounding ball thuds and bongos. Weird world innit?



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



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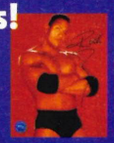
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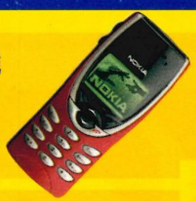
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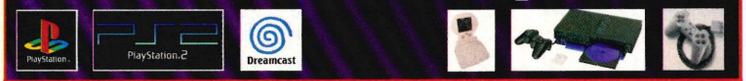
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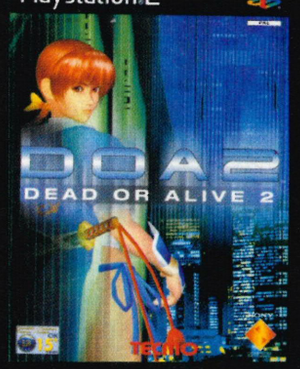
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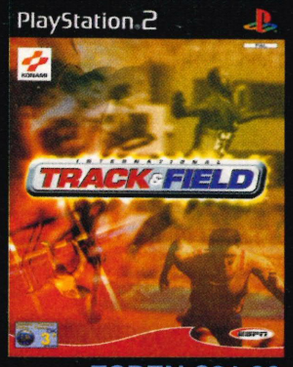


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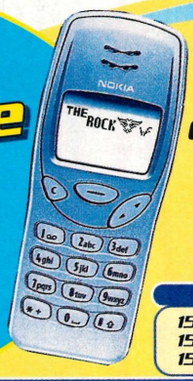
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1588 Heart Of Asia - Watergate
1586 Stomp - Steps
1512 Zombie Nation - Kermkraft 400
1513 Stan - Eminem
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0267 American Pie - Madonna
0395 Thong Song - Sisco
0151 Star Wars Theme
0346 Millennium - 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
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0282 Bittersweet Symphony - The Verve
0309 Fall Apart - Sugar Ray
0268 Angels - Robbie Williams
0259 I Only Kiss When The Sun Don't Shine - Vengaboys
0322 If You Had My Love - Jennifer Lopez
0335 King Of My Castle - Wamdue Project
0340 Livin La Vida Loca - Ricky Martin
0374 Sex Bomb - Tom Jones
0357 Oops I Did It Again - Britney Spears
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0132 The Simpsons Theme

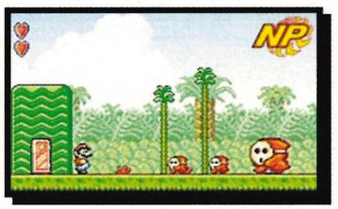
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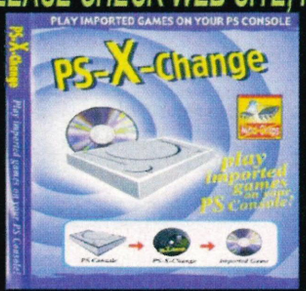
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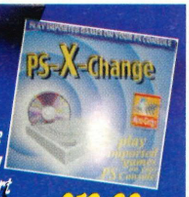
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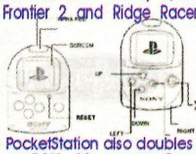
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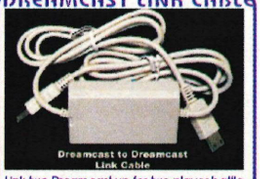


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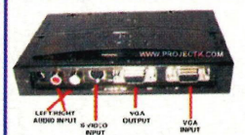
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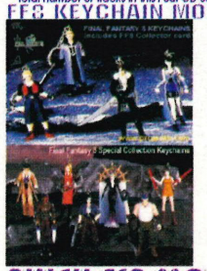
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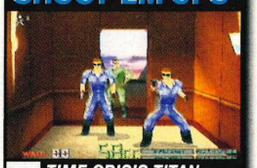
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4x4 World Trophy	62	72%	Surprisingly enjoyable off-road racing!
4-4-2	26	57%	Dated and disappointing Sunday league stuff.
2Xtreme	19	52%	Tedious multi sports effort – fading fast.
3Xtreme	52	46%	Lacks challenge, good looks, everything really.
3D Lemmings	01	69%	Famous puzzle game, now in 3D! Average.
A Bug's Life	46	71%	Too hard for kids, too dull for adults...
Abe's Oddysee	26	90%	One of the most addictive platformers on the PSX!
Abe's Exoddus	41	92%	Supersedes Oddysee as the must-have platformer!
Ace Combat*	01	81%	Slightly repetitive flight sim.
Ace Combat 2*	23	84%	Far better graphically and playability wise.
Ace Combat 3	59	82%	Decent enough, but devoid of depth.
Action Bass	67	59%	Passable, but severely limited.
Action Man	57	75%	A good game... for the youngsters.
Actua Golf	10	88%	Slightly dated now, but a decent enough golf sim.
Actua Golf 2	23	80%	Not as good graphically, but still great fun.
Actua Golf 3	41	76%	The best of the lot, but standards are now higher.
Actua Ice Hockey	32	70%	A worthwhile stab at the sport, but flawed...
Actua Ice Hockey 2	48	80%	Much better than the last one. Well worth a look...
Actua Soccer	04	79%	Slick looking footie sim, but now very dated.
Actua Soccer: Club Ed.	22	62%	Cynical re-badged version of the above.
Actua Soccer 2	28	84%	Great at first, but the appeal soon evaporates.
Actua Soccer 3	42	87%	Top arcade-style, simplistic football.
Actua Tennis	41	76%	Not quite an ace, but still hits the spot.
Adidas Power Soccer	06	74%	Great back then, now failing against the competition.
Adidas Power Soccer '97	19	52%	Same game as the above, but with UK teams. Poor.
Adidas Power Soccer '98	36	75%	Fantastic-looking, but not free-flowing enough.
Adventures of Alundra	34	86%	Engrossing and enchanting RPG.
A Ferguson's Player Manager 2001	71	88%	Slow but rewarding soccer sim.
Agile Warrior: F111X	03	71%	Simple brainless shoot-'em-up...
Air Race	27	68%	Humdrum racer offering short-term appeal.
Akuji The Heartless	44	78%	Atmospheric arcade adventure, but very repetitive.
Aladdin in Nasira's Revenge	69	46%	Below average cash-in.
Alien Resurrection	67	93%	Quake who?
Alien Trilogy	06	91%	Deeply scary space shoot-'em-up. Great fun.
Allied General	19	51%	Hexagonal strategy for bores and generals.
All-Star Soccer	24	80%	Superb comic commentary, not bad footie!
All-Star Tennis	43	70%	Puts an all-new spin on the tennis ball!
All-Star Tennis 2000	64	71%	Update of dated tennis game. Not too bad.
Alone in the Dark 2	04	77%	Intriguing French 3D adventure based on PC.
Alundra 2	64	75%	Good in 2D, crap in 3D. Buy the original!
Andretti Racing '97	11	74%	Average split-screen American racer.
AK's Smash Court Tennis	49	93%	The most fun you can have with a multitap...
Ape Escape	50	90%	Our favourite platform game on the PlayStation!
Apocalypse	43	65%	Big on thrills, low on lasting gameplay.
Aquanaut's Holiday	10	58%	Impenetrable and dull underwater guff.
Area 51	21	68%	Rough coin-op conversion using light gun.
Armoured Core	35	69%	Fun, but linear robot beat-'em-up.
Army Men 3D*	49	68%	Enjoyable, but short-lived plastic warfare.
Army Men: Sarges' Heroes 2	72	25%	All the flaws are still in evidence here.
Army Men: World War	64	28%	Quite awful plastic crap.
Assault	40	80%	A nostalgic B-movie bug blaster.
Assault Rigs	03	81%	Tron-like tank blasting game. Good link-up.
Asterix	49	60%	Too much bollix and not enough frollix!
Asterix & Obelix	61	10%	Smelly excrement masquerading as 'fun'.
Asteroids	43	70%	Loses the divine simplicity of true Asteroids.
Astro Trooper Vanark*	63	79%	Resident Evil meets Aliens, but very dull!
Atari Collection, The	21	81%	Many classics. Best: Missile Command, Asteroids.
ATV Quad Power Racing	68	29%	Needs another few months' work.
Auto Destruct	29	84%	Ultra-violent Armageddon on wheels!
Ayrton Senna's Kart Duel	14	54%	Ropey racing engine, jerky action.
Azure Dreams*	40	70%	Weird. Odd. Strange. Bizarre. And quite good!
B-Movie	42	86%	Spaced-out Space Invaders... great 3D fun!
Baby Universe	39	22%	A trippy pattern-maker that just doesn't belong.
Ballblazer Champions*	22	69%	Dull as dishwater futuristic sports.
Ballistic	63	92%	The most addictive, and frustrating, game ever!
Barbie Super Sports	61	30%	Pink, powdery and horribly sickening!
Baseball 2000	58	83%	If you're into the sport, you could do a lot worse...
Bass Landing	56	23%	Hugely unplayable and dull fishing game.
Batman & Robin	37	78%	Half decent movie spin-off with a lasting challenge.
Batman Forever	15	41%	Bloody awful film licence – avoid!
Battle Stations	25	51%	Flat and unconvincing naval strategy...
Bedlam	25	78%	Muggy and complicated Syndicate wannabe.
Beast Wars Transformers*	30	65%	Transforming fun that's far from easy.
Beatmania*	42	60%	Arcade-style head-to-head music making.
Beatmania European Edit	59	80%	Fun for a while, but it's harder than house!
Big Hurt Baseball*	09	81%	Moderately successful sports conversion.
Big 'Ol Bass	62	80%	A great fishing game that dares to be different!
Bio Freaks	41	78%	Mutated, mangled, muddled mayhem.
Bishi Bashi Special	62	92%	The best two-player party game around!
Black Dawn	15	76%	Average helicopter shoot-'em-up.
Blade	72	50%	Horrific for all the wrong reasons.
BLAM! Machinehead	12	79%	Graphical masterpiece, but no depth at all.
Blast Chamber	15	82%	Clever puzzles with rotating rooms.
Blaster Master	65	65%	Enjoyable at first, but soon repetitive, blasting.
Blast Radius	38	72%	An inferior Colony Wars clone.
Blasto	38	60%	Playable, yet simple looking platform shooter.
Blaze & Blade	42	73%	Interesting four-player RPG, but it looks dire.
Bloodlines	47	59%	A complete waste of time and effort.
Blood Omen: LOK	18	81%	Be a vampire – top bloody fun!
Bloody Roar	34	80%	A fine quality beat-'em-up.
Bloody Roar 2	46	82%	A great improvement and very enjoying.
Bomberman	50	61%	Too old and dated to be truly enjoyable now.
Bomberman Fantasy Race	51	20%	Poking yourself in the eye is more fun!
Bomberman World*	33	85%	A fun-fuelled party game to blow you away!
Bombing Islands, The	72	32%	Annoying and dull 'puzzler'.
Brahma Force	31	81%	Stompingly good mech-warrior action.
Brave Fencer Musashiden*	44	68%	A hotch-potch of gaming styles thrown together...
Breath Of Fire III	38	80%	Enormous and absorbing, but looks dated.
Brian Lara Cricket	43	78%	The indoor alternative, and it's not bad!
Broken Helix*	24	75%	Absorbing 3D adventure, but bad graphically.
Broken Sword	14	84%	Slick point 'n' click adventure.
Broken Sword 2	28	90%	Beautifully intuitive point 'n' clicker.

GAMETITLE	issue	SCORE	WESAY...
Brunswick Pro Bowling	45	61%	An admirable effort to recreate a dull sport.
Brunswick Pro Bowling 2	62	44%	More like a sub-game lacking the main bulk...
Bubble Bobble	11	85%	Arcade fun from the early Eighties.
Bubsy 3D	15	69%	Passable 3D cartoon romp.
Bugs Bunny: Lost In Time	51	75%	Accomplished fun, but not outstanding.
Burning Road	12	76%	Turbo nutter action with big trucks.
Bushido Blade*	20	94%	Stylish and brutal sword-fighting.
Bushido Blade 2*	35	80%	Very disappointing sequel.
Bust-a-Groove	41	89%	Platform-wearing party gaming!
Bust-a-Groove 2*	53	88%	A virtual disco on a disc, minus the whistle posse!
Bust-a-Move 2	08	88%	Simple, yet totally addictive puzzler.
Bust-a-Move 3DX*	30	88%	Once you pop, you can't stop!
Bust-a-Move 4	43	86%	Muddled and slightly OTT sequel.
Buster Bros Collection*	22	86%	Pang gets the 32-bit treatment.
Buzz Lightyear Of Star Command	73	57%	A lacklustre hotchpotch of ideas.
Capcom Generations 2*	41	85%	This pack features Ghost 'N' Goblins. Quite fab!
C-12	74	82%	Nicelooking but flawed shooter.
Capcom Generations 4*	43	68%	This pack features Commando. Not really worth it!
Cardinal Syn	34	85%	Great gory action flawed by the control system.
Carnage Heart	23	57%	Dull robot strategy adventure on the moon.
Casper	12	65%	Plain and unimaginative film game.
Castrol Honda Superbike Racing	51	42%	Thrill-free motorbiking, steer away from it!
Castral Honda VTR	70	71%	Visuals aside CHVTR plays rather well...
Championship Bass	63	60%	Fishy, stagnant and boring.
Championship Motocross	73	70%	Rough and ready rider.
Chaos Break	70	62%	Run out of ammo? Just pummel the opposition instead
Chase The Express*	61	82%	A great game, although sadly lacking originality...
Cheesy	15	50%	It certainly is!
Chessmaster 3-D	08	68%	Chess. On PlayStation. Hmm...
Chessmaster II	52	52%	A decent portrayal of the complex strategy game.
Chicken Run	72	75%	Hideo Kojima is unlikely to lose sleep over this.
Chill	33	56%	Uninspired and jerky snowboarding game.
Chocobo Racing*	49	40%	Cheap and nasty karting.
Choro Q*	11	70%	Quirky but rough cartoon racer.
Choro Q 2*	22	85%	More cars, big miniature fun.
Choro Q Wonderful*	54	66%	Not wonderful, just plain dull...
Chronicles of the Sword	18	43%	Tedious adventure – avoid!
Circuit Breakers	35	81%	Great fun, but very limited in areas.
City of Lost Children	18	78%	Slow moving 3D adventure.
Civilization II	47	79%	Big on challenge, bad on looks.
Clock Tower	27	83%	Stylish, and utterly chilling murder mystery!
Clock Tower II*	59	73%	A mildly entertaining survival horror point & clicker.
Colin McRae Rally	37	93%	Rally gaming at its best!
Colin McRae Rally 2	64	93%	The best rally game ever. Even better than the first!
Colony Wars	27	92%	Gorgeous, totally playable space blasting.
Colony Wars: Vengeance	42	93%	Improves greatly on the first. An epic!
Colony Wars: Red Sun	60	92%	The slickest shoot-'em-up in the galaxy!
Command & Conquer	16	79%	PSX version slow and sorely lacking.
C&C: Red Alert*	29	90%	The last word in real-time wargames.
C&C: Retaliation	41	91%	Er... the 'new' last word in real-time war games!
Contra: Legacy of War	16	62%	Scrappy arcade shoot-'em-up from Konami.
Constructor	44	81%	Very addictive tongue-in-cheek sim game.
Contra Adventure, The*	42	49%	A truly bad sequel to a 16-Bit classic.
Cool Boarders	16	82%	High speed stunts on a snowboard.
Cool Boarders 2*	26	81%	An accomplished snowboarding game...
Cool Boarders 3	42	84%	The best snowboarding game on the PlayStation!
Cool Boarders 4	59	86%	Another great addition to the series.
Cosmo Warrior Zero*	70	65%	Emphasis swings more towards straight-out blasting.
Countdown Vampires (The)	62	76%	Cheap and tacky Resident Evil clone.
Courier Crisis	30	54%	Bring back the old Paperboy!
Crash Bandicoot	13	84%	Technically brilliant platformer.
Crash Bandicoot 2	29	86%	Crash returns in style!
Crash Bandicoot 3: Warped	43	91%	The best Crash game on the PlayStation.
Crash Bash	71	80%	Addictive, competitive party game.
Crash Team Racing	56	88%	Great fun, but too slow in multiplayer...
Crazy Climber 2000*	61	13%	Boring, ugly, impossible to control and pointless.
Cricket 2000	60	80%	A bit rough around the edges, but quite playable...
Crime Killer	37	78%	A bit samey, but delivers action thick and fast.
Crisis Beat*	40	45%	A rather arthritic Fighting Force.
Critical Depth	32	72%	Above average underwater blaster.
Criticom	04	87%	Early average beat-'em-up. Now forgotten.
Croc: Legend of the Gobbos	26	78%	It's intellectual theft, but fun nonetheless!
Croc 2	49	84%	Up there with the big boys!
Crow: City of Angels	21	21%	Absolute shite!
Crusader: No Remorse	18	80%	Decent shoot-'em-up from the PC.
Crypt Killer	18	38%	Blocky, dreary, shoddy shooter.
Cyber Tiger	57	86%	A very fun and engrossing golf game...
Cyberia	04	67%	'On rails' FMV shoot-'em-up. Ugh!
Cybersled	01	55%	Dull futuristic tank combat game. Pants!
CyberSpeed	02	65%	Putrid futuristic Hi-Octane-style racer
D	06	69%	Mediocre 3D adventure – slow.
Darkstone	74	70%	Engrossing yet repetitive adventure.
Dark Forces	17	75%	Appalling Star Wars conversion.
Darklight Conflict	22	79%	Fantastic looking, but sadly boring.
Dark Omen	33	85%	Polished action/strategy simulation.
Darkstalkers*	10	88%	Very playable beat-'em-up from a coin-op.
Darkstalkers 3*	43	89%	A superb, scary sequel that's very impressive.
Dead Ball Zone	35	84%	Very playable futuristic mutilation mayhem!
Dead Or Alive*	34	91%	Neat fighting game complete with wobbly t*ts!
Deathtrap Dungeon	33	88%	A compelling high-drama dungeon adventure.
Defcon 5	03	88%	Run-of-the-mill space adventure. Slow.
Descent	06	66%	Was good, now utter cack!
Descent 2	24	63%	Almost the same game. Not that fun to play.
Destraga	53	35%	A very drab and uninspired beat-'em-up.
Destruction Derby	01	80%	PSX showpiece and good two-player.
Destruction Derby 2	14	82%	Better, but lacks link-up – bah!
Destruction Derby Raw	64	75%	Improves little on its aging predecessor.
Devil's Deception	32	68%	Intriguing and challenging, but looks a bit dodgy.
Devil's Dice	43	84%	Devilishly difficult, but fiendishly fun!
Diablo	34	74%	Fun, but repetitive arcade role player.
Die Hard Trilogy	11	92%	Utterly brilliant, three film games in one.
Die Hard Trilogy 2	61	72%	Too little too late, a real disappointment.
Digimon World*	67	60%	It's a world of hurt!
Dino Crisis*	52	94%	Every ounce the monster it promised to be!

