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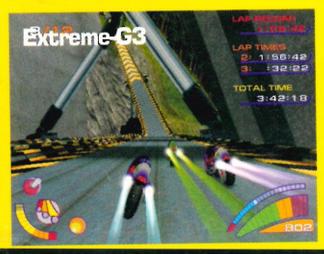



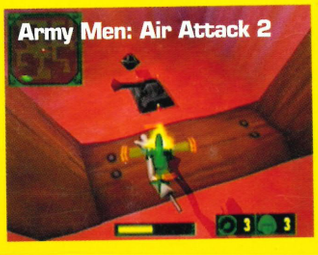





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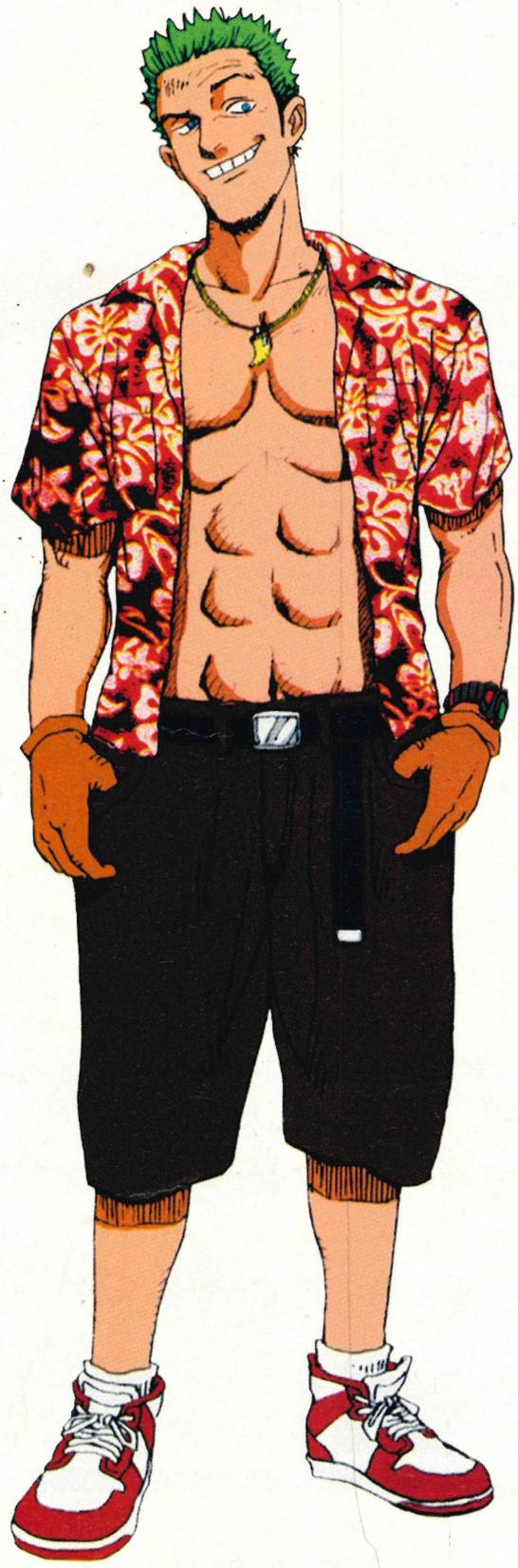

DID SOMEONE ORDER A TAXI?
TURN TO **PAGE 24** NOW

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THE BIG GAME

EXCLUSIVE!

Crazy Taxi

Following the death of Dreamcast, the code of Crazy Taxi *is brought screaming back to life by the PlayStation2 hardware. We've played it a hell of a lot and we've got the pictures to prove it!*

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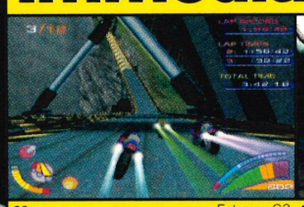
Immediate Access

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



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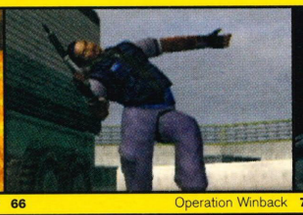
Toy Story Racer 66



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Extermination

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the hottest reviews

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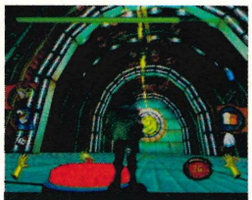


















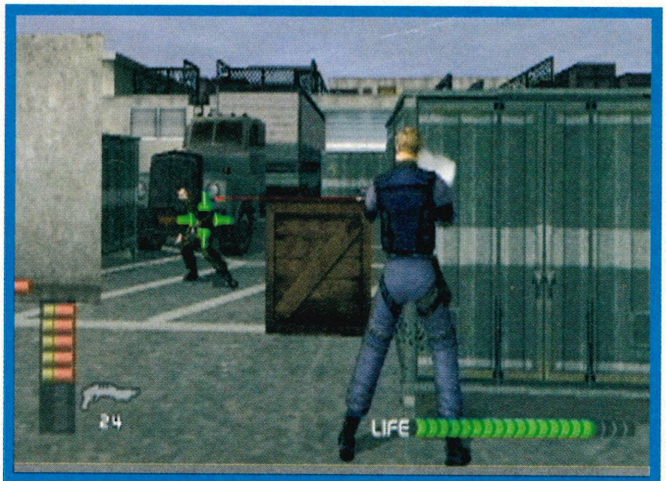
Alone In The Dark 4 30

As release day looms ever closer, it's time to shed some light on Infogrames' spooky island horror. For the love of God, will somebody oil that creaking door?



Devil May Cry 38

The creator of Resident Evil *has gone for luscious John Woo action in a fantasy gothic setting. We pick our jaws off the floor and impart the details.*



Operation Winback 66

Lots of guns, a tactical vest and that splendid swish-round-the-corner-and-point-gun move. How could it possibly fail? Flip to page 66 to find out.



Knowing what suckers you are for survival horror, there's loads of Alone In The Dark 4 *this month. Don't worry: we leave the light on after bedtime.*

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016 Release List
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PLAYSTATION wired

EDITOR'S **WORD**



It's a momentous occasion when one's long running rivals become allies with impending war on the horizon, but this is exactly what's happened. That's why you'll find a celebratory six-page article on *Crazy Taxi* in this issue, its Californian sunshine and canary-hued vehicles beaming out a warm welcome from behind the videogaming equivalent of the Berlin wall. Flip excitedly to page 24. Rejoice can also be observed in the still-thriving 32-bit arena as, in its sixth year, PlayStation finally gets its *Mario Kart* in the form of *Toy Story Racer*. With characters that everybody already loves and extraordinarily tight multiplayer gameplay, this is one of the best movie licences ever to grace our beloved hardware. Definitely the perfect candidate to last you and your mates all the way through the summer… and beyond!

If you're prepared to wait a little longer for your top grade virtual bliss, cast a hungry eye over the stylised hyper violence of *Devil May Cry*, a very special place where John Woo meets *Vampire Hunter D*, creating what producer Shinji Mikami (of *Resident Evil* fame) terms 'gothic action'. Double-gun sideways jumping glory to be found on page 38.