TOP10 SHOOT-'EM-UPS



01 **TIME CRISIS TITAN** — *Lots of high calibre entertainment!*
02 Point Blank 3
03 R-Type Delta
04 Point Blank 2
05 Vigilante 8
06 Ghoul Panic
07 Colony Wars: Vengeance
08 Ace Combat 3
09 Omega Boost



10 **TIME CRISIS** — *Very old, but very, very good!*

TOP10 SPORTS GAMES



01 **ISS PRO EVOLUTION 2** — *The best footie game just got better!*
02 LMA Manager 2001
03 Anna Kournikova's Tennis
04 Int Track & Field 2
05 This Is Football 2
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 ever, okay?*
02 Final Fantasy IX
03 Resident Evil 3 Nemesis
04 Syphon Filter 2
05 Final Fantasy VIII
06 Dino Crisis
07 Resident Evil 2
08 Vagrant Story
09 C&C: Retaliation



10 **TOMB RAIDER 5** — *The most enjoyable TR of recent times*

TOP10 PUZZLE PARTY

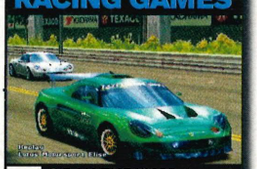


01 GUITAR FREAKS *Learn to play tiny guitars!*
02 *Um Jammer Lammy*
03 *Kurushi Final*
04 *Super Puzzle Fighter 2 Turbo*
05 *Worms Armageddon*
06 *Bishi Bashi Special*
07 *Hogs Of War*
08 *Bust-A-Groove*
09 *Bust A Move 4*



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 PLATFORM GAMES



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...
Dino Crisis 2	70	80%	Dumbed down dino destruction.
Discworld	01	74%	Unfunny cartoon adventure.
Discworld II	28	80%	Humourous off-the-wall adventuring…
Discworld Noir	57	66%	A Discworld departure… that doesn't work.
Disney's Dinosaur	69	19%	A game that would patronise a fossilised embryo.
Disney Racing	64	70%	Great for kids who don't know better…
Disruptor	14	87%	Impressive 3D Doom clone.
Diver's Dream	48	76%	Just like Tomb Raider, only underwater!
Dodgem Arena	43	50%	Unsuccessful future sports fusion.
Doom	03	93%	Top link-up, but now looking dated.
Dr Slump	66	45%	Doctor, I've got this little problem…
Dracula: The Resurrection	66	20%	Fangs, but no fangs…
Dracula X*	21	84%	The import version of Castlevania.
Dragon Ball Z GT: Final Bout*	29	39%	Dismal beat-'em-up.
Dragon Quest 7*	69	40%	Looks and plays like a game of the early Nineties.
Dragon Valor	63	74%	A sadly wasted opportunity. Should have been big.
Driver	50	94%	Believe the hype, a fantastic game.
Driver 2	69	89%	More marvellous motoring mayhem!
Ducati World	71	71%	Looks bad, goes like the clappers.
Duke Nukem	29	90%	Fantastically playable shoot-'em-up.
Dukes Of Hazzard, The	59	20%	Terrible, almost unplayable nostalgic racing.
Dukes of Hazzard 2*	72	34%	A woeful insult to the South's finest.
Duke Nukem: LOTB	74	43%	The mighty Duke, fallen so far…
Dynamite Soccer 2000*	71	7%	Come back FIFA all is forgiven.
Dynasty Warriors*	25	71%	Restrictive and bizarre beat-'em-up, but pretty.
EA F1 Championship 2000	67	59%	A slapdash Formula 1 title.
Eagle One: Harrier Attack	59	80%	An accomplished aircraft shoot-'em-up!
Earthworm Jim 2	12	69%	16-bit fun, but the joke is wearing thin.
ECW Hardcore Revolution*	61	76%	Accomplished and enjoyable…
ECW Rulz	68	40%	Matches frequently reach near farcical proportions.
Einhander*	31	87%	Another genre sewn-up by Square. Breathtaking!
Epidemic*	19	71%	Slow and boring disease adventure.
Eliminator	46	52%	Should turn its guns upon itself.
Ehrgeiz	59	78%	Too shallow to be a fighter or an RPG.
Emperor's New Groove	74	82%	WOW! A well made film license.
ESPN Extreme Games	02	73%	Tiresome sports, no fun at all!
Eternal Eyes	65	45%	Lacklustre blend of RPG and Pokémon.
Euro 2000	63	70%	It may be official but it's not the best!
Equestriad 2001	69	70%	Essentially just a way of training the gentry to hunt.
Everybody's Golf	36	85%	Highly enjoyable, fast-paced party golf game.
Everybody's Golf 2	62	83%	Fun and rewarding, just like real golf is!
Evil Zone	50	62%	Huge special effects, tiny gameplay.
Evo's Space Station Adventure	66	25%	Evo over we go!
Excalibur 2555 AD	19	77%	Imaginative and lush RPG.
Exhumed	25	84%	Compelling Egyptian 3D shoot-'em-up.
Exite Stage 2000*	68	45%	This offering from Epoch represents a real step backwards.
Explosive Racing	25	75%	Quick and playable racing, but not all new.
Extreme Pinball	07	54%	Miserable pinball sim with bad physics.
Extreme Snow Break	34	09%	Extremely crap.
FA Premier League STARS	52	64%	Nice idea, but too irritating to play.
Fade To Black	09	81%	Gripping sci-fi alien adventure!
Fantastic Four	26	69%	Hardly fantastic, but playable.
Fear Effect	60	70%	Sci-fi that's all looks and little else!
Fear Effect 2: Retro Helix	74	85%	Well improved over the original.
FIFA '96	03	81%	Unexceptional footie flannel.
FIFA '97	15	70%	Graphically better, but plays worse.
FIFA '99	42	91%	The best FIFA game ever!
FIFA 2000	56	72%	The legend is sullied by this poor update.
FA Premier League Stars	66	60%	An innovative but flawed kick-about.
FIFA: Road to World Cup 98	29	88%	Plays well, but the subject matter is dated.
Fifth Element, The	40	50%	Thoroughly disappointing – rent the movie instead!
Fighter's Impact*	23	76%	Dated and blocky 3D beat-'em-up. Buy Tekken 2 instead.
Fighting Force	27	89%	Brutally destructive two-player action.

GAMETITLE	issue	SCORE	WESAY...
Fighting Force 2	57	74%	Old skool fighter with limited appeal.
Final Doom	13	82%	New levels, but otherwise the same.
Final Fantasy Anthology*	58	83%	The old games, all polished-up nicely!
Final Fantasy VII	27	93%	The final word in adventure!
Final Fantasy VIII	54	96%	The greatest RPG to grace the PlayStation.
Final Fantasy IX	73	96%	Staggeringly brilliant swan-song.
Final Fantasy Tactics*	32	90%	Epic and engrossing strategy/RPG challenge.
Firemen, The*	05	78%	16-bit looking fire-fighting action game.
Firestorm: Thunderhawk2	03	85%	Playable helicopter blast-'em-up from Core.
Firo & Klawd	15	64%	Garish cartoon cop adventure. Dodgy.
Fisherman's Bait	53	62%	A fairly enjoyable fishing game.
Fishing Island 2*	72	72%	You have to be fluent in Japanese…
Fist Of The North Star*	72	86%	A novel experience…
Fluid	38	78%	Fleeting but interesting diversion.
Football Manager 2001	67	70%	Double entry book-keeping: the game…
Formation Soccer*	24	58%	Expensive and dated-looking footie guff!
F1 2000	62	91%	For a corking current F1 game, look no further.
Formula 1	11	84%	Exhilarating and glorious F1 sim!
Formula 1 '97	26	90%	Well upgraded and stuffed with excitement!
Formula 1 '98	41	68%	Enormously disappointing – just rubbish!
Formula 1 '99	55	92%	The best Formula-1 game to date…
F1 Racing Ch'ship	63	68%	It's F1 racing but in the slow lane…
F1 World Grand Prix	74	69%	Trying to hard to be grown-up.
Formula One 2000	68	75%	This installment introduces little in real innovation.
Formula Karts: SE	28	75%	Too simplistic for mass appeal.
Forsaken	35	84%	Nice engine, but the gameplay ages badly.
Frenzy	36	73%	Fun, but short-lived arcade hokum.
Freestyle Scooters	73	70%	Enjoyable but a tad-shortlived.
Frogger	27	69%	Genuinely disappointing frog-'em-up.
Front Mission 3*	62	84%	Mechal gear solid! A destructive delight!
Future Cop: LAPD	40	94%	The best isometric blaster we've ever seen!
Gallop Racer*	55	46%	Mundane horse racing sim.
Gauntlet Legends	65	49%	Time to lay down the Gauntlet games.
G-Darius	39	88%	Hair-raising shoot-'em-ups don't come much better.
G-Police	27	84%	Atmospheric, pulse-raising 3D arcade thrills!
G-Police 2	52	92%	Improves on the original in every way…
Galaxian 3*	10	69%	Repetitive and confusing shooter.
Gale Gunner*	63	56%	Stinking space soap opera. Snoresville!
Galerians	63	84%	Akira meets Resident Evil and it's explosive!
Gekido	62	65%	Proof enough that scrolling beat-'em-ups are dead!
Gex	06	76%	Wretched 3DO platformer with dumb lizard.
Gex 3-D: Enter the Gecko	33	89%	Good in its day, but you'll soon get tired of it!
Gex: Deep Cover Gecko	47	82%	More of the same, and still boring!
Ghost In The Shell	34	73%	Nice package, but strictly for Mangaphiles!
Ghoul Panic	62	78%	Good, light-hearted ghoul-shootin' fun.
Global Domination	46	63%	Too complicated to be fun.
Goal Storm*	01	69%	Disappointingly slow, fails to score…
Gold & Glory: The Road to Eldorado	71	78%	Problems aren't visual enough to reward a tot…
Goo Goo Soundy*	55	35%	Utterly disturbing Bust-A-Groove clone.
Grandia	60	87%	A top-notch RPG, but pig-ugly!
Granstream Saga, The*	38	76%	Absorbing, but a bit on the easy side.
Gran Turismo	31	97%	The best racing game ever made!
Gran Turismo 2	59	92%	Another generation of racing paradise!
Grand Theft Auto	30	88%	Criminally addictive road rage!
Grand Theft Auto: London	49	69%	A bit Turkish delight!
Grand Theft Auto 2	56	79%	A surprisingly playable sequel!
Grind Session	65	85%	A fine addition to the skateboarding genre.
Grid Run	15	53%	Banal maze game with few rewards.
Guardian's Crusade	50	40%	Tired and very boring adventure game.
Guilty Gear*	38	43%	Extravagant fighter, undone by its own effects.
Guitar Freaks*	55	85%	Get the guitar peripheral and this rocks!
Gunbarl*	40	83%	Addictive shooting sequel to Point Blank.
Gun Bullet*	26	85%	A real blast for one or two players…

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 2
UK Retail
PAL

Cherry Falls

This tongue-in-cheek teen slasher movie picks up the ball dropped by the Scream trilogy and runs another few yards towards the endzone. When the quiet and idyllic town of Cherry Falls becomes the hunting ground for a killer with a thing for teenage virgins, the race is on – lose your flower or lose your life! Four minute blooper reel, interviews.

rating ★★☆☆☆



Region 2
UK Retail
PAL

Krull

The 1983 childhood adventure classic finally makes an appearance – following delays of more than a year – on DVD! Pointy Ken Marshall leads a quest through a series of confined soundstages, battling latex prosthetics and stop-frame animation, while Eighties English vision Lysette Anthony swans around in a wedding dress and a cloud of perfume. Remember the Changeling? "Here is the knowledge you seek!" Argh! Two commentaries.

rating ★★★★☆



Region 1
US Import
NTSC

Charlie's Angels

The sexiest action movie of 2000 is now available on an amply filled Region 1 DVD, with an especially voluptuous extras list. You are paying for 100 minutes of three incredibly fit Hollywood harlots engaging in exemplary wire-fu, hand-to-hand combat of Yuen Wo-Ping quality and frequent outfit changes. Lucy Liu is worth the investment alone! Deleted scenes, music videos, commentary, features, interviews, the lot.

rating ★★★★★

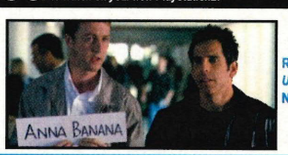


Region 1
US Import
NTSC

Total Recall

In a golden age when filmmaking techniques were sufficiently developed to give us great effects, but spitting mad directors could still ignore focus groups and test screenings, a few gems were spawned. Paul Verhoeven's Total Recall is one and, as this edition beats the non-anamorphic picture definition of its long-available US cousin, it's recommended. Whispers of a US re-release with commentary get louder, however.

rating ★★★★☆



Region 1
US import
NTSC

Keeping The Faith

When Jacob, Brian and Anna were teenagers, they were an inseparable trio. But Jacob grew into Rabbi Jacob, Brian became Father Brian and, now that Anna's just arrived back in town the boys (Ben Stiller and Edward Norton) both fall for her completely. An okay weeknight comedy that you shouldn't bend over backwards to see, rental is the way to go when this comes to the UK. Outtakes, commentary.

rating ★★★☆☆



Region 1
US import
NTSC

Blair Witch2: Book Of Shadows

Besides the presence of tortured songstress Poe on the soundtrack, there's little to recommend about the rush-produced Blair Witch 2. In that self-referential Wes Craven's New Nightmare sort of way, the boys 'n' gals in BW2 have all seen The Blair Witch Project and, of course, travel to the woods. Bad things happen to them. A brave effort by director Joe Berlinger, who provides commentary.

rating ★☆☆☆☆

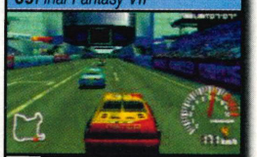
Want to know more? Issue 24 of DVD Review, the country's leading DVD magazine, is on sale now.