If all this doesn't sufficiently nourish your retinas, please witness our senseless romp in the local woods where we clearly over indulge in the vague comedy of playing *Alone In The Dark* quite literally 'alone in the dark' to the point of childish futility. Page 18, that one.

Graeme Nicholson
EDITOR

TOKYO GAME SHOW

SONY HOLDS UP AGAINST MICROSOFT'S HYPE MACHINE AT TGS…

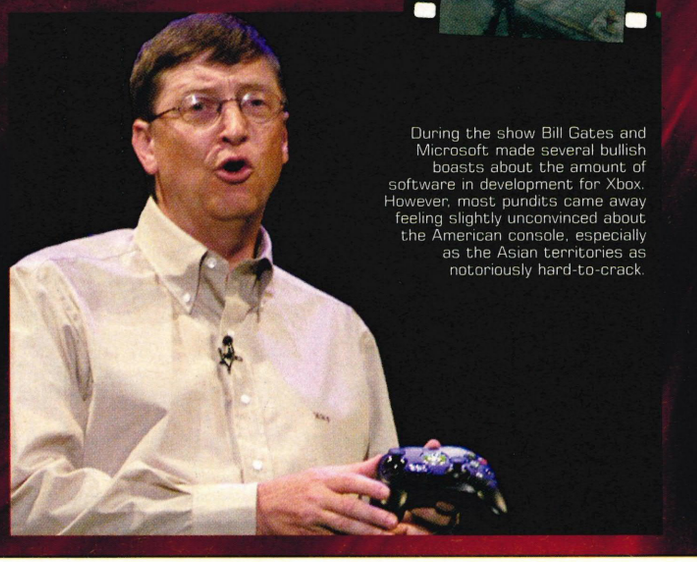
The year's Spring Tokyo Game Show was, as always, full to bursting with softcos and other industry players vying for attention with their latest products and wares. Whilst this was by no means a vintage show (E3 in May should prove more fruitful) there were at least a couple of triple-A titles to get excited about. A reassuringly large selection of impressive PS2 software was on display, including Square's superb *Final Fantasy X* and Konami's chilling *Silent Hill 2*. Square's playable demo of the tenth instalment in its celebrated RPG series was regarded by most who saw it as the game of the show, and PS2 critics were silenced by what was quite clearly an envelope-pushing title.

To an extent this particular event was dominated by Microsoft, with Mr Bill Gates and his associates desperately trying to convince the industry that the forthcoming Xbox console was being taken seriously by the big Japanese developers and publishers (crucial if the machine is to be any kind of success). Whilst the American firm's console was boasting some impressive games (and an announcement that Sega will be bringing eleven titles to the as yet unreleased system), it was the PS2 that boasted the strongest presence as far as major software releases were concerned. As mentioned, *Final Fantasy X* made an appearance in playable form and was, put simply, absolutely breathtaking. Two different locations were available: one a Hawaiian-style tropical island, the other a series of water-filled caverns. Furthermore, several new characters were revealed including Wakka, a Blitzball player, Lulu, a magician who has a strange doll-like pet, and Kimari, who acts as a bodyguard to Yuna, the game's heroine. With its astounding cinematic visuals this could well prove to be the best episode in the series to date (we'll be going into greater depth in future issues).

One of the other most impressive titles at the show was Konami's *Silent Hill 2*, which appeared in demo form. Most of what was on show consisted of CG sequences and in-game cut-scenes. However, it was clear that this sequel could prove to be even more unsettling than its predecessor (no small boast), with the game's developer stating that it wants to give the new game an even darker edge. Hopefully there will be a playable code available for the game by the time we visit







During the show Bill Gates and Microsoft made several bullish boasts about the amount of software in development for Xbox. However, most pundits came away feeling slightly unconvinced about the American console, especially as the Asian territories as notoriously hard-to-crack.



Gorillaz **Tracktics**

Codemasters has announced the line-up that will be featuring on its forthcoming PS2 title MTV Music Generator 2, due out on 25 May. The full listing includes (among others) the Gorillaz, Bentley Rhythm Ace, and Funkmaster Flex. Interestingly, the Gorillaz contribution will be a brand new track named Dub Dumb.



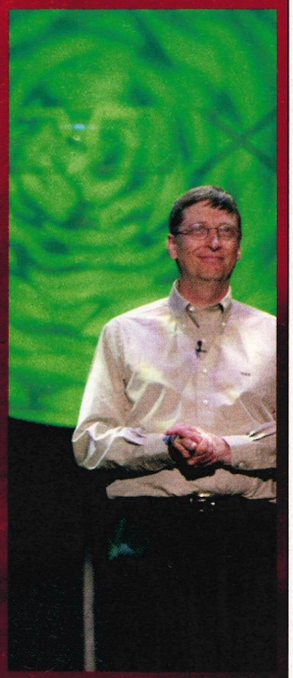
Robin Hood **Robin Hood...**

We've just received shots of Cinemaware's Robin Hood: Defender Of The Crown, which is looking good. The game's structure closely resembles the original, but this time around you control Robin as he takes on evil Prince John. Sub-games on offer include Jousting and Archery contests. More on this one soon.

E3 later in the year. Aside from this, Namco's *Ace Combat 4: Shattered Skies* was on display, with its eye-catching visuals and relatively deep gameplay winning many fans. Several others titles also looked impressive including KOEI's *Kessen II* (available in Japan by the time you read this), Konami's *Suikoden III* and the bizarre but enjoyable *Mosquito: The Summer At Yamada Residence* (see Jap's Eye issue 75). The latter title deserves to be granted a western release if only so that we can fully sample its voyeuristic blood-sucking gameplay.

All in all this was a slightly disappointing event, mostly redeemed by the appearance of Square's stunning RPG which, short of an eleventh hour disaster, is going to be absolutely massive when it arrives in Japan this summer. The lack of any major PSone titles was also a cause for concern, but with that said Sony's commanding PS2 presence can only be a positive signal that the future's looking bright. All we can say is roll on E3, which, if past form is anything to go by, always throws up a few surprises... *Soul Calibur 2* on PS2 perhaps? We'll be keeping our fingers crossed.





"A reassuringly large selection of PS2 software was on display, including Square's superb *Final Fantasy X*"

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.

FIGHTING TALK

Our spies in Japan have happily informed us here at the PLAY team headquarters that Sega and Namco could be working on a Vs fighting title that will include characters taken from both the *Virtua Fighter* and *Tekken* series of games. The rumour was sparked after the two firms took out an advert in a Japanese magazine with images of characters from each of their games mocking their rivals. If the rumour does turn out to be true (and of course we're all keeping fingers, thumbs and toes crossed at this end), then this would surely have to be the most eagerly anticipated beat-'em-up of all time. Hmmn.

PLAYSTATION INCOMING

GAMES HITTING THE SHELVES NOW...

SKY ODYSSEY

What this PS2 flight sim lacks in distinguished graphical finesse, it makes up for nicely with its impossibly addictive and rather unusual gameplay. A variety of aircraft are on offer and the plethora of imaginative missions contained within the game will keep even the most ardent of flyboys occupied for months. What are you waiting for? Come on, it's time to take to the skies.

MDK 2 ARMAGEDDON

MDK number two is perhaps best described as the thinking man's shoot-'em-up, with a dash of puzzle and platforming action thrown in for good measure. Make no mistake, this offers a good, solid challenge, but anyone expecting this PS2 conversion to be superior to the ageing Dreamcast title is likely to be disappointed. Something of a missed opportunity then.



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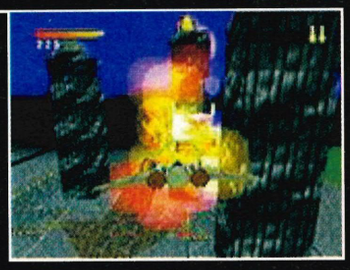
CAT BUCANNON'S ENTERTAINMENT USA



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

THE FARCE IS WITH YOU

Mutterings are filtering in that 3DO has begun legal proceedings against LucasArts over the newly released *Star Wars: Starfighter*. Long-standing PlayStation fans will remember that Trip's company released one *Starfighter 3000* way back when, first on the doomed 3DO console then on the PlayStation and Saturn. The wrangle seems to concern 3DO's supposed 'lost profits', caused by confusion between the two titles – but surely the company doesn't need LucasArts for that?





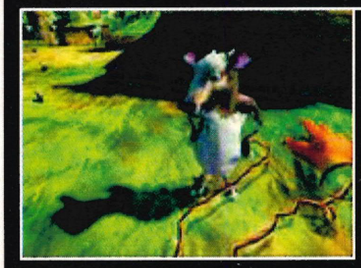
G.U.N.S.

John Ashcroft (US Attorney General) has once again raised concerns over the access that the young have to unsuitable videogames, citing the adult-only downloadable game *Dope Wars* as capable of generating the in-school violence which blights America. To be fair, the guy advocates increased parental responsibility over censorship, but it's still hard to understand how you shoot somebody with a videogame. For any of my fellow Americans who might be reading, I've spelt out our problem at the top of this text.

I SPY...

Spy Hunter – some conversions of the original are good, some of 'em are chronic, but let's hope that the new version of Midway's fondly-remembered classic plays as good as it looks, because it has all the markings of a contender at the moment. Coming along exactly as you'd expect for a Midway update of *Spy Hunter* – real fast, *Hydro-Thunder*-style engine – the game pleases with unusually wide roadways and rivers, giving the impression of great freedom of movement. I'll cry if they mess this one up...





BLACK & BLACKER

Somewhat maligning the launch of the otherwise peerless *Black & White* over here are worrying reports that buyers are experiencing unacceptably buggy code. Another bone of contention lies within the amount of information the game transmits back to its publisher, EA, should you be connected to the Internet. Whilst Lionhead handles any gameplay patches, it's a sure bet that the privacy-threatening code'll get hacked out by the online community just as quickly.

GAME BOY ADVANCES

11 June, that's when it happens folks, that's when I'll be able to walk into the local mall and emerge with a bona fide western-release Game Boy Advance – and the hotly anticipated handheld is down to (briefly) hit the shelves at $99.99 a pop! Going through the usual conversion process that means you Brits should be asked to shell out roughly £99 for its UK launch – so anyone visiting the US in a couple of months might want to grab themselves one of ours. If they can find one!





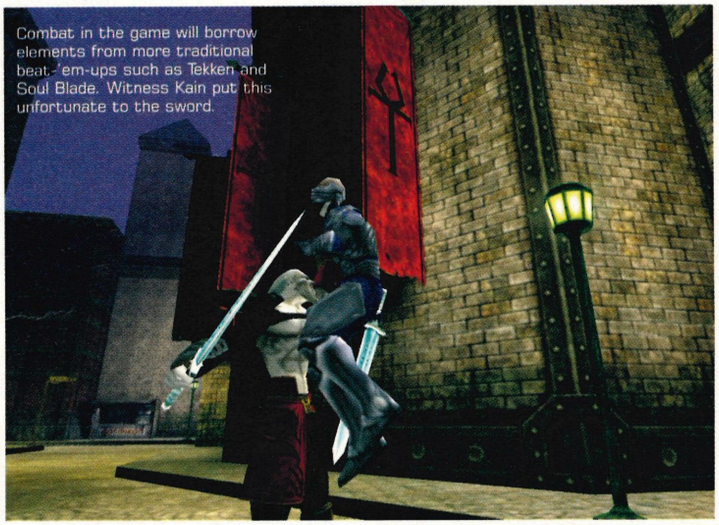
THE 'CUBE'S A-COMIN'!

As if the above news wasn't enough, it's also come to light this month that the GameCube should see a US release in September... a whole month earlier than we'd previously been led to believe. How's a girl supposed to save up the cash for both systems and STILL have a good time whilst waiting? Of course, the penned 2002 release for the UK should give you guys the last excuse you need to ditch the PAL standard forever... it'd be worth it!

GOOD OMEN

Eidos to release belated sequel to *Blood Omen*...

Due for a release in November of this year, Eidos's *Legacy Of Kain: Blood Omen 2* is the sequel to the well-received four-year-old PlayStation RPG, and should not be confused with the forthcoming *Legacy of Kain: Soul Reaver 2*. In terms of gameplay, the title will combine a heady mix of adventure, stealth and combat, with players taking on the role of the eponymous Kain, a powerful vampire-like being. The action is set in the city of Nosgorth where our hero awakens from a 200-year coma to find the place overrun by the vampire hunters of the Seraphon order. Kain's task involves ridding the land of these vampire-hating legions and recovering the Soul Reaver blade, which he lost before his lengthy slumber. Even at this early stage of development, *LOK: Blood Omen 2* is showing much promise and features some uniquely stylised locations and characters. What's more, with almost 100 enemies planned to appear and a revised combat system that blends together swordplay and magical attacks, this could prove to be one of the biggest PS2 games of the year. Expect a comprehensive Workstation on this one in a forthcoming issue of PLAY.



Combat in the game will borrow elements from more traditional beat-'em-ups such as Tekken and Soul Blade. Witness Kain put this unfortunate to the sword.

LMA Moves Stadium

PS2 manages just fine!

The football management sim has enjoyed enduring appeal since the 8-bit computer era, though traditionally console gamers have, until recently, been largely overlooked. It took Codemasters' *LMA Manager* to show that yes, console owners were interested in the genre and no, having to use a Joypad doesn't have to cripple the interface. It should come as no surprise, therefore, that a PS2 version of the title is heading our way, and is due for release mid-year.

With the logic pretty much sewn up, an overhaul of the game's presentation (and refining of statistics, obviously) is the order of the day, and as you can see from the screenshots, things are shaping up very nicely indeed, with detailed character models playing out your carefully crafted battle plans. The interface also looks particularly uncluttered thanks to the PS2's hi-res display, and all the signs are that *LMA* on PS2 will impress every bit as much as its 94% scoring predecessor. Get that chewing gum and dour expression ready, chief...





[Above] This PS2 instalment of the series could be the best yet.