GAMETITLE	issue	SCORE	WESAY...
Gungage*	54	59%	Pretty but repetitive old skool shoot-'em-up.
Gunship	08	68%	Has not stood the test of time well.
Gun Shooting, The*	60	14%	A terrible step backwards...
Hard Boiled	25	29%	A disastrously wasted licence...
Hardcore 4X4	15	81%	Hellish and repetitive off-road action.
Hard Edge	48	83%	Provides a few new twists to the genre.
Harvest Moon: Back To Nature	74	80%	Work the land? Sorry, I thought this was rehab...
Heart Of Darkness	38	81%	Very playable, but short-lived platform puzzler.
Hebereke's Popitto	02	43%	Why bother with this when Puzzle Fighter exists?
Hello Kitty	70	62%	Such hard work that you wonder where the fun went...
Herc's Adventures*	25	70%	Cute-looking run-of-the-mill adventure.
Hercules*	24	63%	Sweet and innocent, but simple and dull.
Hermie Hopperhead*	02	53%	Worthless cartoon platform banality.
Hexen	21	35%	One of the PSX's worst ever games!
High Heat Baseball*	63	45%	Beating yourself with barbed wire is more fun
Hi-Octane	03	80%	Reasonable Bullfrog racer.
Hogs Of War	64	90%	Fantastically good strategy. An absolute must.
Horned Owl*	05	73%	Poor excuse for a light-gun game.
Hydro Thunder	60	22%	Pitiful attempt at racing on waves...
Hyper Tennis	11	78%	Utterly pointless tennis sim. There are better.
Impact Racing	05	54%	Good back then, now utter tripe!
In Cold Blood	64	89%	Bond does 'point and click'. Smooth.
Incredible Crisis	69	82%	A hugely innovative collection of mini-games.
Incredible Hulk, The	17	45%	Nothing 'incredible' about it. Poor.
Independence Day*	21	47%	Wretched film-inspired nonsense!
Infestation	66	33%	Infinite space equals infinite boredom!
Int. Cricket Captain 2000	70	80%	Little short of a labour of love.
International Moto X*	21	77%	Moderate motorbike racer.
International Superstar Soccer	70	75%	More FIFA than ISS. PS2
Iron Soldier 3	68	70%	Your foes come in various shapes and sizes.
ISS Deluxe	17	83%	16-bit footie conversion, no frills.
ISS Pro	22	84%	Sharp, tight and accomplished football.
ISS Pro '98*	38	92%	Nearly as good as the N64 version. Brilliant!
ISS Pro Evolution	55	97%	Quite simply the greatest footie game ever made!
ISS Pro Evolution 2	73	97%	Best footy game ever just got better!
Int Track & Field	09	85%	Superb multiplayer sports special!
Int Track & Field 2	59	90%	Better than the first, with a wider variety of events!
Iznogoud	33	34%	An exceptionally bad platformer.
Jade Cocoon	54	86%	A stunning, if simple, adventure game.
Jackie Chan Stuntmaster	63	74%	Hi-flying hi-jinks with the king of kung-fu!
Jedi Power Battles	63	67%	Once again the good name of Star Wars is mud.
Jeremy McGrath Super Cross '98	37	70%	Plenty of options, but not as good as Moto Racer.
Jersey Devil	30	83%	Devilish gameplay, well worth a look!
Jet Rider	18	85%	Super-fast jetbikes, poor graphics.
Jet Rider 2*	31	78%	Fun, but essentially more of the same.
Jet Rider 3	58	53%	Puke-evoking and terribly ugly!
Jimmy White's Cueball 2	63	62%	More like a pub sim than anything else
Johnny Bazookatone	04	71%	He's supposed to be cool. He's not.
Jo Jo's Bizarre Adventure*	57	70%	An extremely odd beat-'em-up!
Jonah Lomu Rugby	20	86%	Accurate and enjoyable rugby sim.
Judge Dredd	28	62%	Fantastic licence, disappointing game.
Jumping Flash	01	87%	Highly imaginative first-person platformer.
Jumping Flash 2*	08	86%	Psychedelic sequel to the above (only better).
Jungle Book Rhythm 'n' Groove	69	80%	Onlookers will just think you're dancing like your dad.
Jurassic Park: Warpath	58	62%	A daft idea and a wretched game...
Kensei: Sacred Fist	49	74%	An average fighting game.
Kick-Off '97	25	68%	Doesn't do the name justice!
Kick-Off World	36	77%	An average game replete with great options.
Kileak The Blood	01	57%	Sparse Doom clone that lacks any kind of thrill.
Kileak The Blood 2	05	65%	The same only with a '2' at the end.
K-1 King Of Kings	66	10%	More like Court Jester!
K-1 Grand Prix	72	30%	Simply makes you yearn for Tekken!
Killer Loop	54	68%	An enjoyable alternative to Wipeout.
Killing Zone*	08	57%	Contemptible beat-'em-up. Avoid.
King Bowling	02	37%	Uninspiring cartoon bowling sim. Duff.
King's Field	06	61%	Long-lasting RPG, looks crap though.
Kingsley's Adventures	53	60%	Uneventful kids-orientated platformer.
King Of Fighters '95*	11	62%	Utterly pointless 2D beat-'em-up!
King Of Fighters '96*	24	59%	Rips off every fighting game. Still crap though.
KKND Krossfire	48	83%	Hugely enjoyable C&C clone.
Klonoa: Door to Phantomile*	30	83%	Fast and loveable Japanese platformer.
Knockout Kings	43	80%	Pound the greatest boxers of all time. Ace!
Knockout Kings 2000	56	84%	Better and more accessible than the original.
Knockout Kings 2001	70	75%	Enjoyable albeit rough-looking sim.
Konami Antiques Vol. 1	31	58%	Varied, but dogged with too much rubbish!
Koudelka	67	76%	A promising romp, marred by dull combat.
Krazy Ivan	04	61%	Good when it came out, but it has dated badly.
Kula World	35	83%	Innovative puzzle fun with balls!
Kurushi	27	88%	Ultra high quality puzzler.
Kurushi Final	54	90%	Criminally addictive like Tetris, only more clever!
Land Before Time	73	35%	Land before gameplay, more like...
Land Maker	64	65%	Bizarre puzzler. Bizarrely enjoyable. Bizarre!
Last Report, The	33	27%	An utterly awful, unrewarding point and click!
Lattice	66	30%	What the hell is this?
Legend Of Dragoon	74	67%	Dungeons and Dragons, anyone?
Legend	41	79%	Hack 'n' Slash as it used to be.
Legend Of Kartia	51	43%	Too linear, too boring, too Japanese...
Lemmings (Oh No...)	43	81%	Re-released mind-bending puzzler!
Le Mans 24 Hours	58	80%	Decent enough endurance racer...
Libero Grande	42	67%	Interesting footie sim, but confusing to follow!
Libero Grande 2	73	78%	Can I be goalie?
Lifeforce Tenka	20	86%	Grisly polygonal Doom clone – flashy.
Little Big Adventure	19	83%	Outstanding graphical adventure!
Livewire	46	63%	Fast and furious 3D, but awkward to play.
LMA Manager	55	94%	The best football management game, ever!
Lomax in Lemmingland	14	70%	Dull as dishwater platform game.
London Racer	65	15%	Avoid at any cost. The road to hell.
Lone Soldier	02	43%	Overrated Rambo rubbish!
Lord Of Fist*	57	73%	A decent enough four-player fighting game.
Lost Vikings 2, The	23	72%	Playable platform strategy. Looks old though.
Lost World, The	25	79%	Stunning-looking platformer, but shallow.
Lunar Silver Star*	51	67%	Nothing new, but an engrossing RPG...
MDK	27	90%	Brilliantly conceived 3D shooter.
Machine Hunter	22	72%	Decent Paradroid-inspired shooter.
Macross Plus*	68	60%	Overall, this is best left to the Macross anime purists.
Madden '97	12	81%	Solid and playable US football sim.
Madden '98	29	82%	A fine, albeit rough-looking Gridiron game.
Madden NFL '99	39	89%	The best NFL game on the PlayStation.
Madden 2001	68	80%	The playbooks are very comprehensive and should satisfy.
Martian Gothic	68	38%	Damn fine story. Beleaguered gameplay.
Marvel Super Heroes*	30	87%	A highly playable beat-'em-up.
Marvel Vs Capcom	59	83%	Milking it or loving it? The latter, but only just.
Marvel Vs StreetFighter*	48	84%	Nice looking, but the gameplay runs away from you.
Magic Carpet	06	57%	Badly dated by today's standards.
Masked Rider*	70	85%	Looks and feels just like the TV series!
Mass Destruction*	30	80%	Enjoyable, destructive tank romp...
Max Power Racing	45	75%	Introduces some nice new touches, but still...
Maximum Force	32	37%	Pales into insignificance beside Time Crisis.
Mechwarrior 2	19	81%	Top class big robot shoot-'em-up!
Medal of Honor	57	95%	A deeply engrossing GoldenEye clone. Brilliant.
Medal of Honor Underground	69	94%	The Playstation's definitive first-person shooter.
Medievil	40	86%	Death has never looked so appealing.
Medievil 2	62	89%	A darker, funnier side of platform games...
Mega Man 8*	21	82%	Playable and colourful, but ultimately shallow.
Men In Black	37	35%	Painfully unplayable movie tie-in.
Metal Gear Solid	42	97%	The best PlayStation game ever released!
MGS: Special Missions	54	92%	The perfect compliment to the greatest game ever!
Metal Slug*	26	74%	Top maiming action, but not enough of it.
Michael Owen's WLS '99	43	88%	A good game, spoilt by the presence of bugs.
Mickey's Wild Adventure	12	79%	Standard cartoon platformer. Yawn!
Micro Machines V3	19	92%	Blistering racing game. Fantastic!
Micro Maniacs	61	86%	Manic fun in multiplayer mode!
Midnight Run	31	60%	Humdrum racer with short-term appeal.
Mille Miglia	68	75%	A refreshing take on the racing genre.
Millennium Soldier Expendable	56	79%	Explosive shooting action, but very shallow...
Missile Command*	60	24%	Old, nasty, and should be buried!
Mission Impossible	55	70%	Dire graphics mask compelling gameplay!
MLB 2001*	63	60%	Yet more Yankee cricket. How dull.
MoHo	65	69%	Freaky but flawed futuresports.
Monaco GP	48	88%	A surprisingly accomplished racing game!
Monkey Hero	45	75%	An above-average Zelda clone.
Monopoly	28	75%	A fun and faithful conversion of the original.
Monster Rancher	68	65%	Slow paced monster breeding game.
Monster Rancher*	37	68%	Short-lived virtual pet novelty.
Monster Rancher 2*	60	76%	Lacking originality, but quite enjoyable.
Monster Trucks	18	74%	Competent, but dull off-roader.
Mortal Kombat 3	01	81%	Don't buy this, get MK Trilogy instead.
Mortal Kombat 4	38	87%	Homicidal battery at its best.
MK Mythologies	29	71%	Blood-soaked, but mundane platformer.
Mortal Kombat Trilogy	14	92%	Gory orgy of 16-bit gameplay. Not bad.
Moto Racer	26	86%	A seat-of-the-pants roller coaster ride.
Moto Racer 2	40	87%	A superb sequel that's huge entertainment.
Moto Racer World Tour	68	60%	A superior motocross title.
Motorhead	34	79%	A turbo-charged, albeit short-lived racer.
Motor Toon GP 2*	10	79%	Highly playable cartoon racer.
Mr Domino	37	72%	Original, but lacks a lasting challenge.
Mr Driller	68	89%	Obsessives of the world unite!
Ms Pac-Man Maze Madness	70	80%	Highly enjoyable gobbling action.
MTV Snowboarding	56	85%	Trick combo heaven, but a tad glitchy.
Muppet Monster Adv.	68	86%	Professional alternative to that damn dragon!
Muppet Race Mania	62	90%	Racing so good, it's silly!
Music	41	90%	A fantastic music-making package.
Music 2000	56	92%	Infinitely better than the last, this is perfection!
Myst	07	68%	Lost in a fog of monotony!
N2O	37	70%	Frantic shooter, but gets very repetitive.
N-Gen Racing	62	83%	Slick, but flawed air racing action...
Nagano Winter Olympics*	31	83%	Excellent multiplayer winter challenge.
Namco Encore*	29	79%	Catching up fast – best: Rolling Thunder.
Namco Museum 1*	04	70%	Retro collection – best: Pac-Man and Galaga.
Namco Museum 2*	06	70%	Worse than Vol 1 – best: Xevious.
Namco Museum 3*	13	73%	Decent retro fix – best: Pole Position II.
Namco Museum 4	23	79%	Some cool games – best: Pac-Land.
Nanotek Warrior*	22	76%	Tired shoot-'em-up set at molecular level.
Nascar Racing '96	15	80%	Comprehensive racing simulation – a bit jerky.
Nascar Racing '98	28	82%	The complete Nascar package.
Nascar Racing 2000	56	35%	A mundane game of a very uninteresting sport.
NBA Basketball (Fox Sports)	56	75%	Nicely presented and enjoyable basketball sim.
NBA Hang Time	31	60%	Slightly dated arcade basketball...
NBA Hoopz	74	71%	NBA Hoopz on PSone is better than on PS2!
NBA In The Zone	05	79%	Solid sports sim, not as good as Total NBA.
NBA Jam Extreme	15	79%	Over-exaggerated arcade port-over. Numb.
NBA Jam:TE	01	77%	Two-on-two multiplayer mayhem. Good fun.
NBA Live '96	07	82%	Stale and lifeless basketball sim. Not much cop.
NBA Live '97	16	89%	All the latest stats and players – better engine.
NBA Live '99	43	83%	More impressive basketball antics!
NBA Pro '98	33	78%	Good, but not as good as the competition.
NBA Pro '99	51	83%	Very similar to the previous Pros, but still good.
NBA Showtime	60	67%	Slightly entertaining, but very rough-looking...
Need For Speed, The	06	84%	Classic supercar OTT racing. Superb link-up!
Need For Speed 2, The	21	85%	Rough looking, but actually more fun – long-term.
Need For Speed 3, The	33	87%	Blindingly fast, but without some of the magic.
Need For Speed: RC	48	83%	The genre's starting to look crusty round the edges!
NFS: Porsche 2000	63	79%	Drives like a dream, looks like a Skoda
Newman Haas Racing	48	74%	Very similar to F1 '97, which is better.
NFL Blitz	42	87%	A serious Madden contender!
NFL Game Day	04	73%	American football – who cares?
NFL Xtreme	41	61%	There's nothing Xtreme about it.
NHL '97	15	86%	Intense ice hockey action – smooth and fast.
NHL '98	27	71%	Cool graphics, slushy gameplay.
NHL '99	41	81%	Smooth, hard, fast and very cool
NHL Face Off	04	78%	Admirable attempt, but a bit cumbersome.
NHL Face Off '98	32	80%	Better than the last.
NHL Face Off 2000	58	30%	Not good, not good at all...
NHL Open Ice	32	40%	Outdated and obsolete hockey for £40!
NHL Rock The Rink	63	70%	All muscle and novelty value, little else!
Nightmare Creatures	27	86%	A fantastic, full-on splatter flick!
Nightmare Creatures 2	65	65%	Highly derivative slash-'em-up.
Ninja: Shadow Of Darkness	39	78%	Looks good, but gets repetitive too soon.

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



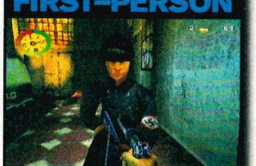
10 RIDGE RACER TYPE 4 — Still well worth a look at this price!