NBA Hoopz

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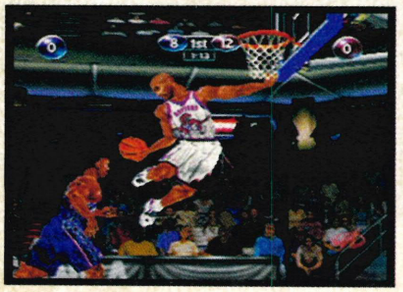

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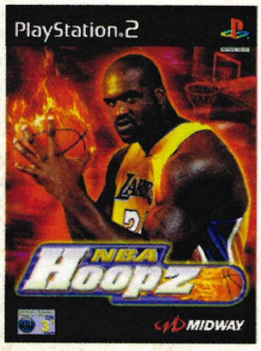

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jap's eye

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



DA CHRONICLE

Konami will be launching the first of several updates of its older *Castlevania* titles on the PlayStation, the first release being *Castlevania Chronicles*, a conversion of an ageing MSX version of the game. Structurally, the title's content will remain largely unchanged, although the graphics and sound will be tidied up somewhat. *Castlevania Chronicles* is pencilled in for a 21 March release in Japan, though sadly a UK Pal translation looks unlikely.





BLOOD PHWOOAR!

Several 'interesting' images of Hudson's PS2 beat-'em-up *Bloody Roar 3* recently emerged. Apparently (it could be an April Fool) the game contains a debug mode which allows players to position the various fighters in somewhat risqué poses. One shows a female character dressed in a nurse's uniform baring her scantily clad buttocks. Another features a young lady fondling her rather ample 'assets'. Yet another one depicts a femme fatale... erm, oh just look at the picture.

WELL HUNG.

Speculation is rife that Namco is in talks with a major film studio regarding the possibility of a motion picture based on its popular *Soul Calibur* game. The firm has yet to confirm specific details regarding the film's plot and cast (it may use CG animation), although several sources have suggested that the rotund Samo Hung could be involved in the project (as the director). We'll keep you posted.





SAYONARA SNK

It's been reported in the Japanese financial press that erstwhile Japanese softco SNK has sadly been forced to file for bankruptcy. The firm, which was responsible for the powerful Neo Geo system and popular 2D beat-'em-ups such as the *King Of Fighter* and *Fatal Fury* series. Unfortunately, a decline in the Japanese videogame market (especially arcades) saw the firm fall on hard times. SNK we salute you.

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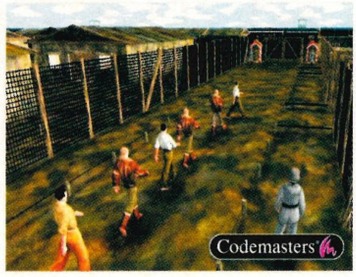
THE GREAT ESCAPE

Codemasters prepares to break free!

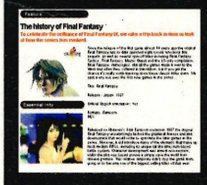
Work continues apace on Codemasters' promising looking PS2 title *Prisoner Of War*. The game is being developed by Wide Games and will work around the same concept as the celebrated 8-bit title *The Great Escape*, only with far greater depth than the aforementioned Spectrum classic. Taking place in 1941, players will assume control of four Allied officers (British, French Dutch and US) as they attempt to get free from the confines of Salonika, Stalag Luft I, Stalag Luft III and the infamous Colditz Castle. Using a blend of stealth, cunning and ingenuity you must orchestrate an escape plan, whilst avoiding the unwanted attention of your Nazi captors. Each character will have specialist skills including athleticism, linguistics or forgery, which they must utilise to best effect. Having each escaped from their respective camps the four characters will be thrown together into Colditz, and only through co-operation and teamwork will they be able to gain their freedom. Methods of escape available include the use of explosives and, at one point, flying from a camp in a makeshift glider. The game uses the powerful 3D Altus engine, which allows for interaction with almost every character and object contained within the lusciously realised camp environments. The game isn't due out until the end of the year, but in the meantime feast your eyes on these shots.



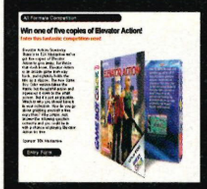
[Above] The level of detail looks to be of an exceptionally high standard.

TOTAL GAMES net

If you'd logged onto TGN this month you'd already have seen...



TOTAL GAMES' THRAPTASTIC GUIDE TO THE *FINAL FANTASY* SERIES:
Covering the evolution of this classic RPG line from its roots on the humble NES right up to the modern day movie and beyond, the History & Future of *Final Fantasy* makes essential reading for anyone who's ever summoned Shiva.



THE CHANCE TO WIN *ELEVATOR ACTION* FOR THE GAME BOY COLOR:
The classic that last graced the Saturn is back in handheld form and TGN has managed to grab five copies from TDK to give away. Look our for other great compos right on the site's front page and remember – you gotta be in it, to win it!



THE PLAY TEAM LOSE THEIR ANONYMITY WHILST ALONE IN THE DARK:
Stranded in the woods, strapped to heart monitors with only Infogrames' new survival horror game for comfort... what did the PLAY team do? Why, made a tribute video to a certain film, that's what...

THE TGN WEBCAM:
See the TGN crew as they work (apart from Kendall, obviously) whilst the PLAY and P2 teams laze in the background, battling with crossbows. No, see... you've missed it now. D'oh!

On top of all this is the small matter of news, reviews and previews from the world of videogaming, lovingly updated each day. Don't let anything else pass you by... log onto www.totalgames.net and let us know what you think on the TGN forum.

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: It's been all go in our team members' personal lives...

Graeme Nicholson
Part-time comic book villain Graeme took horrible revenge upon the city by using the temporary confusion of the changing seasons to litter the streets with saved leaves, staging a false Autumn.
silencio@paragon.co.uk



Will Johnston
A love of tinned green beans took its toll as Will's beautiful porcelain skin accumulated the unmistakable pigment of a young Lou Ferrigno. Milk was however administered and the dye is now in remission.
will@paragon.co.uk



Mark Crawley
Following a lengthy court case in which Mark claimed to have conceptualised the childhood game of 'marbles', a chance meeting with Mick Jagger resolved the matter with alcohol.
markc@paragon.co.uk



Simon Cann
The curse of dual nationality reared its ugly head when Cann (English-Jamaican) was called into military service for a small war in the homelands over rare and discontinued Beanie Babies. Back safe now.
scann@paragon.co.uk



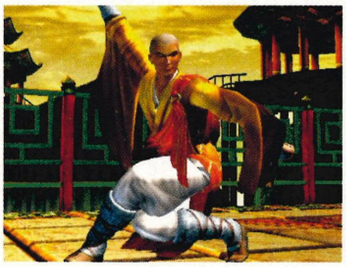
Steven Gotobed
A cruel gust of uncharacteristically hot wind removed half of Steve's well-styled body hair as he crept naked from the shower to his Lay-Z-Boy. Fair enough: Steve famously started foot and mouth.
steveg@paragon.co.uk



BALD AND BEAUTIFUL

Exclusive shots of new *Virtua Fighter 4* character...