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...

TOP 5 JOYPADS



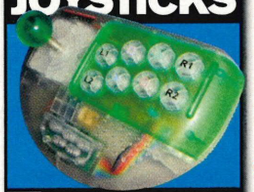
01	DUAL SHOCK *Still the best pad available...*	SCEE
02	Viper	BLAZE
03	Analouge+	JOYTECH
04	Dual Impact	NU-GEN
05	Shockhammer	THRUSTMASTER

TOP 5 LIGHTGUNS



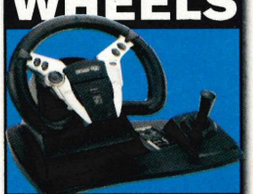
01	ASSASSIN *Closest to murder this side of the law...*	NU-GEN
02	P99K Light Blaster	LOGIC 3
03	G-Con 45	NAMCO
04	Falcon	BLAZE
05	Scorpion	BLAZE

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 DRIVE GT+ *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

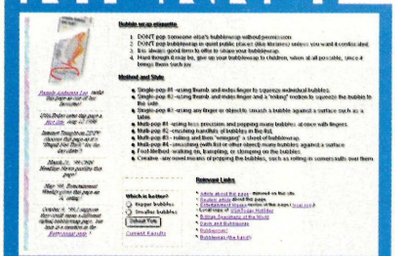
GAMETITLE	issue	SCORE	WESAY...
Nishidin Pachinko Now 4*	67	50%	Just like the real thing, Japanophiles!
No Fear Downhill MB Racing	55	69%	Fast and furious, but nothing too exciting.
Note, The	28	72%	Above average first-person adventure.
Novastorm	01	38%	Rubbish FMV-spooled shoot-'em-up arse!
Nuclear Strike	26	88%	Better looking and bigger than Soviet Strike.
ODT	42	89%	Masterful, unforgiving mutant mayhem!
Off World Interceptor	02	77%	Jerky 3D buggy battling disgrace. Avoid.
Olympic Games	09	82%	Utterly fantastic multiplayer game.
Olympic Soccer	09	84%	Highly playable footie game, but with basic graphics.
Omega Boost*	50	83%	An excellent game, but far too short.
One	30	86%	One of the most destructive game ever!
Onside Soccer	12	76%	Uninspiring footie with management aspects.
Overblood	22	86%	Atmospheric, innovative 3D space adventure.
Overboard	27	75%	Fun-fuelled ship combat game.
Pac-Man World	55	84%	He's Pac, and loving it!
Pandemonium	15	84%	Enjoyable platform game, but too restrictive.
Pandemonium 2	28	72%	Linear, but lovely-looking platformer.
Panzer General	05	73%	Strategy war game for dedicated anoraks.
PaRappa the Rapper	24	87%	Tap the buttons, sing the rhyme. Brilliant!
Parasite Eve*	41	89%	Slick and disgusting horror adventure!
Parasite Eve 2	66	89%	Blemished, but slick nonetheless.
Peak Performance*	21	85%	Blistering 28-car joyriding – a great laugh!
Perfect Performer*	56	74%	Play any instrument in a band – great fun!
Perfect Weapon	19	65%	Slothful 3D adventure, lacking visual flair.
Persona 2	73	80%	Another you!
Pet In TV	40	77%	The best virtual pet in the land!
PGA Tour '96	02	86%	Well, it's golf innit. Buy the updated version.
PGA Tour '97	13	81%	Extremely able golfing sim. It's got the lot.
PGA Tour '98	28	63%	Best-looking golf, yet hampered gameplay.
PGA Tour Golf	72	70%	Averagely enjoyable round of golf.
Phat Air Extreme Snowboarding	35	22%	Very shoddy game in a saturated market.
Philosoma	02	85%	Great looking shoot-'em-up, but badly dated.
Pitball	15	66%	Rough and confusing futuristic sports.
Pitfall: Beyond the Jungle	33	70%	An above average 3D platform romp.
Player Manager	14	74%	Banal management game. No frills and slow.
Player Manager 2000	62	92%	Not as user-friendly as LMA, but just as rewarding!
Pocket Fighter*	38	84%	Rehashed formula, but still immensely satisfying.
PO'ed	07	87%	Scrappy Doom clone, meant to be humourous.
Point Blank	36	90%	Addictive gun fun... and it's legal.
Point Blank 2	52	80%	You like Point Blank? You'll like this!
Point Blank 3	74	82%	The definitive Point Blank title.
Pool Academy	64	53%	The worst of the pool sims.
Pool Hustler	44	83%	Very playable, but not as authentic as Pool Shark.
Pool Shark	42	85%	The most realistic pool simulation on any format!
Pop 'n' Tanks*	54	80%	Enjoyable cutesy tank destruction!
Populous : the Beginning	46	70%	An excellent game, marred by slowdown.
Porsche Challenge	20	82%	Superb looking, technically brilliant. Too slow.
Powerful Baseball*	54	60%	Light-hearted multiplayer ball-hitting action!
Power Instinct 2*	03	52%	Cheap and nasty beat-'em-up – stay well clear.
Powermove Pro Wrestling	16	51%	Men in tights, absolutely awful game.
Powerplay Hockey '97	08	82%	Yet another hockey game, actually quite good.
Powerspike Beach Vollyball	73	35%	Time for 128-bit basketball...
Power Shoveling*	70	92%	Ludicrously complicated yet somehow intuitive controls.
Power Soccer 2	29	63%	Basically, not much fun at all!
Poy Poy	33	84%	Original and odd multiplayer shenanigans!
Poy Poy 2	46	69%	Been there, done it, quite liked it.
Premier Manager '98	36	76%	A decent game, but far too shallow.
Premier Manager '99	45	78%	Slightly improved, but not different enough.
Premier Manager 2000	61	85%	Not as good as LMA Manager, but worth a look...
Primal Rage	04	41%	Claymation-based beat-'em-up. Poor now.
Prime Goal EX*	02	62%	Very average sprite based footie sim.
Prince Naseem Boxing	69	75%	A quality boxing title.
Pro 18 World Tour Golf	45	34%	Snottier than a double bogey. Avoid.
Pro Pinball: Race USA	45	80%	Decent enough, but not as good as the others!
Pro Pinball: The Web	10	79%	Great, addictive fun, but a bit dated now.
Pro Pinball: Timeshock	34	90%	The best pinball game available for PlayStation.
Project Overkill	13	89%	Violent, bloody, but repetitive and no two-player!
Psybadek	42	52%	Bug-riddled hover-boarding boredom...
Psychic Detective	06	61%	Wholly FMV erotic fantasy. Utter tosh.
Psychic Force	21	73%	Unusual floating beat-'em-up. Nothing special.
Psychic Force 2	60	65%	Big in bulk, but devoid of any long-term thrills.
Puma Street Soccer	48	61%	Too limited for mass market appeal.
PunchiCarat	53	66%	Enjoyable, but limited Arkanoid clone.
Punch the Monkey*	67	65%	Indecipherable Japanese rhythm game.
Puyo Puyo 4*	59	87%	Still as addictive as ever!
Puyo Puyo Sun*	31	87%	Hugely addictive party fun!
Q*Bert	58	53%	Has no place in modern software!
Quake II	55	98%	A truly stunning accomplishment. Amazing!
Quarterback Club '96	04	80%	Yet again, who cares?
R-Type Delta*	43	90%	Pure adrenaline-pumping shooting perfection!
Radikal Bikers	62	56%	Provides short-term fun, but little beyond...
Raiden Project, The	01	68%	Dazzling, but ultimately weak shoot-'em-up.
Rage Racer	16	90%	Super fast, varied, playable racer.
Raging Skies	12	73%	Adequate flight shoot-'em-up, but linkable!
Rainbow Six	54	68%	Nice and complex, but nowhere near slick enough...
Rally Championship	60	67%	Good-looking, but ultimately boring rally game.
Rally Cross*	19	89%	First class off-road antics. Two and four-player!
Rally Cross 2	45	83%	A bit of a rough looker, but it plays well enough.
Rampage World Tour	29	77%	Flawed in places, but enjoyable.
Rampage 2: Universal Tour	49	57%	Don't expect the Earth to move...
Rampage Through Time	66	33%	Somebody's gotta stop them!
Rapid Racer	26	87%	Powerful and glossy, but repetitive...
Rapid Reload	01	71%	Cutesy side-on cartoon shoot-'em-up. Dated.
Rascal	33	77%	Accomplished platformer, good for the kids!
Rat Attack	54	65%	Complicated and fast, fun if you can last!
Ray Crisis	64	60%	A mindless button bashing fiasco!
Rayman	01	87%	Colourful platform game, now looking tired.
Rayman 2	67	82%	Triumphant 3D return of our 'armless friend.
Ray Storm*	19	75%	Overwhelming two-player space shoot-'em-up.
Ray Tracers	23	74%	Super fast Chase HQ-style racer. A bit basic.
RC De Go	68	80%	The king of radio-controlled racers.
Ready 2 Rumble	59	80%	If you enjoy a lighter form of GBH, check it out....
Rebel Assault 2*	18	60%	Star Wars shoot-'em-up. Boring and repetitive.

GAMETITLE	issue	SCORE	WESAY...
Reboot	33	68%	Easy on the eye, short-term fun.
Rescue Shot	64	83%	Bunny filled gunning mayhem. Go figure!
Resident Evil	08	95%	Gothic horror adventure – recommended!
Resident Evil: Director's Cut*	27	83%	Not worth getting if you already own the original.
Resident Evil 2*	32	96%	A truly spectacular sequel and utterly terrifying!
Resident Evil 3 Nemesis*	55	90%	Removed as a sequel, but more action-packed!
Resident Evil Survivor	61	80%	Innovative, but cheaply produced and repetitive...
Retro Force	46	43%	Don't even go there! A really bad shoot-'em-up.
Return Fire	07	84%	Average 3DO split screen army romp.
Re-Volt	53	64%	Messy and quite unplayable in places.
Revolution X	08	40%	Dire Aerosmith mouse shoot-'em-up. Bad.
Rhapsody: A Musical Adv*	69	75%	RPG that can be fully recommended to import connoisseurs.
Rhythm and Face	64	65%	Mad bad memory game. Weird or what?
Ricky Carmichael's Motocross	56	65%	A must for enthusiasts, but otherwise tiresome.
Ridge Racer	01	75%	Launch game, now looking very sad indeed.
Ridge Racer Revolution	04	84%	A better game, with link-up and nicer cars.
Ridge Racer Type 4	47	92%	Frighteningly fast arcade racing game.
Riot	18	72%	Moribund futuristic sports – like Rollerball.
Rise 2: Resurrection	05	88%	Hideous robot beat-'em-up. A bad date.
Risk	29	35%	Boardgame – there's no contest.
Rival Schools	44	89%	Not as fast and fluid as the Japanese version.
Rival Schools 2*	52	78%	Fast-paced but hollow school scrapping.
Roadsters	56	80%	Fast and furious arcade racing, but lacking depth.
Road Rage	17	24%	Detestable and trashy shoe-box sim. Ugh!
Road Rash	05	75%	Dodgy visuals, but fast and fun. Now cheap.
Road Rash 3D	36	76%	Disappointing sequel with no guts.
Robopit	12	55%	Abominable robot beat-'em-up.
Robotron X	15	85%	Classic gameplay, very fast, we prefer the original.
Rock & Roll Racing 2	31	55%	Banal blaster with some two-player appeal.
Rockman Battle & Chase*	21	41%	Basic and unrewarding cartoon racer.
Rockman Dash*	31	80%	Enjoyable 3D adventure. For smash get Dash!
Rogue Trip	41	92%	Motoring madness with knobs on.
Rollcage	46	87%	Stomach-churning racing mayhem at its finest.
Rollcage Stage II	60	75%	Good fun, but not a vast step-up from the first.
Ronaldo V-Football	64	70%	Speedy but one for beginners!
Ronin Blade	55	80%	Great hack 'n' slash fun, but very limited.
Rosco McQueen	26	88%	You play with fire, you get this sizzling game!
RPG Maker*	69	88%	It's like owning an RPG Lego Kit.
Rugrats	46	50%	Made for kids, but it's still rubbish.
Runabout*	20	77%	Highly playable racer, but way too short.
Runabout 2	58	83%	An improvement over the last one.
Running Wild	46	38%	A feeble attempt at a themed racing game.
Saga Frontier 2	62	70%	Too dull, even for a role-playing game!
Salamander Deluxe Pack	25	74%	Aged, but enjoyable Eighties shoot-'em-up.
Sampras Extreme	09	90%	One of the best tennis games on PSX. Slick.
Samurai Showdown*	13	62%	Should be called Samurai Slowdown!
San Francisco Rush	41	45%	Not quite the worst racing game of all time.
S.C.A.R.S.	39	82%	A fine, albeit rough-looking Gridiron game.
Sensible Soccer	44	52%	A pointless, almost sacrilegious release.
Sentient	19	84%	Absorbing and intelligent adventure. Bizarre.
Sentinel Returns	39	61%	Rough-looking and very repetitive strategy game.
Shadow Madness	58	62%	Fun but unrewarding adventuring.
Shadow Man	53	27%	A stinking, crusty turd of a game...
Shadow Master	29	79%	Nice try, but lacks variety...
Shadow Tower	61	55%	Exceedingly dull, out of date RPG!
Sheep	70	79%	The wool has been pulled.
Shellshock	06	85%	Passable tank game, now looks basic.
ShockWave Assault	03	87%	Limited surface-based shoot-'em-up. Dull.
Side By Side Special*	30	63%	Uninspiring, run-of-the-mill racer.
Side By Side Special 2*	57	33%	Breaking down in a desert is more fun than this!
Silent Bomber	62	87%	An all-round explosive package!
Silent Hill	51	84%	Scary as hell, but rough around the edges.
Sim City 2000	12	75%	A fantastic game. Not suited to the PSX.
Skeleton Warriors*	10	56%	Grotesque import beat-'em-up.
Skull Monkeys	31	83%	Pleasurable plasticine playability.
Sled Storm	54	89%	Snowboarding with engines... superb stuff.
Smackdown! 2: Know Your Role	71	92%	Same game but with nicer pants.
Small Soldiers	42	78%	Not small on action. Bad film, good game!
Smash Court Tennis	16	86%	Supremely playable, addictive cartoon tennis.
Smash Court Tennis 2*	44	82%	Entertaining, but not too dissimilar from the last!
Snow Racer	35	50%	Nice-looking, yet disappointing alpine racer.
Sno Cross	67	66%	A novel but flawed racer snowmobile racer.
Soccer '97	20	82%	UK teams version of Olympic – very playable!
Soul Blade*	17	96%	The best weapons-based beat-'em-up on PSX!
Soul Reaver: Legacy Of Kain	50	92%	Better and darker than Tomb Raider...
South Park	56	24%	Exceedingly lame and repetitive.
Soviet Strike	14	83%	Decent helicopter shoot-'em-up, rough looking.
Space Debris	57	62%	Frenetic, but tiresome 3D shooter...
Space Invaders	56	48%	Addictive for a couple of hours, after that forget it!
Space Hulk	10	84%	Claustrophobic and intense 3DO strategy game.
Space Jam	21	39%	Pants cartoon basketball game, based on the film.
Spawn: The Eternal	34	49%	Dull and imaginative adventure from hell!
Special Ops: Stealth Patrol	64	85%	War fans'll love it. Rainbow Six is beaten. (Not hard.)
Speedball 2100	68	69%	A hugely disappointing update of a classic.
Speed Freaks	52	90%	The greatest karting game ever...
Speedster	20	80%	Overhead racer with okay handling, but slow.
Spice World (with Geri)	37	25%	Total waste of Spice... cheap though!
Spider*	20	75%	'On rails' arachnid platformer. Can get boring.
Spider-Man	69	82%	A fine, yet flawed super-heroic experience.
Spin Jam	64	44%	If you understand it feel free to tell us.
Sports Car GT	48	71%	No thrills racer lacking any kind of sheen.
Sports Superbike	67	45%	Biking on a budget...
Spot Goes to Hollywood*	20	72%	Uninspiring cartoon platform game. Yawn.
Spyro The Dragon	41	88%	A polished platformer, but devoid of challenge.
Spyro The Dragon 2	55	90%	Builds on the original to become a classic!
Spyro: Year of the Dragon	69	80%	Same parcel, different bow.
Stahlfeder*	06	65%	Old-style vertical shoot-'em-up – too easy.
Star Gladiator	16	88%	Competent beat-'em-up from Capcom.
Star Ixiom*	56	64%	A good enough shooter, but the gameplay is dated.
Star Ocean	61	75%	Too text heavy and not enough action...
Starblade Alpha	02	68%	Lots of blasting action, no control at all...
Starfighter 3000	08	85%	A decent stab at a sci-fi shooter/strategy.
Star Trek Invasion	69	67%	Engaging initially, but in the end... no!

GAMETITLE	issue	SCORE	WESAY...
Star Wars: Episode One	54	70%	Disappointing and crude-looking action adventure.
Star Wars: Masters of Teras Kasi*	30	74%	A great licence, but somewhat wasted.
Starwinder	13	77%	Linear space-based racer. Lacks excitement.
Steel Harbinger	13	80%	Controlling a violent nympho isn't much fun.
Steel Reign	30	58%	One to rent, not to buy!
Streak	42	59%	Pretty bad hoverboarding game...
Street Fighter Alpha	07	88%	Classic 2D beat-'em-up, now been replaced.
Street Fighter Collection	29	67%	Some stones are best left unturned!
Street Fighter EX Plus	25	91%	It's absolutely EX-cellent!
Street Fighter EX2 Plus	62	82%	Seems a bit dated now, but still pretty solid!
Street Fighter: The Movie	01	35%	Utter crap.
Street Fighter Zero 2*	12	89%	Simple, colourful graphics – total gameplay!
Street Fighter Zero 3*	45	93%	The best Street Fighter game ever released!
Street Racer	14	84%	Childish Mario Kart wannabe, good multi-player.
Street Skater	48	78%	Good for a laugh, but not challenging enough.
Street Skater 2	62	74%	Mild fun, but it's still no Tony Hawk!
Street Scooters	67	30%	Four wheels good, two wheels bad...
Strider 2*	62	50%	Very old school gaming, but still a riot!
Strikepoint*	14	54%	Shoddy and unconvincing helicopter sim.
Striker '96	01	73%	Extremely playable, but now extremely dated.
Suikoden	16	80%	Endearing and lasting Manga RPG.
Superbike 2000	60	37%	More like push-bike than super-bike!
Supercross 2000	58	38%	If you like the sport, you'll hate this!
Supercross	74	76%	Arcade thrill-seekers should steer clear.
Super Puzzle Fighter 2*	18	90%	Fan-bloody-tastic Japanese puzzler!
Supersonic Racers	11	84%	Chaotic Wacky Races-style multi-player romp.
Suzuki Bakuhatsu	67	92%	Bomb defusing suddenly got sexy!
Swagman	21	82%	Proficient cutesy overhead cartoon adventure.
Sydney 2000	66	62%	A poorly designed button-blaster.
Syndicate Wars	22	85%	We love the smell of napalm in the morning!
Syphon Filter	48	93%	A vast, sprawling adventure that rocks!
Syphon Filter 2	60	93%	A sequel to surpass all sequels!
T'ai Fu	47	72%	A bored, lazy moggy of a game.
Tail Concerto*	59	74%	Harmless and enjoyable adventure.
Tail Of The Sun*	22	84%	Innovative caveman adventure. Badly presented.
Tales Of Destiny*	42	77%	Endearing Japanese role-playing hokum.
Tarzan	55	50%	Uninspired platform-by-numbers. Dull.
Tank Racer	47	79%	Crushingly good, action-packed fun...
Team Buddies	67	38%	Obscene. Unfunny. Avoid.
Terracon	66	80%	Enjoyable yet repetitive blasting action.
Tekken	01	84%	Was the ultimate 3D beat-'em-up, still decent.
Tekken 2*	07	95%	Brilliant 3D beat-'em-up – an essential purchase!
Tekken 3*	34	97%	Undoubtedly the greatest beat-'em-up around.
Teletubbies	59	60%	Toddler-pleasing tubby fun!
Tenchu	40	77%	Dark and deadly assassination action.
Tenchu 2	66	91%	Superlative snooping. Spectacular!
Tennis Arena	28	84%	Slick, addictive and playable...
Ten Pin Ally	18	60%	Dismal and utterly pointless bowling sim.
Test Drive Off-Road	24	35%	A turkey! Tarnishes the Test Drive name.
Test Drive 4	28	86%	Enough to blow your gasket!
Test Drive 5	42	75%	Pipped at the post by the opposition.
Tetris Plus	30	81%	Addictive, but antiquated puzzler.
Theme Hospital	32	88%	More fun than a hospital could ever be!
Theme Park	01	86%	Build your own Alton Towers – very in-depth.
Theme Park World	61	84%	A complex, yet thoroughly rewarding sim!
The Table Tennis*	68	15%	Only table this sick release should be on is the operating one.
The World Is Not Enough	70	83%	Goldeneye remains unbeaten.
This Is Football	56	79%	Too slow and limited to be a contender.
This is Football 2	71	84%	Fast, furious and strangely fun.
Thousand Arms*	56	84%	A deeply engrossing RPG.
Thrasher: Skate & Destroy	58	80%	Not as good as Tony Hawk, but a decent alternative.
Threads of Fate*	69	82%	A fusion of slashing, RPG and even platforming elements...
Three Lions	35	80%	Pretty, but sluggish to play. Not worth the hype!

GAMETITLE	issue	SCORE	WESAY...
Tiger Woods '99	44	50%	Nice licence, shame about the golf game!
Tiger Woods PGA 2000	60	62%	Not a great golfing game, but passable. Just.
Time Commando	11	78%	Restrictive, but graphically impressive adventure.
Time Crisis*	24	90%	Stupendous light-gun shooting action. Top.
Tiny Tank	59	85%	Comedic death at its very best!
Toma Runner vs L'Arc-en-Ciel*	68	50%	Winning is incredibly easy and boredom soon sets in.
Tobal No. 1*	12	94%	Cracking high-res beat-'em-up with quest mode.
Tobal 2*	22	92%	Highly advanced sequel. More of everything!
TOCA World Touring Cars	66	93%	GT who?
Tokyo Highway Battle	20	73%	Great concept, let down by low overall speed.
Tombi*	31	56%	Unrewarding, dated platformer/RPG.
Tombi 2	64	85%	An excellent piece of platforming action
Tomb Raider	14	94%	Superb Indiana Jones-style 3D adventure.
Tomb Raider II	28	95%	A fine sequel that easily surpasses the first.
Tomb Raider III	43	93%	A decent and enjoyable second sequel.
Tomb Raider: TLR	56	90%	The best of the lot, albeit slightly unoriginal!
Tomb Raider Chronicles	71	94%	Best Tomb Raider since the first!
Tommi Mäkinen Rally	37	39%	The turkey of rallying games!
Tomorrow Never Dies	57	52%	On par with the new film as being a Bond killer!
Tony Hawk's Skateboarding	54	88%	Unbeatable, authentic skating bliss...
Tony Hawk's Skateboarding 2	65	92%	Finest skater, bar none.
Top Gun: Fire at Will	09	76%	Lack-lustre combat flight sim based on the film.
Torneko: The Last Hope*	72	63%	There's nothing here which couldn't be done on the Game Boy.
Toshinden	01	76%	First Tekken rival, graphically fantastic. Dated.
Toshinden 2*	05	74%	Far worse than the original. Avoid like plague.
Toshinden 3	25	78%	An average beat-'em-up. Nothing more.
Toshinden 4	66	23%	Four beat-'em-ups and a funeral.
Total Drivin'	26	84%	Thrilling racing with excellent variation.
Total Eclipse Turbo	02	69%	Poor third-person shoot-'em-up.
Total NBA '96	05	81%	The best basketball game on PSX, until...
Total NBA '97	20	87%	The most advanced basketball game ever, until...
Total NBA '98	36	93%	So good it walks on water, the best bar none!
TOCA: Touring Car	27	92%	Really fast, really fun, really racing!
TOCA: Touring Car 2	42	94%	Non-stop clutch burning bliss!
Toy Story 2	59	73%	Looks good, but is boring and frustrating...
Transformers Beast Wars*	67	10%	Not how we'd all like to remember the Transformers.
Transport Tycoon	24	78%	Absorbing strategy about transport networks.
Trap Runner	48	70%	Alright for a while, but you'll soon get bored.
Trash It	24	55%	Average hammer-based puzzle game.
Treasures of the Deep*	27	83%	Atmospheric underwater adventure.
Trick 'n' Snowboarder	58	85%	Capcom's own stab at snowboarding...
Triple Play 2000	49	91%	The best baseball game ever released!
Tron Bonne	64	70%	An odd gaming combo that's worth a peek.
True Pinball	05	65%	Highly overrated pinball tosh. No save game!
Tunguska: Legend of Faith	69	13%	Tunguska makes us reflect on the futility of life...
Tunnel B1	10	87%	Glitzy graphical showpiece. Short lived.
Twinbee Deluxe Pack*	02	65%	Vivid Japanese cartoon shoot-'em-up. Naff.
Twisted Metal	02	78%	Visually scrappy, but paved the path for...
Twisted Metal 2 (World Tour)*	16	88%	Remarkably compelling two-player blast-a-thon!
Twisted Metal 3	43	69%	Not nearly twisted enough!
UEFA Champions League '99	47	80%	Too similar to WLS '99.
UEFA Champions League 2000	61	86%	A vast improvement over the original...
UEFA Striker	55	92%	Simple, arcade-style football , very enjoyable.
Ultimate Fighting Championship	72	22%	Unplayable and technically bereft.
Um Jammer Lammy*	49	88%	Addictive and amusing guitar action!
Unholy War (The)	41	70%	Flawed, but offers pretty exciting two-player combat.
Urban Chaos	62	40%	Chaotic from start to finish!
V2000	40	82%	Uncompromising, thinking man's shoot-'em-up.
Vagrant Story*	61	92%	Wait for the PAL version and this'll be awesome!
V-Ball Beach Volley Heroes	35	30%	A game that won't let you play it!
Vampire Hunter D	63	53%	Sucks in every sense of the word
Vandal-Hearts*	22	81%	Very Japanese fantasy strategy RPG.
Vandal Hearts II	61	84%	Engrossing and very playable adventure game.

INTERNET ZONE Getting Wired



Best *Totally bizarre* Site

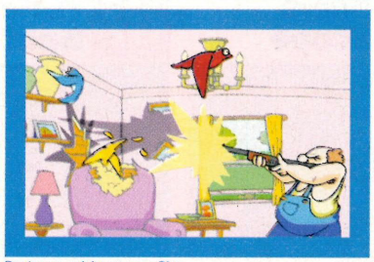
The World Best Bubble Wrap Site

Yes bizarre dammit! By virtue of the fact that a mouse-click is no substitute for the therapeutic squish of real air-filled plastic, all virtual bubble-wrap 'poppers' (ha!) are hereby banished to the realms of the weird. TWBBH really IS the best bubblewrap homepage however, as alongside the expected java-wrap, the site contains information on popping etiquette, wrap diagnostics and even pressing technique. We've all given bubble-wrap a quick squeeze at one point, thus delaying the point of our inevitable insanity by precious seconds... the world's greatest invention deserves no less a site.

rating ★★★★

Poptastical!

bookmark http://fathom.org/opalcat/bubblewrap.html



Best *non-videogame* Site

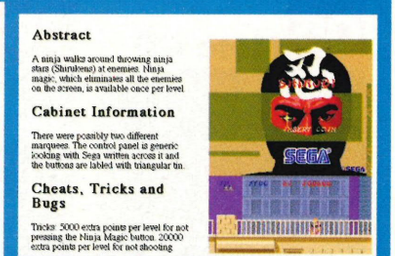
Boneland

We like our humorous animations over here at PLAY, but unfortunately sooo many sites tend to disappoint in this respect. How many times can you look at a crummy, jagged cut-out of some pointless American politician singing rude words, or listen to terrible impersonations of famous pop stars in compromising situations? A genuinely funny selection from a consistently good source seems like a real treat. Boneland is such a site – in line with its medium, the gags on offer might not be your granny's cup of tea, but helping Jeb butcher 'invading' birds and viewing an abject lesson as to the dangers of licking, ahem, frozen poles, certainly brightened up our day. Great stuff.

rating ★★★★

Paranoidic!

bookmark www.boneland.com



Best *Videogame* Site

Killer List Of Videogames

A vast resource for those inclined towards the purest form of gaming – the Killer List Of Videogames does exactly what it says on the URL, cataloguing countless machines, from the artwork which adorn them to the very chips inside. Where KLOV goes one step further than expected is in the detail however – any tricks or cheats which players have worked out for the given cabinet are included alongside remedies for known issues and interesting trivia. As a community effort, KLOV is a great achievement and the lack of ROM images has kept the site's focus where it belongs. Not that we were looking for ROMs there, you understand.

rating ★★★★★

Joystick-jugglistico!

bookmark www.klov.com

LATEST GAME GADGETS

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...

DVD+CD Remote Controller

Is it a remote control? Is it a *memory card*? Is it a bird? No trusty reader, it's a remote control in the shape of a *Memory card*. But does it work as a *memory card*? It certainly fits the PS2 memory card port, and it's got metal contact strips and everything. Should act as a *memory card* then, and a remote! Unfortunately, when we tried it out on the PS2 we were told in no uncertain terms, "NO DATA." So it's just a nifty little DVD + CD remote that allows you to watch DVDs remotely, without having to unplug your Dual Shock2. Not bad either.

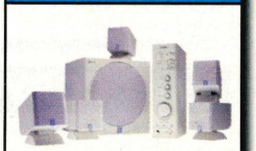
rating ★★★



TSS-1 Home Theatre System

If you're using your PS2 to watch DVDs, you need to own one of these rigs. For an incredibly cheap £169.99, you get a sound system that's compatible with Dolby Digital, Dolby Surround and DTS. It comes with both optical and coaxial inputs and, to put it mildly, it works very well indeed. We tested the unit with a range of films from The Matrix to Willy Wonka and it passed every test with flying colours. The Umpalumpas were crystal clear while the satisfying clink of expelled shells never failed to impress. If only Yamaha had let us keep one, we'd be talking five stars. Oh well.

rating ★★★★



DVD Remote Controller

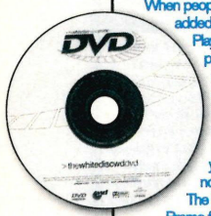
Is it a remote control? Is it a *memory card*? Is it a bird? Sadly, this is defiantly a remote controller, in the loosest sense of the word. Yes, you can play DVDs on your PS2 without having to shift off your fat arse, but at what cost? This 'device' initially feels quite sturdy, then after a fraction of a second you get the distinct impression you're holding something you shouldn't. It comes with the now standard Joypad through port, and its own batteries! Too bad it also comes with the strange sensation that it has just been pulled out of a dead child's throat. Nasty.

rating ★



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 015 is the latest in the series, which includes the Vengaboys teary goodbye song Forever As One (cleavage on TV may never recover.) Here's the full list:

Alice Deejay – Celebrate Our Love; Backstreet Boys – The Call; David Morales – Needin You II; Atomic Kitten – Whole Again; Vengaboys – Forever As One; Baha Men – You All Dat; Fun Lovin' Criminals – Loco; Mya – Case Of The Ex; Nelly – El; The Thrillseekers – Synaethesia; Hatiras/Slarta John – Spaced Invader; Photek/Robert Owens – Mine To Give; The Cleptomaniacs/Brian Chambers – All I Do; Slam – Positive Education; Dario G – Dream To Me; Shimoli – Damned; Samantha Mumba – Always Come Back To Your Love; City High – What Would You Do; D12 – Shit On You; Shah – Do U Wanna Get; St Germain – Rose Rouge; Changing Faces – That Other Woman; Lina – Playa No More; Ash – Shining Light; Debelah Morgan – Dance With Me

Available for £19.99 per disc, the DVD can be obtained from Whitedisc (0161 429 0012, whitedisc@mondiale.co.uk)

HARD COPY

Crucial books with tenuous links to the interests and lifestyles of console gamers.