Following on from last month's stunning new pics of the PS2-bound *Virtua Fighter 4*, we can now bring you these exclusive images of one of the game's two new characters. With his shaved head and flowing yellow robes, this new fighter closely resembles a Shaolin monk, and as you can see from his stances in these shots, his fighting style in the game itself will reflect this. Incorporating a variety of traditional Shaolin techniques, he appears to be one of the more elegant and refined fighters to have featured in the *Virtua Fighter* series to date. His stage also appears to be based on a Shaolin theme and features a beautifully realised temple bathed in the light of a breathtaking sunset. What you can't see in these static shots is the incredibly smooth animation of the combatants; for example the robes of this new fighter move and react in an incredibly convincing manner, responding perfectly to his body movements. At the time of going to press, no images or information concerning the other new fighter (a female) set to appear in the game have been released. However, our source in Japan will be visiting Sega headquarters and talking to key members of the development team behind the project. Needless to say, as soon as he reports back to us we'll be printing the information in the magazine.

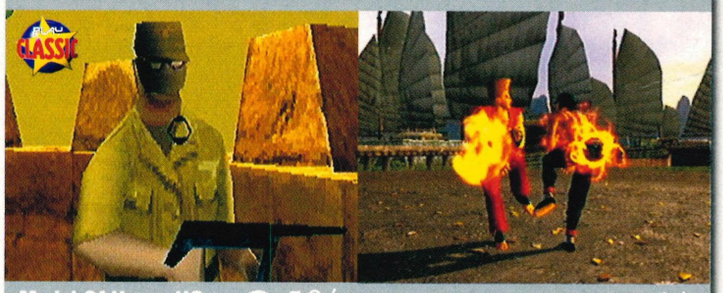


[Above] As you can see this new character's style has an almost balletic quality to it, which should make him an exceptionally fluid fighter to control.



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 — *Astounding first-person shooter!* **94%**

Tekken Tag Tournament — *Super smooth PS2 fighting!* **85%**



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

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

NO FLASHY SLOGANS...



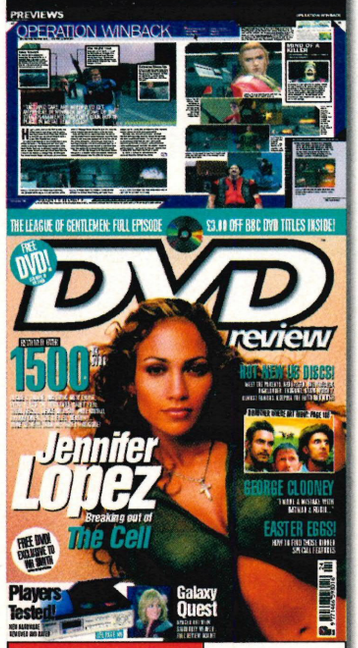
TOTAL GAMES .net

Written By Graeme Nicholson



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

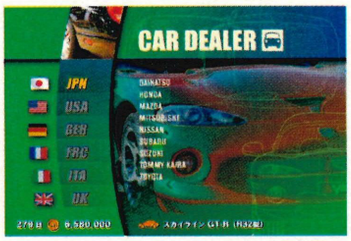
It's the best-selling DVD magazine money can buy, and there's a reason for that… With hundreds of reviews of both hardware and software every month, brought to you by the epitome of reviewing personnel, DVD REVIEW gets stuck in just for you. Check out this month's in-depth interview with George Clooney, alongside some of DVD world's finest and foulest films…



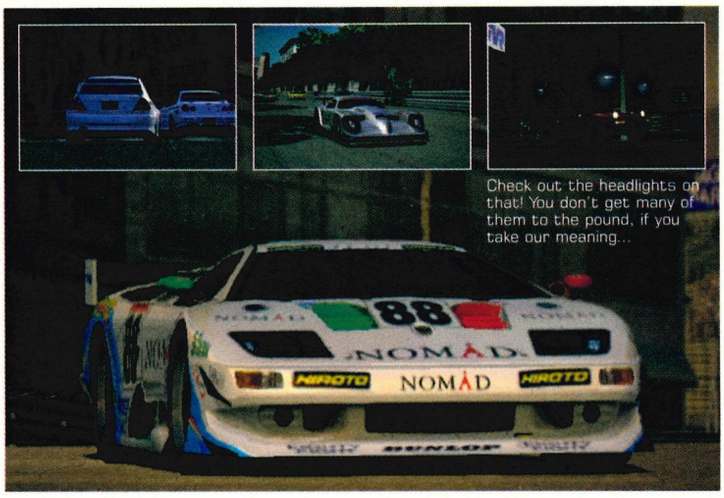
IT'S ALMOST HERE...

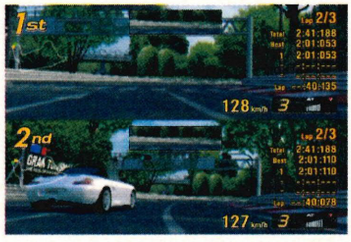
Gran Turismo 3 A-Spec like you've never seen it before!

With the Japanese version of the game due to hit stores on 28 April and a UK release expected in June, the office has gone into an absolute *Gran Turismo 3* A-Spec frenzy. Indeed, certain members of the **PLAY** team are becoming exceptionally tense as they wait impatiently for the game to hit the PS2. We're pretty sure that you good people out there are sharing this tension, so to release the pressure a little we've picked out a handful of brand-new, never-before-seen screens of the game, as well as a couple more snippets of info regarding the title. Witness for example some of the stunning night-time scenes that adorn these very pages and marvel at the incredible lighting effects in evidence. Also, notice the incredibly attractive curves of the Lamborghini Diablo (imagine taking that bad boy for a spin around the gloriously detailed streets of Tokyo). We also think you'll be rather impressed by the quality of the split-screen two-player mode. If you're getting a little too excited by now then we recommend that you calm yourself down by glancing at the soothing sight of the suspension selection screen. Now let's all pray that the game's release date isn't put back again. Amen to that.











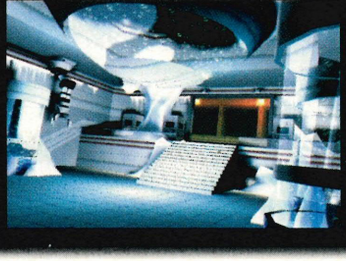


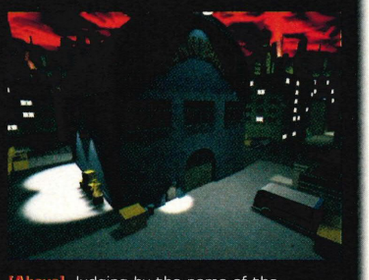
Holy Non-existent Characters!