Game Design: Secrets of the Sages (2nd Edition)

Brady Games ■ £22.50



Opinions and advice from the people who have generally made videogaming better rather than worse...

ISBN 1 56 6869870

Covering every aspect of game design and production imaginable, Secrets of the Sages (as the name suggests) catalogues the wisdom of a multitude of industry figures – which is both the book's strength and weakness. The author has actively chased comment and the obligation to contributors which this has generated shines through in the text's uncritical style. Whilst those with prior knowledge will know the extent to which Sacrifice has restored Dave Perry's post-Messiah credibility, for example, newcomers will have to take his and others' advice on-faith. Read by the wary, SOTS nevertheless provides a wealth of invaluable insights.

GAMETITLE	issue	SCORE	WESAY...
Vanguard Bandits*	70	55%	A series of battles linked via a fairly tedious storyline.
Vanishing Point	73	78%	Average racer, killer stunt mode.
Vib Ribbon	65	91%	Truly unique dancing platformer.
Victory Boxing	13	79%	Fast and smooth rendition of the 'sport'
Victory Boxing 2	40	84%	Frantic flying fist action in a corking sequel.
Victory Boxing Challenger	62	80%	Crap to look at, but still enjoyable to play.
Vigilante 8	36	94%	Big guns, huge explosions, gigantic appeal!
Vigilante 8: Second Offense	59	83%	More of the same with little improvement.
Virtual Golf	09	61%	Drab golf sim, Actua Golf 2 is much better.
Virtual Pool	17	68%	Great PC game, awkward and slow on PSX.
VMX Racing	35	45%	Dodgy-looking and, frankly, unplayable racer.
V-Rally	23	87%	Fast and accurate rally sim with great split-screen.
V-Rally 2	51	93%	World class action, an absolute must!
Viva Football	45	79%	Some good ideas included, but the controls are odd.
Viper	38	46%	Dark and linear helicopter shoot-'em-up.
Vs	36	72%	Slick, but simplistic street fighting.
V-Tennis	21	75%	Bland tennis game. Get Sampras or Smash Court.
Wacky Races	67	44%	Tacky Races more like. Sheesh.
Warcraft 2: The Dark Saga	24	86%	Utterly compelling medieval strategy fest!
Wargames	37	60%	Limited tactical warfare sim.
Warhammer: SOTHR	14	82%	Unbelievably complex, but rewarding war game.
Warhawk	03	68%	Distinctly average helicopter shoot-'em-up.
War Of The Worlds	56	58%	A repetitive turkey shoot with a hint of strategy...
Warriors Of Might & Magic	73	55%	Warriors of the wasteland...
Warzone 2100	48	87%	Very challenging and very sharp strategy game.
WCW Backstage Assault	71	48%	Sucks like a Dyson. Avoid.
WCW Nitro	35	80%	One of the best wrestling games on the PlayStation.
WCW Vs The World	24	79%	Nothing new or exciting here!
WCW/NWO Thunder	44	85%	The best so far, but still room for improvement.
WDL Thundertanks	72	40%	...looks bad, sounds bad and plays worse. Please stop.
Wild 9	39	72%	A decent platformer, but we've seen it all before.
Wild Arms*	24	85%	Hugely enjoyable RPG with serious challenge.
Wild Arms 2	65	75%	Nice, but it'll never be Final Fantasy.
Wild Rapids	67	30%	Sombre kayaking.
Williams' Arcade's Greatest	08	84%	Decent retro pack. Best: Robotron, Defender.

GAMETITLE	issue	SCORE	WESAY...
Wing Commander III	06	82%	Expensive space opera, involving plot.
Wing Commander IV	22	67%	Even more costly, but minus originality.
Wing Over	27	50%	Dated airborne shoot-'em-up.
Wipeout	01	89%	A state-of-the-art pop culture racer. Now weary.
Wipeout 2097	13	93%	Far better than Wipeout – a stunning game.
Wip3out	54	94%	Phenomenal futuristic anti-gravity fun...
Wip3out Special Edition	64	89%	Enjoyable but smells like 'cash in' to us.
World C'Ship Snooker	62	78%	A good crack, if you like that sort of thing...
World Cup '98	36	86%	Captures the hype of the event... but it's all over now!
World Cup Golf	05	71%	Wholly rendered golf sim. Better than average.
World League Soccer	35	88%	Very playable, but lacking in long term challenge.
Worms	01	92%	Crap looking, but oh-so playable in multiplayer.
Worms: Armageddon	57	92%	A brilliant sequel that'll blow you away!
Wreckin' Crew	36	83%	Addictive tongue-in-cheek racing game.
Wrestlemania	01	74%	Wrestling – not a real sport. Game sucks.
Wu-Tang: Taste The Pain	56	86%	Gang-bangin four-player brilliance!
WWF Attitude	52	84%	An entertaining and engrossing wrestle-fest.
WWF Smackdown	61	92%	The best wrestling game available!
WWF Warzone	39	85%	Again nothing new, but it's decent enough...
X2	15	77%	Amazing looking shoot-'em-up, but too hard!
X-Com: Enemy Unknown	06	82%	Compelling turn-based strategy adventure.
X-Com: Terror from the Deep	15	88%	Deeply involving underwater strategy game.
X-Files (The)	53	78%	A dated flick-screen concept, but compelling...
X Games Pro Boarders	45	35%	Poor quality snowboarding game.
Xena: Warrior Princess	57	78%	A strangely compelling old-skool beat-'em-up.
Xenocracy	37	70%	Not an epic, but fun and engrossing.
X-Men Vs Street Fighter*	34	82%	Flashy and vibrant, but the Saturn wins this time!
X-Men Mutant Academy	66	70%	Utterly formulaic fighting sim.
Xevious 3D/G*	23	72%	Collection of every Xevious game. Not bad.
Yeh Yeh Tennis	65	35%	Come back Pong, all is forgiven!
YoYo's Puzzle Park	49	87%	A worthy platformer from the golden age of 2D!
Yusha	30	60%	Nice-looking, but dated in gameplay.
Z	29	85%	Hard as hell, but intensely rewarding.
Zeitgeist*	01	51%	Incredibly slow shoot-'em-up. Worthless.

PS2 PLAYSTATION2 OUR TOP 10!

Not only have we finally got round to strapping all those PlayStation2 games into our comprehensive Playlist, we've put together an honest-to-god PS2 top ten. If you've picked up a PS2, these are the games you need.

01 Sky Odyssey



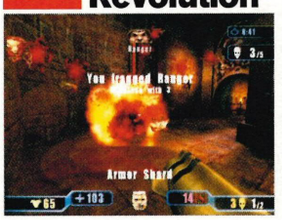
Take to the skies and prove your airborne skills. Superb.

02 Star Wars: Starfighter



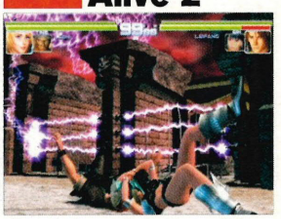
Star Wars, in your house, in your hands, in your eyes and ears.

03 Quake III: Revolution



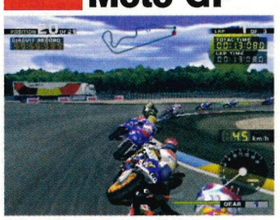
Blinding multiplayer hyper violence. Big guns, meaty chunks.

04 Dead Or Alive 2



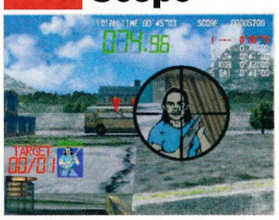
Female kung-fu in impossibly detailed high resolution.

05 Moto GP



A professional racing game and a great Dual Shock 2 workout.

06 Silent Scope



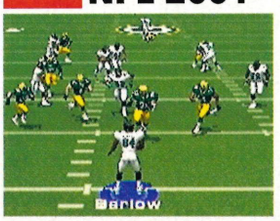
Squeaky clean conversion of a splendid sniping arcade game.

07 Time-Splitters



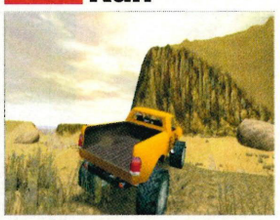
Lightning quick first-person-shooter. Includes ducks.

08 Madden NFL 2001



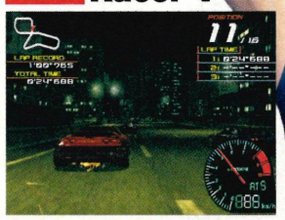
We may not understand the sport but we love the game.

09 Smuggler's Run



Vast expanses of go-anywhere terrain and destructible 4x4s.

10 Ridge Racer V



Arcade quality racer with exceptional control and feel.



PLAYSTATION2

GAMETITLE	issue	SCORE	WESAY...
7 Blades	73	46%	Short, shallow with spoiled visuals.
4X4 Evolution	74	72%	Average and annoying 4X4 racer.
Armoured Core 2	73	70%	Fights Changing Rooms and loses.
Aqua Aqua	70	87%	A hugely addictive PS2 puzzler.
Baseball Championship Stars*	71	10%	Inaccessible Japanese fare.
The Bouncer*	73	76%	A gorgeous but average beat-'em-up.
Donald Duck	73	56%	A below average platformer.
Driving Emotion Type-S*	63	58%	Upsettingly dull racer with hideous handling.
Dead Or Alive 2	70	91%	Great gals, great game!
Dynasty Warriors 2	72	62%	Sleep-inducing hack n' slash action.
EX Billiards*	71	75%	Enjoyable pool fun with a twist.
ESPN Int. Track And Field	70	83%	Competent button basher.
ESPN Winter X-Games	72	65%	Staid, therefore ultimately tiring.
F1 Championship Season 2000	71	73%	Quick fix F1 thrills.
F1 Racing Championship	72	71%	Falls short of being a pulse mover.
Fantavision	70	90%	A totally original experience.
Goemon*	73	50%	Wail for the english translation.
Gradius III & IV	71	75%	Hardly classic enough to justify re-visitting.
Gungriffon Blaze	72	83%	A short but exhilarating blast.
International Superstar Soccer	70	75%	More FIFA than ISS.
Knockout Kings 2001	74	63%	A bit poor for PS2 – solo play only.
Midnight Club Street Racer	70	77%	'Best when dipped into' racer.
Madden NFL 2001	70	91%	The definitive American footy title.
Moto GP	73	78%	Addictive though imperfect biker.
NBA Live 2001	73	80%	Spot on sim, if that's your bag.
NBA Hoopz	74	68%	Outdone by the PSone version!
NHL 2001	70	82%	Imperfect but hugely addictive!
Oni	74	72%	Enjoyable but flawed adventure.
Orphen: Scion Of Sorcery	72	61%	This could have been fun.
Poolmaster	70	87%	Competent yet fun pool sim.
Rayman Revolution	72	70%	Fun luvin' platform adventure.
RC Revenge Pro	71	78%	Novel but moody racer.
Ridge Racer V	69	89%	A highly polished if unoriginal racer.
Ready To Rumble Round 2	71	83%	Massively enjoyable, if simplistic.
Shadow Of Memories	74	89%	Intelligent and original adventure.
Silent Scope	70	81%	Highly tense, innovative shooter.
Silpheed: The Lost Planet*	71	57%	Mindless blaster with limited appeal.
Summoner	73	74%	Decent but slightly disappointing.
Surfing H30	72	46%	You'll be surf-board in no time.
Swing Away Golf	71	70%	Strangely charmless, yet adequate.
Super Bust A Move	71	80%	As great as it ever was...
Stepping Selection*	64	70%	Reasonably fun, but limited, dancing game.
Sky Surfer*	64	35%	An exceptionally poor boarding game.

GAMETITLE	issue	SCORE	WESAY...
Street Fighter EX3	63	33%	Time to call it quits for this old dog!
Smugglers Run	69	86%	Smuggle it into your cove as soon as possible.
SSX	70	93%	A must-buy launch title.
Top Gear Dare Devil	71	60%	Sedate but sure, verging on dull.
TimeSplitters	70	90%	Get that PS2 multi-tap now.
Theme Park World	71	85%	Weathered classic with knobs on.
Tekken Tag Tournament	70	85%	Enjoyable addition to the family.
Tiger Woods PGA Tour 2001	74	84%	Slick and progressive golfing fun.
Unreal Tournament	73	86%	Great, but struggling against PS2
X-Squad	71	59%	Shooter with squandered potential.
Wild Wild Racing	69	64%	Competent but ultimately wearing racer.

the greatest guide to PlayStation games in the world

UPDATED EVERY MONTH

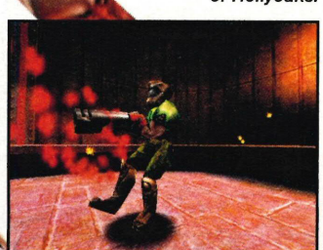
Playlist

DVD ■ GENRE BESTS ■ GAME HERO
HEAD-TO-HEAD ■ MOVIES ■ HARDWARE
A-Z of reviews

HEAD-TO-HEAD QUAKE III VS UNREAL TOURNAMENT

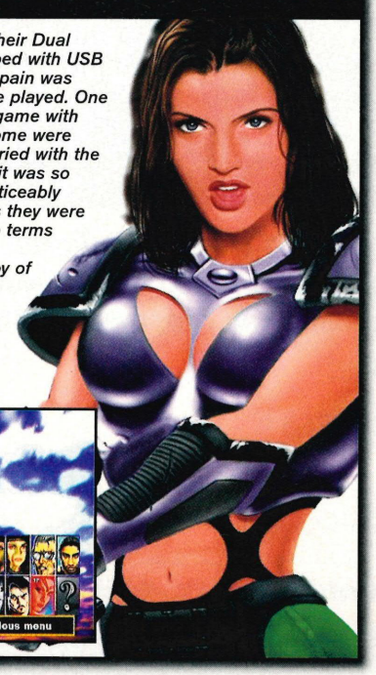


Coming from psychopathic stock and wielding a nail gun, the great, great grandson of the first-person shooter is here. With a blistering frame-rate and minimal slowdown, it was sure to bring must pain at an incredible speed. Weapons were cycled through; bodies exploded in a mist of red and four players were simultaneously in awe. They played 'till dawn and death was a constant companion. No one complained about the lack of USB support. They were too busy sniping at each other with rail guns. The small one who mentioned playing Unreal Tournament had to leave early so they wouldn't miss a very important episode of Hollyoaks.



Three players picked up their Dual shock, the four sat equipped with USB mouse and keyboard. No pain was caused, no game could be played. One player demonstrated the game with the PC peripherals and some were impressed. Then they all tried with the pads and one asked why it was so slow, not too slow, just noticeably slow. No one answered as they were too busy trying to come to terms with the fiddly controls. Someone picked up a copy of TimeSplitters, the rest moaned about a lack of blood. If only one had brought with them a copy of Quake III they'd all be alive today.





ON THE CARDS

TOP 5 SAVESLOTS

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



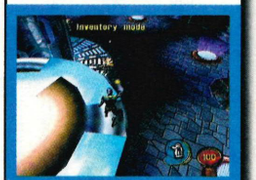
01 LEGO ISLAND

Delivering pizza and building plastic houses has never been so convincing. We're hooked.



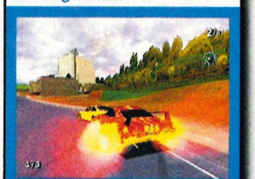
02 MDK 2

What happens when you have so much style there isn't any room for substance?



03 RUMBLE RACING

EA performs its random good game trick once again. Ah... Cunning stunts.



04 SKY ODYSSEY

Never before has one game managed to surround the whole team in a warm glow.

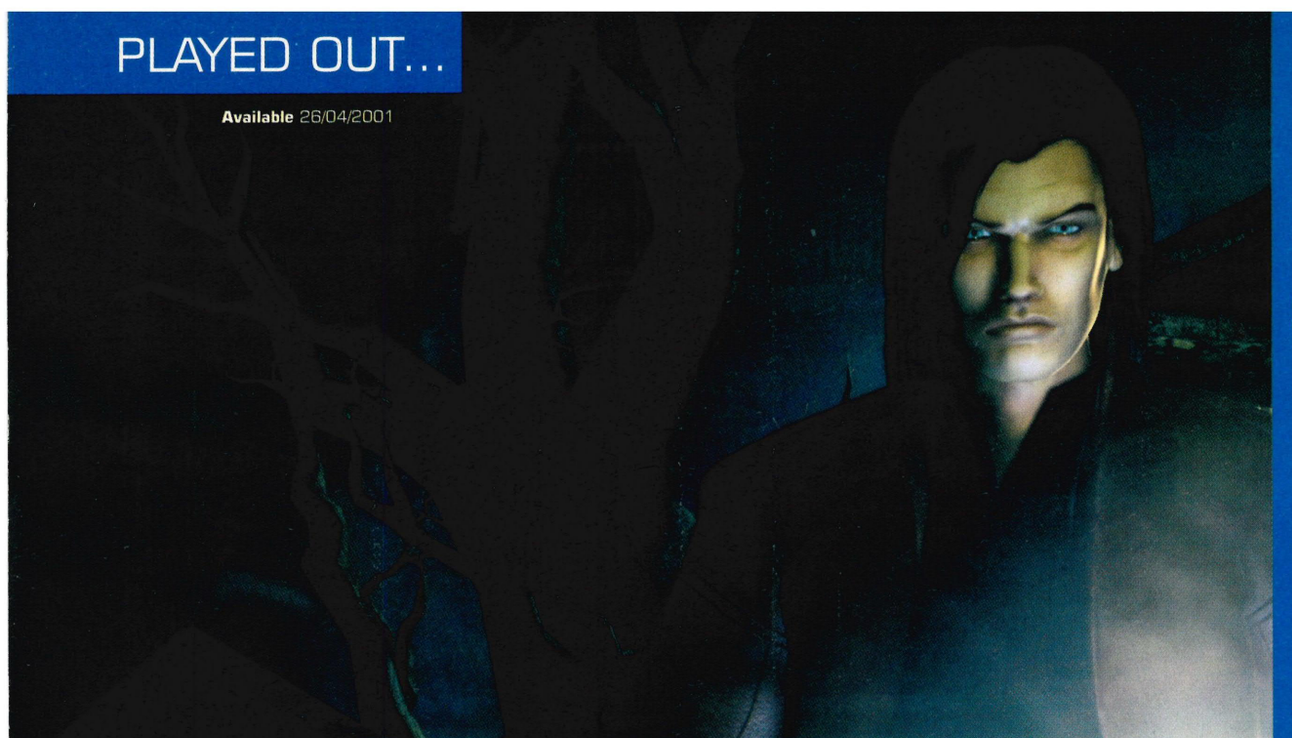


05 STARFIGHTER

"Great shot kid, that was one in a million!" Stay tuned for move over-used SW quotes!



Available 26/04/2001



ALONE IN THE DARK
THE NEW NIGHTMARE

More Gothic than Marilyn Manson's contact lens, yet far easier on the eye. We peel back Infogrames' latest shocker and prepare to get our hands wet.

Red Faction

We get our ass to Mars, get our ass to Mars for THQ's latest shooter.

Toy Story Racer

Woody, Buzz, Ham and friends feel the need for speed in our full review.

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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PARAGON PUBLISHING LTD, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH DORSET BH1 2JS
TEL: +44 (0) 1202 299900
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MAGAZINE TEAM
EDITOR **GRAEME NICHOLSON**
silencio@paragon.co.uk
01202 200260
MANAGING EDITOR **NICK ROBERTS**
TotalGames.net EDITOR **RICHARD MELVILLE**
richm@paragon.co.uk
01202 209336

NEWS EDITOR **SIMON 'BANGO' CANN**
GAMES EDITOR **WILL JOHNSTON**
GROUP ART EDITOR **PAUL RIDLEY**
ART EDITOR **STEVEN GOTOBED**
ASSISTANT DESIGNER **ROB SULLIVAN**
SNR SUB EDITOR **KAREN HOLLOCKS**
SUB EDITOR **ANGELA YOUNG**
SNR WRITER **MARK CRAWLEY**

CONTRIBUTORS
IAN DEAN, MIKE RICHARDSON

ADVERTISING
ADVERTISING MANAGER **FELICITY MEAD**
01202 200224
felicity@paragon.co.uk
AD SALES EXECUTIVE **SARAH BOLLINGBROKE**
01202 200223
sarahb@paragon.co.uk
COPY CONTROLLERS **JO DIEPPE, LORRAINE TROUGHTON**

PRODUCTION & DISTRIBUTION
PRODUCTION MANAGER **DAVE OSBOURNE**
BUREAU MANAGER **CHRIS REES**
SCANNING/PREPRESS **LIAM O'HARA**
CIRCULATION MANAGER **TIM HARRIS**
Tel: +44 (0) 1202 200200
Fax: +44 (0) 1202 200217

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PLAY magazine is available for licensing overseas. For details, please contact:
INTERNATIONAL MANAGER **CATHY BLACKMAN**
Tel: +44 (0) 1202 200205
Fax: + 44 (0) 1202 200235
Email: cathb@paragon.co.uk

DIRECTORS
EDITORIAL DIRECTOR **DAMIAN BUTT**
PRODUCTION DIRECTOR **JANE HAWKINS**
CIRCULATION & MARKETING DIRECTOR **KEVIN PETLEY**
ADVERTISING DIRECTOR **PETER CLEALL**
ART DIRECTOR **MARK KENDRICK**
FINANCE DIRECTOR **STEVEN BOYD**
MANAGING DIRECTOR **MARK SIMPSON**

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The Cheatmistress Presents

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Army Men: Sarge's Hers.
Abe's Oddysee
Army Men: Sarge's Hs. 2
Alundra
Anna Kournikova Tennis
Action Bass
Abe's Exoddus
Army Men: Air Attack
A Bug's Life
Ace Combat 3
Atlantis
Alone in the Dark 2
Azure Dreams
Apocalypse
Assault Retribution
Akuji the Heartless
Ace Combat 2
Asterix
Auto Destruct
Actua Soccer
Asteroids
Actua Ice Hockey
Ape Escape
Actua Soccer 2
Actua Golf
All Star Tennis
Armored Core
Area 51

B - 02
Broken Sword 1 & 22
Blade
Tenchu 2
Bass Landing
Bugs Bunny Lost in Time
Beast Wars Transformers
Bug's Life (A)
Batman and Robin
Breath of Fire 3
Bio Freaks
Blazing Dragons
Bomberman Fant. Racer
Brian Lara Cricket
Bust a Groove
Bust A Move 1-4
Blaze and Blade
Battle Tanx Global Ass.
Battle Stations
Batman Forever
Bubsy 3D
Bloody Roar 1 & 2
Blood Omen: L. of Kain
Battle Arena Tosh 1-3
Ball Blazer Champions
Bubble Bobble
Bomberman World

C - 03
Chase the Express
C & C: Red Alert
Crash Bash
Crash Team Racing
Civilisation 2
Crash Bandicoot 3
Colin McRae Rally 2
Croc
Crash Bandicoot 2
Chicken Run
Constructor
Colin McRae Rally
Casper
Crusaders of M&M
Crash Bandicoot
C & C: Retaliation
Crime Killer
Command and Conquer
Castrol H. Superbike
Champ. Motocross
Coolboarders 4
Croc 2
Courier Crisis
Capcom Generations
Clock Tower Ghost Head
Coolboarders 2
Colony Wars Vengeance
Chronicles (T. Raider 5)
Colony Wars
Castlevania
Crisis Beat
Cardinal Syn
Coolboarders 3
Coolboarders
Colony Wars Red Sun
Colonization

D - 04
Driver 2
Discworld Noir
Dino Crisis
Dracula Resurrection
Dino Crisis 2
Digimon World
Driver
D. Mirra Freestyle BMX
Dune
Die Hard Trilogy
Die Hard Trilogy 2
D.Nukem:Land of Babes
Destruction Derby 2
Disney's Dinosaur
D. Nukem:Total Meltd.
007 Racing
D. Nukem: Time to Kill
Doom
Dragonball Z
D
Dukes of Hazzard
Discworld 2
Disney's 102 Dalmations
Disruptor
Dead or Alive
Dark Forces
Death Trap Dungeon
Demolition Racer
D. Duck: Quack Attack
Dead Ballzone
Diablo
Devil Dice
Darklight Conflict
Dance, Dance Revol. 2
Duke Nukem
Dracula X
Darkstalkers 3
Danger Girl
Dync ty Warriors
Demolition (Star Wars)
Destrega
Destruction Derby
Descent
Descent Maximum

E - 05
ECW Anarchy Rulz
Evil Dead: Hail to King
Exhumed
ECW Hardcore Revol.
Everybody's Golf 2
Eagle One Harrier Att.
Euro 2000
Evil Zone
ESPN Extreme Games
Ehrgeiz
Everybody's Golf
Earthworm Jim 2
Excalibur 2555 AD
Evolution (ISS Pro)
Explosive Racing
Eliminator
Exector

F - 06
Final Fantasy 8
Final Fantasy 9
Fear Effect
Final Fantasy 7
FA PL. F'ball Man. 2000
FIFA 2000
FIFA 2001
Formula 1 2000
FA Premier League Stars
FA Manager
Forty Winks
Fighting Force 2
Fifth Element
FIFA'98
Firestorm
FIFA'99
Future Cop: LAPD
Fisherman's Bait
Formula 1'98
Final Doom
Formula 1'97
Formula 1'99
Fade to Black
Felony 11: 79
Fighting Force
Formula 1
Formula Karts

G - 07
Gran Turismo 2
Gran Turismo
Grand Theft Auto 2
Galerians
GTA: London 1969
Grand Theft Auto
Gex 3: Deep Cov. Gecko
Gekido
The Grinch
Gex
G-Police 2
Gunship
Guardian's Crusade
G-Police
Grind Session
Ghost in the Shell
Galaxian 3
Guilty Gear
Goal Storm
Grid Runner
G Darius
Gunship 2000
Global Domination
Gex 3D

H - 08
Hogs of War
Hercules
Heart Of Darkness
Hydro Thunder
Hard Edge
Hugo
Hexen
Hardcore Revolution
Hot Shots Golf
Hail to The King
Herc's Adventure
Hardcore 4X4
Hermie Hopperhead
Hello Kitty Cube de Cute
Hybrid
Hard Boiled

I - 09
In Cold Blood
ISS Pro Evolution
Int. Track & Field 2
Independence Day
Indy 500
Int. Track & Field
Int. Superstar Soccer DX
Incredible Hulk
ISS Pro'98

J - 10
Jurassic Park: Lost World
James Bond: TWINE
Jedi Power Battles
J McGrath S'cross'98
James Bond: 007 Racing
Jimmy White's 2
Jade Cocoon
Jurassic Park: Warpath
Jackie Chan Stuntmaster
James Bond: T. N. Dies
J McGrath S,cross 2000
Jumping Flash 2
Johnny Bazookatone
Jumping Flash
Jonah Lomu Rugby
Jo Jo's Bizarre Adventure
Jet Moto 1 - 3
Jersey Devil
Judge Dredd

K - 11
Koudelka
Knockout Kings 2000
Know Your Role
Kensei Sacred Fist
KKND Krossfire
Kula World
Kurt Warner's Football
Kagero: Deception 2
Knockout Kings'99
K-1 Arena Fighters
Krazy Ivan
Killer Loop
Klonoa
Kurushi Kingsfield
Kileak: The DNA Imp.

L - 12
Legend of Dragoon
LMA Manager
Leg. of Kain: S. Reaver
Legends of Legaia
Le Mans 24 hrs
Loaded
Lost World (J. Park)
Lucky Luke
Lone Soldier
Lemmings 3D
Lunar Silver Star Story
Lightspeed Rescue
Lego Racers
Libero Grande
Lifeforce Tenka
Last Revelation
Lost Vikings 2
Livewire

M - 13
Medal of Honor Underg.
Metal Gear Solid
Medal of Honor
MediEvil 2
Mission Impossible
Men In Black
Moto Racer World Tour
Monster Rancher
MGS: Special Missions
MediEvil
Mickey's Wild Adventure
Mortal Kombat 3
Monkey Hero
Marvel Super Heroes
M. Kombat: Spec. Forces
MTV Snowboarding
Marvel vs Street Fighter
MGS: Integral
Max Power Racing
Monopoly
MTV Sports: Pure Ride
Micro Maniacs
Micro Machines V3
Mortal Kombat 4
Myst
Muppet Racemania
Moto Racer
Monster Trucks
Madden NFL'97
Mr Domino
Mike Tyson's Boxing
M. Kombat: Sub Zero
MDK
Matt Hoffman's Pro BMX
M. Kombat: Spec. Forces
Megaman Legends
Madden 2000
Megaman X4
Moto Racer 2
MLB 2001
Machine Hunter
Motor Toon Grand Prix 2
Mech Warrior 2
Magic Gath Battle Mage
Motor Head
Martian Gothic

N - 14
No Fear Downhill MBK
NFS: Road Challenge
NFS: Porsche Unleashed
NHL 2000
NFS 3: Hot Pursuit
Nuclear Strike
NBA Live 2000
Nightmare Creatures 2
NBA Live'99
Ninja
Nanotek Warrior
NHL'99
Nagano Winter Olymp.
Nascar 2000
Nightmare Creatures
N'Gen Racing
Nemesis (Res. Evil 3)
NHL Face-Off'99
NBA Live'98
Nascar'98
Need For Speed
NHL Rock the Rink
NBA Showtime
Namco Museum Vol.2
Nascar'99
Nascar 50th Anniv. Ed.
Nascar
Need For Speed 2
Newman Haas Racing
Novastorm
Namco Museum Vol.1
NFL Gameday
NHL Face-Off'97
NCAA Football 2001
Namco Museum Vol.4
Namco Museum Vol.3
NBA Jam Extreme
NHL Face-Off'98
N20

O - 15
007 Racing
Overblood 2
ODT
Overboard
One
Overblood
Op. Metldown
Omega Boost
Olympic
Off World Int. Extreme
Ogre Battle

P - 16
Parasite Eve 2
Player Manager 2001
Pac Man World
Premier Manager'98
Prince Naseem Boxing
Player Manager 2000
Premier Manager'99
Psychic Force
Populous Beginning
Power Rangers
P. Lgue F'ball Man 2000
Phantom Menace
Pool Shark
Player Manager
Pandemonium 2
Player Manager'98
Primal Rage
Point Blank 2
Pitfall 3D
Puchi Carat
Parasite Eve
Porsche Challenge
Pandemonium
Premier League Stars
Point Blank
Pong
Pool Hustler
Pocket Fighter
Poy Poy
Pro Pinball
Porsche Unleashed
Power Move Pro Wrest.
Project Overkill
Psybadek
Poy Poy 2
Power Instinct 2

Q - 17
Quake 2
Quarterback'97

R - 18
Resident Evil 1-3
Rayman
Resident Evil: Survivor
Rogue Spear
Ridge Racer Type 4
Rayman 2
Ready 2 Rumble Round2
Rainbow Six
Ready 2 Rumble Boxing
Road Rash
Ronaldo V Football
Reboot
Resurrection (Alien)
Rugrats
Riven
Re-Loaded
Rage Racer
Road Rash 3D
Rapid Racer
Re-Volt
Red Alert
Roll Cage 2
Return Fire
R-Types
Rampage 2 Uni. Tour
Ripto's Rage (Spyro 2)
Ray Storm
R-Type Delta
Ridge Racer
RC Stunt Copter
Rascal
Roadsters
Rebel Assault 2
Rogue Trip
Ridge Racer: Revolution

S - 19
Silent Hill
Smackdown 2
Special Ops
Syphon Filter 2
S. Wars: Phantom Men.
Star Trek: Invasion
Spyro 3: Year of Dragon
Spiderman
Silent Bomber
Soul Reaver: Leg of Kain
SimCity 2000
Shadowman
Syphon Filter
S. Wars: Jedi Power Bats
South Park Rally
Spyro 2: Ripto's Rage
Spyro the Dragon
Soviet Strike
Sydney 2000
Smackdown
Street Fighter Ex+ Alpha
Street Fighter Alpha 3
Sled Storm
Star Wars: Dark Forces
Soul Blade
Supercross 2000
S. Wars: Masters of T K
Shellshock
Small Soldiers
Syndicate Wars
Street Fighter Ex Plus 2
South Park
Star Ocean 2
Street Skater
Smurfs
Star Wars: Rebel Assault
Star Wars: Rebel Ass. 2
Spice World
Silhouette Mirage
Street Fighter Coll. 2
Shadow Gunner
Suikoden
Steel Reign
Space Invaders
Street Fighter Alpha 1
Street Skater 2