Ubi Soft announces a Batman title for the PS2

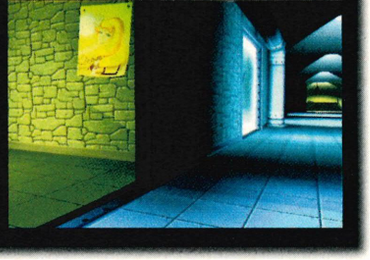
Fans of the crime-fighting superhero Batman will be pleased to hear that Ubi Soft will be bringing the Dark Knight/Caped Crusader (or whatever he's called now) to the PS2 later on this year. *Batman Vengeance* will be based on the (Emmy Award Winning) Warner Bros animated series *The New Batman™ Adventures*, and will feature a darkly themed script, although at this moment in time a full list of characters and solid plot details have not yet been disclosed. In terms of gameplay Ubi Soft is describing the game as a 3D action-adventure title, but as these early images illustrate, the project is still in the initial stages of its development cycle. Consequently, there are no actual images of the central hero, so for the time being you'll just have to engage your imagination and think about how he might make his way through and across these luscious locations. We'll start you off by suggesting that he might be swinging along the city skylines with the use of his trusty bat-rope whilst simultaneously scratching his right buttock with a rusty nail. Rest assured over the coming months we'll be bringing you more information and action-packed screenshots. Until then, stay tuned.







[Above] Judging by the name of the factory in this image we'd wager that the Joker could well be making an appearance in the finished game.



BMX BANDIT

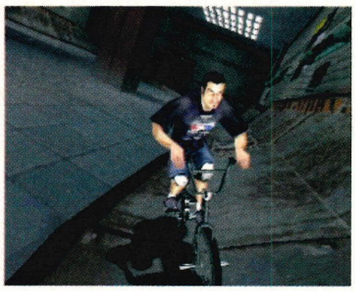
Hmm, let's see... Yes! On yer bike! Yes, that'll do it!

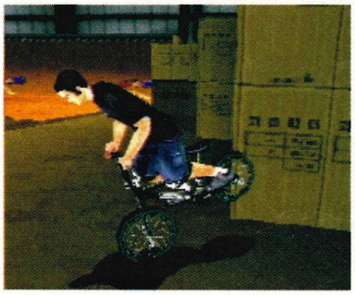
The advent of Neversoft's wondrous *Tony Hawk's* games brought floods of hot, nostalgic tears to our eyes with its fanatical representation of childhood's most perilous yet thrilling sport. Key was the obvious fan-style affection Neversoft felt for its chosen subject, a zealous streak hopefully to be repeated for the company's BMX spin-off game, *Mat Hoffman's Pro BMX*.

Performance BMX riders tend to do similar things in similar places to their skateboarding brethren, so it made perfect sense to simply tinker with the *Tony Hawk's* engine that worked so well, and patch in a few bikes here and there. Heave out the big-shot pro skaters, drop in the likes of Dennis McCoy, Joe Kowalski and Cory Nastazio, and you've got yourself a top-of-the-line BMX videogame. After all, the *Hawk's* engine has already proven itself with decent speed, grungy, teenage-friendly locations and a good grasp of the physics involved in hurtling men up ramps, over tables and, well, into walls.

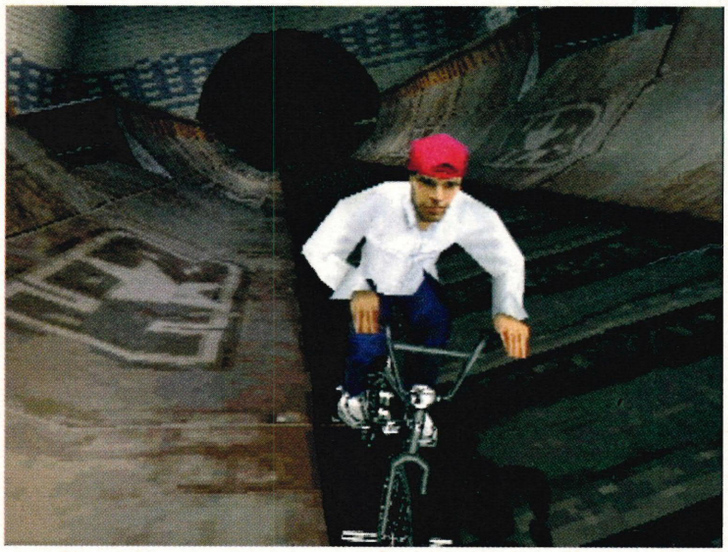
Likewise, there are again specific half-pipe levels (Vert) and open urban zones (Street) plus new off-road courses (Dirt) for a truly punishing pushbike workout. Each area hides the usual generous quantities of bonus sectors, full of extra 'neat' things to ride your bike across, as well as elusive secret items. Remember the videotape at the end of a precarious sky-high railslide in the mall from the first *Tony Hawk's*? Try that sort of madness on a bike. In fact, you can ride on even wackier scenery – a powerful course editor should be included.



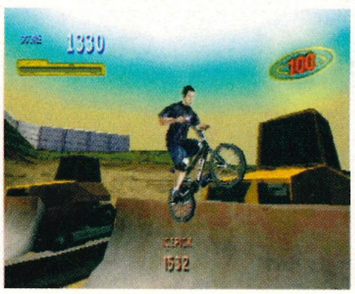




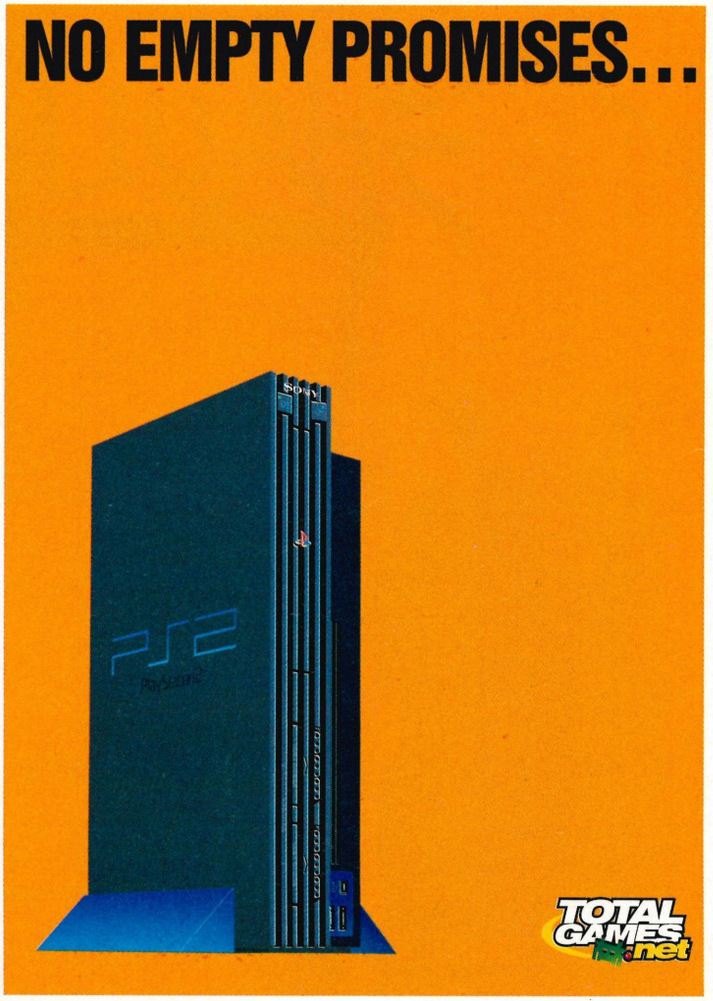
[Above] The game contains a huge selection of stunts and tricks. Mastering them all will be key to your success in the later stages. **[Left]** The competition out there is fierce, but this particular title looks capable of beating similar titles to the top of the BMX videogaming hill.