T - 20
Tomb Raider Chronicles
The World is not Enough
Tony Hawks Pro Skater 2
Tomb Raider 4
Tomb Raider 2
Tomb Raider 3
Tenchu 2
Theme Park World
Toy Story 2
Tomorrow Never Dies
Tomb Raider
Tarzan
Tony Hawk's
Theme Hospital
TOCA World Touri. Cars
The Grinch
Time Crisis
Tenchu: Stealth Ass.
The Mummy
Theme Park
Tombi 2
Tunguska
This is Football
Team Buddies
Thrasher Skate & Dest
TOCA Touring Cars 2
The Legend of Dragoon
TOCA Touring Cars
Total Drivin'
Thrill Kill
Transport Tycoon
The Smurfs
Tiger Woods
Tai Fu
Tekken 1-3

U - 21
Urban Chaos
UEFA Striker
UEFA Champion League
Ult. Fighting Champ.
Ultraman & Ultramand.
Unholy War
UFO Enemy Unknown
UEFA 2000
Um Jammer Lammy
Uprising X
Ultimate Battle 22
Ultraman Fighting Evol.
Ultimate Doom

V - 22
Vagrant Story
Vampire Hunter
Vigilante 8
V-Rally 1
V-Rally 2
Vigilante 8: 2nd Offence
Vandal Hearts
VR Baseball'97
Vandal Hearts 2
Virus
Vs
Victory Boxing 2
V 2000
V-Tennis
VMX Racing
Viewpoint
Victory Boxing
VR Powerboat Racing
Virtual Golf
Victory Boxing 3

W - 23
WWF Smackdown 2
World is not Enough
Who Wants to be a Milli.
Wu Tang: Taste the Pain
WWF Attitude
WWF Smackdown
Wing Over 2
WCW Backstage Assault
WCW Mayhem
Worms Armageddon
Warzone 2100
Wild Arms
World Touring Cars
War Craft 2
WWF War Zone
Wild 9
Wing Over
Wipeout 3
WCW Nitro
World Quest: M. Racing
War Games
WCW vs The World
Warhawk
Warpath (Jurassic Park)
Worms
WCW/nWo Thunder
WWF Wrestlemania
War Hammer Series
Wipeout

X - 24
X-Files
X-Men Mutant Academy
Xena Warrior Princess
X Games Pro Boarder
3 Xtreme
X-Men vs Street Fighter
X-Com
Xenogears
X2
X-Men Children of Atom
X Racing
Xevious 3DG
Extreme 2

Y - 25
Year of the Dragon

Z - 26
Zero Divide 1
Zig Zag Ball
Z-Gundam
Zeiraam Zone
Zeitgiest
Zero Divide 2

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You could walk away with a brand new PlayStation2 and £50 worth of PS2 games courtesy of GameStation! All you've got to do is fill in the Play 2001 reader survey and mail it off to us before 1 May 2001! It couldn't be easier!

PLAY

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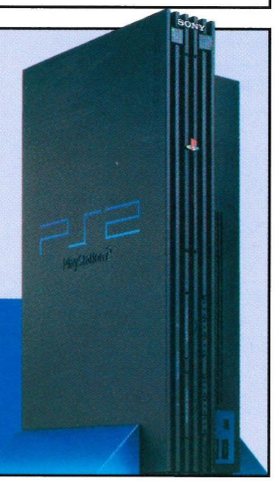
PLAY

Tell us what you think of the magazine

COMPLETE THIS SURVEY AND WIN!

SEND IN YOUR SURVEY AND WIN YOURSELF A PLAYSTATION2 AND A £50 GIFT VOUCHER TO SPEND ON GAMES WITH GAMESTATION!

GAMESTATION
THE UK'S LARGEST INDEPENDENT VIDEO GAMES RETAILER



1. What influences you when deciding where to buy your games?

Price	☐ 1
Location of store	☐ 2
Range of product	☐ 3
Customer service	☐ 4

2. Who buys most of your games?

Yourself	☐ 1
Parent	☐ 2
Partner	☐ 3
Other (please specify)	☐ 4

3. When did you last shop at Gamestation?

This week	☐ 1
This month	☐ 2
This year	☐ 3
Never	☐ 4

4. What do you do with your games when you have finished them?

Collect them	☐ 1
Sell them	☐ 2
Trade them	☐ 3

5. Which of the following do you currently own or intend to own?

	Own	Intend to own
PlayStation2	☐ 1	☐ 2
PlayStation or PSone	☐ 1	☐ 2
Dreamcast	☐ 1	☐ 2
N64	☐ 1	☐ 2
Game Boy Color	☐ 1	☐ 2
PC	☐ 1	☐ 2
Game Boy Advance	☐ 1	☐ 2
Game Cube	☐ 1	☐ 2
Xbox	☐ 1	☐ 2

6. Where do you normally buy your software/hardware? (tick all that apply)

	Software	Hardware
Specialist Store (e.g. Game)	☐ 1	☐ 2
High Street Store (e.g. Dixons)	☐ 1	☐ 2
Mail Order	☐ 1	☐ 2
Exhibitions	☐ 1	☐ 2
Via Internet	☐ 1	☐ 2
Second Hand	☐ 1	☐ 2
On Import	☐ 1	☐ 2
From friends	☐ 1	☐ 2
Other	☐ 1	☐ 2

7. What most influences you when buying games?

Game Review	☐ 01
Demo Disc	☐ 02
Price	☐ 03
Friend's recommendation	☐ 04
Magazine advert	☐ 05
Other advertisement	☐ 06
Packaging	☐ 07
Special offers	☐ 08
Publisher	☐ 09
In-store display	☐ 10
Other	☐ 11

8. Which is your favourite type of game?

Graphic adventure games	☐ 1
Platform games	☐ 2
Role-Playing games	☐ 3
Beat-'em up	☐ 4
Shoot-'em up	☐ 5
Driving/Racing	☐ 6
Sports games	☐ 7
Strategy/Sim games	☐ 8
Puzzle games	☐ 9

9. On average, how many hours a week do you spend playing games?

Less than 1 hour	☐ 1
1-7 hours	☐ 2
8-14 hours	☐ 3
15 hours +	☐ 4

About Play

10. Where did you first hear about this magazine?

I saw it in the newsagent/supermarket	☐ 1
I saw an advert in a magazine	☐ 2
The Internet	☐ 3
Word of mouth	☐ 4
Other	☐ 5

11. Where do you normally buy your PlayStation magazines? (Tick one only)

Subscription	☐ 1
Delivered by local newsagent	☐ 2
Local newsagent	☐ 3
High Street shop (e.g. WHSmith)	☐ 4
Computer shop	☐ 5
Supermarket	☐ 6
Passed on to me	☐ 7

12. How often do you buy Play?

Every issue	☐ 1
2 out of 4 issues	☐ 2
Occasionally	☐ 3
I don't buy Play	☐ 4

13. How many people will read this magazine?

Just me	☐ 1
2-3	☐ 2
4-5	☐ 3
More than 5	☐ 4

14. When you have finished reading this magazine, will you:

Keep it for reference	☐ 1
Pass it on to somebody else	☐ 2
Throw it away/recycle it	☐ 3

15. When you are buying gaming magazines, do you usually... (please tick one)

Just buy the same one(s) each time	☐ 1
Browse but tend to buy the same one(s)	☐ 2
Browse and change between different magazines	☐ 3

16. Please put the below list in order of importance when deciding to buy a PlayStation magazine

1= most important

11= least important

Disc on cover	☐ 01
Book on cover	☐ 02
Exclusive preview/review/feature	☐ 03
Number of pages	☐ 04
The price	☐ 05
The cover	☐ 06
Copy available to browse (not in bag)	☐ 07
Quality	☐ 08
Editorial style	☐ 09
Contents	☐ 10
Recommendation	☐ 11

17. Would you like to see more, less or the same amount of the following in Play?

	More	less	same
News	☐ 1	☐ 2	☐ 3
Features	☐ 1	☐ 2	☐ 3
Previews	☐ 1	☐ 2	☐ 3
Reviews	☐ 1	☐ 2	☐ 3
DVD Reviews	☐ 1	☐ 2	☐ 3
Competitions	☐ 1	☐ 2	☐ 3
Reader offers	☐ 1	☐ 2	☐ 3
Advertising	☐ 1	☐ 2	☐ 3
PS2 Coverage	☐ 1	☐ 2	☐ 3
PSone	☐ 1	☐ 2	☐ 3

18. Do you agree or disagree with the following statements?

	Agree	disagree
Play is best for reviews	☐ 1	☐ 2
Play is best for previews	☐ 1	☐ 2
Play is best value for money	☐ 1	☐ 2
Play is more reliable than other PlayStation magazines	☐ 1	☐ 2
I rather play games than go to school/work	☐ 1	☐ 2
I rather play games than go to the pub	☐ 1	☐ 2
I rather play games than have sex	☐ 1	☐ 2
I rather play games than read a book	☐ 1	☐ 2

19. Which of these other PlayStation magazines do you buy?

	Occasionally	regularly
PowerStation	☐ 1	☐ 2
Official PlayStation Magazine	☐ 1	☐ 2
Official PlayStation Tips	☐ 1	☐ 2
Official Strategy Guides	☐ 1	☐ 2
PlayStation Max	☐ 1	☐ 2
The Player	☐ 1	☐ 2
Planet PlayStation	☐ 1	☐ 2
PSW (PlayStation World)	☐ 1	☐ 2
Power	☐ 1	☐ 2
Station Solutions	☐ 1	☐ 2
Total Solutions	☐ 1	☐ 2
Total Station	☐ 1	☐ 2
PSi2	☐ 1	☐ 2
PSM2	☐ 1	☐ 2
Station 2	☐ 1	☐ 2
Station 2 Solutions	☐ 1	☐ 2
Official PlayStation 2 Magazine	☐ 1	☐ 2

20. Which of these magazines do you buy more, less or the same compared to a year ago?

	More	less	same
PowerStation	☐ 1	☐ 2	☐ 3
Official PlayStation Magazine	☐ 1	☐ 2	☐ 3
Official PlayStation Tips	☐ 1	☐ 2	☐ 3
Official Strategy Guides	☐ 1	☐ 2	☐ 3
PlayStation Max	☐ 1	☐ 2	☐ 3
The Player	☐ 1	☐ 2	☐ 3
Planet PlayStation	☐ 1	☐ 2	☐ 3
PSW (PlayStation World)	☐ 1	☐ 2	☐ 3
Power	☐ 1	☐ 2	☐ 3
Station Solutions	☐ 1	☐ 2	☐ 3
Total Solutions	☐ 1	☐ 2	☐ 3
Total Station	☐ 1	☐ 2	☐ 3
PSi2	☐ 1	☐ 2	☐ 3
PSM2	☐ 1	☐ 2	☐ 3
Station 2	☐ 1	☐ 2	☐ 3
Station 2 Solutions	☐ 1	☐ 2	☐ 3
Official PlayStation 2 Magazine	☐ 1	☐ 2	☐ 3

21. Do you read any of the following non-PlayStation magazines?

	Occasionally regularly
General PC magazines	☐ 01
Internet magazines	☐ 02
DVD magazines	☐ 03
Film magazines	☐ 04
Mens' lifestyle magazines	☐ 05
Womens' lifestyle magazines	☐ 06
Home/lifestyle magazines	☐ 07
Health magazines	☐ 08
Sport magazines	☐ 09
Music magazines	☐ 10
TV magazines	☐ 11

22. What free gift would you most like to see on the cover of this magazine?

---

23. Would you be interested in a subscription to Play?

Yes	☐ 1
No	☐ 2
Maybe if there is a good offer	☐ 3

About Advertising

24. Have advertisements and/or articles in any magazine during the last year prompted you to: (Tick all that apply)

Purchase products or services advertised	☐ 1
Recommend purchasing these products	☐ 2
Discuss an ad/article with someone else	☐ 3
Request additional information	☐ 4
Visited web site	☐ 5

25. Have you ever bought any of the following after seeing it advertised or reviewed in this magazine? (Tick all that apply)

	Advertised	Reviewed
Game	☐ 1	☐ 2
Joystick/joypad	☐ 1	☐ 2
Cheat cartridge	☐ 1	☐ 2
Memory card	☐ 1	☐ 2
Scart lead	☐ 1	☐ 2
Steering wheel	☐ 1	☐ 2
Other, please specify	☐ 1	☐ 2

About Your Lifestyle

26. Do you have Internet access at home?

Yes	☐ 1
No, but I intend to in the next 6 months	☐ 2
No, and I don't intend to in the next 6 months	☐ 3

27. If you use the Internet, how many hours per week do you spend online?

Less than 1 hour	☐ 1
1-7 hours	☐ 2
8-15	☐ 3
More than 15 hours	☐ 4

28. If you use the Internet, have you ever used it to buy any of the following online?

PlayStation games	☐ 1
Peripherals	☐ 2
DVDs	☐ 3
PC hardware	☐ 4
PC software	☐ 5

29. How often do you buy goods online?

I don't shop online	☐ 1
Less than twice a year	☐ 2
Twice a year	☐ 3
Bi-monthly	☐ 4
Monthly	☐ 5
Weekly	☐ 6

30. Which of the following do you already own, or intend to buy or receive as a present in the next 6 months? (Tick all that apply)

	Own	Intend to buy/ receive as present
Camcorder	☐ 1	☐ 2
Digital camera	☐ 1	☐ 2
Mobile Phone	☐ 1	☐ 2
Personal Organiser	☐ 1	☐ 2
Widescreen TV	☐ 1	☐ 2
DVD Player	☐ 1	☐ 2
Personal CD player	☐ 1	☐ 2
Midi system	☐ 1	☐ 2
MiniDisc player	☐ 1	☐ 2
Other hi-fi separates	☐ 1	☐ 2

31. Do you have cable/digital television?

	Cable	digital
Yes	☐ 1	☐ 2
No, but I intend to in the next 6 months	☐ 1	☐ 2
No	☐ 1	☐ 2

About You

32. What age group are you in? (tick one)

Under 14	☐ 1
15 - 18	☐ 2
18-25	☐ 3
26-35	☐ 4
36-45	☐ 5
Over 45	☐ 6

33. Are you?

Male	☐ 1
Female	☐ 2

34. Are you?

Married	☐ 1
Living with your partner	☐ 2
Living with your parents	☐ 3
Living alone	☐ 4
Living in a shared house	☐ 5

35. What newspaper(s) do you read regularly?

The Sun	☐ 01
The Daily Mail	☐ 02
The Express	☐ 03
The Mirror	☐ 04
The Guardian	☐ 05
The Times	☐ 06
The Independent	☐ 07
The Daily Telegraph	☐ 08
The Financial Times	☐ 09
They Daily Star	☐ 10

36. What is your occupation? (tick one)

Full-time education	☐ 1
Part-time education	☐ 2
Housewife/husband	☐ 3
Self-employed	☐ 4
Full-time employed	☐ 5
Part-time employed	☐ 6
Unemployed	☐ 7
Retired	☐ 8
Disabled	☐ 9

37. What is your gross annual income?

Under £5,000	☐ 1
£5,000-£9,999	☐ 2
£10,000-£14,999	☐ 3
£15,000-£19,999	☐ 4
£20,000-£29,999	☐ 5
£30,000-£39,999	☐ 6
£40,000-£49,999	☐ 7
£50,000+	☐ 8
Prefer not to answer	☐ 9



Please give your name in the way you should be addressed.

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Forename

Address

Town

County

Postcode

Telephone (incl. area code)

Mobile No.

Email Address

Your date of birth

Closing date: 1 May 2001

From time to time you may be sent news about exciting new products and opportunities of other companies that are of interest to you. If you do not wish to receive such information please tick this box ☐.

PLAY 2001 READER SURVEY

PLAY 2001 READER SURVEY