NO EMPTY PROMISES...



CHARTS

In association with GAME

Pos	Game	Publisher	Score
1.	Simpsons Wrestling	EA	25%
2.	ISS Pro Evolution 2	Konami	97%
3.	Star Wars Starfighter	Activision	92%
4.	Zone Of Enders	Konami	80%
5.	LMA Manager 2001	Codemasters	95%
6.	Final Fantasy IX	Square Europe	96%
7.	Who WTBA Millionaire	Eidos	NR%
8.	Smackdown!2	THQ	91%
9.	Fear Effect 2	Eidos	85%
10.	Colin McRae Rally	Codemasters	93%

AS VOTED BY THE READERS' MOST WANTED

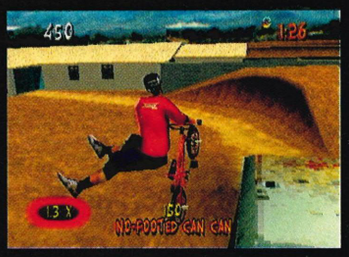
PLAY READERS

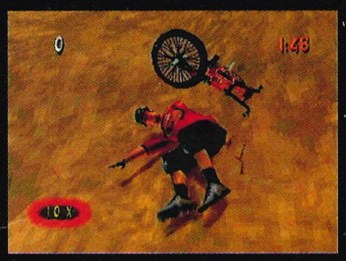
Pos	Game	Developer	Publisher
1.	Metal Gear Solid 2	Konami	Konami
2.	Final Fantasy X	SquareSoft	Square Europe
3.	WipEout Fusion	Sony	Sony
4.	Gran Turismo 3	Polyphony Digital	Sony
5.	Devil May Cry	Capcom	Capcom

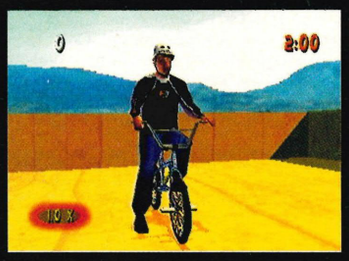
TJ Lavin It Large

Guess what? Yep, it's another BMX game!

With *Mat Hoffman's* on the horizon and *Dave Mirra's* title already on the shelves, this latest addition to the MTV sports range is going to have its work cut out if it's to make any kind of impact when it arrives on these shores next month. Fortunately, *MTV Sports: TJ Lavin's Ultimate BMX* (to give the game its ludicrously long title) is shaping up quite nicely, although we'd have to admit that we'd never actually heard of Mr Lavin before the import version of the game arrived on our desk. The game will be published by THQ and features all the usual trimmings associated with this sub-genre, including various ramp-filled stages, a selection of real-life riders and an impressively large repertoire of stunts on offer. Initially the control system proves a little unwieldy, but after a time it becomes second nature, allowing you to go about the business of completing the game's challenging Pro Circuit mode, which includes some nicely designed street levels. A competent two-player option is also included, which should serve to bolster the game's lifespan. We'll give you our definitive opinion on this one next month, so don't miss out.







THE LIVE KUNG-FU SPECTACULAR

SHAOLIN

WHEEL OF LIFE

MAY

Sun. 6 DUNDEE Caird Hall 01382 434 940/1
Mon. 7 GLASGOW Armadillo 0870 040 4000
Tue.8 LIVERPOOL Empire Theatre 0870 606 3536
Wed. 9 BRISTOL Colston Hall 0117 922 3682
Thur.10 BIRMINGHAM NIA Academy 0870 909 4144
Fri.11HAMMERSMITH Apollo 0870 606 3400
Sat. 12 HAMMERSMITH Apollo 0870 606 3400

JUNE

Fri. 15 EDINBURGH Playhouse 0870 606 3424
Sun. 17 BLACKPOOL Opera House 01253 292029
Mon.18 LEICESTER De Montfort Hall 0116 233 3111
Tue. 19 CAMBRIDGE Corn Exchange 01223 357851
Wed. 20 PORTSMOUTH Guildhall 02392 824355
Sun. 24 NOTTINGHAM Royal Centre 0115 989 5555
Thu.28 SHEFFIELD City Hall 0114 278 9789
Fri. 29 MANCHESTER Apollo 0161 242 2560
Sat. 30 NEWCASTLE Telewest Arena 0870 707 8000

24HR TICKET HOTLINE: 0870 735 5000
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'THE MOST SPECTACULAR PIECE OF THEATRE ON STAGE THIS YEAR' THE TIMES

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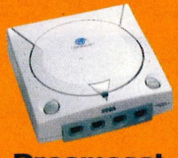

Dreamcast


PSone


PlayStation2


GameCube


Nintendo64


Game Boy


Xbox


PC CD-ROM

WWW.TOTALGAMES.NET

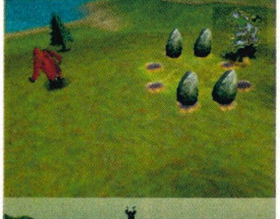
PSone MOST WANTED

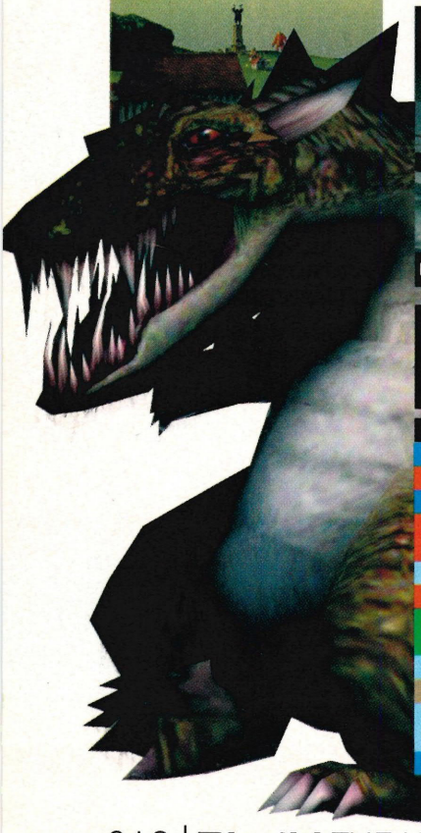
BLACK & WHITE

After what seems like an eternity in development, the hugely ambitious *Black & White* is almost upon us. Whether or not the developers have been able to squeeze all the core gameplay of the PC version onto the humble PlayStation remains to be seen. Only time, as they say, will tell.









RELEASE LISTS

YOU'RE A STRATEGIST, YOU LIKE TO MAKE PLANS. WITH THIS IN MIND, WE GIVE YOU... A FULL PLAYSTATION SCHEDULE!

PSONE RELEASE LIST

GAME	PUBLISHER	GENRE	RELEASE DATE
TIME CRISIS: PROJECT TITAN	SONY	SHOOT-'EM-UP	06 APRIL 2001
ARMY MEN: OMEGA SOLDIER	3DO	SHOOT-'EM-UP	06 APRIL 2001
KISS: PINBALL	TAKE 2	PARTY/PUZZLER	06 APRIL 2001
SUBMARINE COMMANDER	JVC	STRATEGY/ADVENTURE	06 APRIL 2001
ULTIMATE FIGHTING CHAMP	UBI SOFT	BEAT-'EM-UP	06 APRIL 2001
WARRIORS OF MIGHT AND MAGIC	3DO	STRATEGY/ADVENTURE	06 APRIL 2001
C-12	SONY	SHOOT-'EM-UP	13 APRIL 2001
ARMY MEN: GREEN ROGUE	3DO	SHOOT-'EM-UP	20 APRIL 2001
UEFA CHALLENGE	INFOGRAMES	SPORTS	20 APRIL 2001
HARVEST MOON	UBI SOFT	STRATEGY/ADVENTURE	30 APRIL 2001

GAME	PUBLISHER	GENRE	RELEASE DATE
SESAME STREET SPORTS	UBI SOFT	SPORTS	01 MAY 2001
BATMAN RACER	UBI SOFT	RACING	01 MAY 2001
RAINBOW SIX: ROGUE SPEAR	UBI SOFT	FPS	11 MAY 2001
MAT HOFFMAN'S PRO BMX	ACTIVISION	SPORTS	11 MAY 2001
BLACK & WHITE	MIDAS	STRATEGY/ADVENTURE	25 MAY 2001
SHEEP DOG 'N' WOLF	INFOGRAMES	STRATEGY/ADVENTURE	25 MAY 2001
ALONE IN THE DARK: THE NEW NIGHTMARE	INFOGRAMES	STRATEGY/ADVENTURE	25 MAY 2001
FORMULA ONE 2001	SONY	RACING	25 MAY 2001

GAME	PUBLISHER	GENRE	RELEASE DATE
EVIL DEAD: HAIL TO THE KING	THQ	STRATEGY/ADVENTURE	01 JUNE 2001
GOEMON	KONAMI	PLATFORM	01 JUNE 2001
MONSTER RACER	MICROIDS	RACING	01 JUNE 2001
NASCAR 2001	ELECTRONIC ARTS	RACING	01 JUNE 2001
ROSWELL CONSPIRACIES	UBI SOFT	STRATEGY/ADVENTURE	01 JUNE 2001
MAT HOFFMAN'S FREESTYLE BMX: MAXIMUM REMIX	ACCLAIM	SPORT	08 JUNE 2001
TECHNOMAGE	INFOGRAMES	STRATEGY/ADVENTURE	29 JUNE 2001

GAME	PUBLISHER	GENRE	RELEASE DATE
ASTERIX MEGA MADNESS	INFOGRAMES	PARTY/PUZZLER	08 JULY 2001
GOOFY'S FUNHOUSE	UBI SOFT	PARTY/PUZZLER	29 JULY 2001



RAINBOW SIX: ROGUE SPEAR



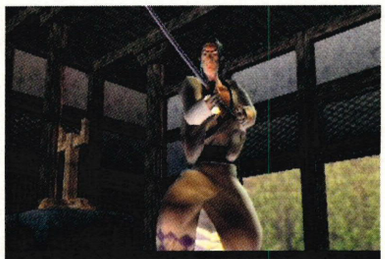
TIME CRISIS: PROJECT TITAN



ROSWELL CONSPIRACIES

PS2 RELEASE LIST

GAME	PUBLISHER	GENRE	RELEASE DATE
WARRIORS OF MIGHT AND MAGIC	3DO	STRATEGY/ADVENTURE	06 APRIL 2001
ARMY MEN: SARGE'S HEROES II	3DO	SHOOT-'EM-UP	06 APRIL 2001
HEROES OF MIGHT AND MAGIC	3DO	STRATEGY/ADVENTURE	06 APRIL 2001
ARMY MEN: GREEN ROGUE	3DO	SHOOT-'EM-UP	06 APRIL 2001
QUAKE III	EA	SHOOT-'EM-UP	06 APRIL 2001
RUMBLE RACING	EA SPORTS BIG	RACING	06 APRIL 2001
TOP GUN INTERNATIONAL ACADEMY	VIRGIN	SHOOT-'EM-UP	06 APRIL 2001
ALEX FERGUSON'S PLAYER MANAGER 2001	3DO	SPORTS	13 APRIL 2001
NBA STREET	EA SPORTS BIG	SPORTS	13 APRIL 2001
ROCK 'N' ROLL RACING	VIRGIN	RACING	16 APRIL 2001
UNREAL TOURNAMENT	INFOGRAMES	FPS	20 APRIL 2001
SKY ODYSSEY	SONY	RACING	27 APRIL 2001
VIVA ROCK VEGAS	VIRGIN	RACING	30 APRIL 2001
HIDDEN INVASION	VIRGIN	STRATEGY/ADVENTURE	30 APRIL 2001


KENGO: MASTER OF BUSHIDO


ARMY MEN: AIR ATTACK 2


COMMANDOS 2

GAME	PUBLISHER	GENRE	RELEASE DATE
RED FACTION	THQ	FPS	01 MAY 2001
GAUNTLET DARK LEGACY	MIDWAY	STRATEGY/ADVENTURE	01 MAY 2001
RUN LIKE HELL	VIRGIN	STRATEGY/ADVENTURE	01 MAY 2001
GIANTS	VIRGIN	STRATEGY/ADVENTURE	01 MAY 2001
BARBARIAN	VIRGIN	STRATEGY/ADVENTURE	01 MAY 2001
F1WORLD GRAND PRIX	KONAMI	RACING	01 MAY 2001
GOEMON ACTION RPG	KONAMI	STRATEGY/ADVENTURE	01 MAY 2001
SEVEN BLADES	KONAMI	BEAT-'EM-UP	01 MAY 2001
EVIL TWIN	UBI SOFT	PLATFORM	01 MAY 2001
ARMY MEN: AIR ATTACK II	3DO	SHOOT-'EM-UP	11 MAY 2001
BLOODY ROAR 3	VIRGIN	BEAT-'EM-UP	23 MAY 2001
BALDUR'S GATE	VIRGIN	STRATEGY/ADVENTURE	25 MAY 2001
FORMULA ONE 2001	SONY	RACING	25 MAY 2001

GAME	PUBLISHER	GENRE	RELEASE DATE
GRAN TURISMO 3	SONY	RACING	01 JUNE 2001
DREAMLAND CHRONICLES: FREEDOM RIDGE	VIRGIN	STRATEGY/ADVENTURE	01 JUNE 2001
LE MANS 24HRS	INFOGRAMES	RACING	01 JUNE 2001
UEFA CHALLENGE	INFOGRAMES	SPORTS	01 JUNE 2001
WACKY RACES	INFOGRAMES	RACING	01 JUNE 2001
PORTAL RUNNER	3DO	STRATEGY/ADVENTURE	29 JUNE 2001
WDL WAR JETZ	3DO	SHOOT-'EM-UP	29 JUNE 2001

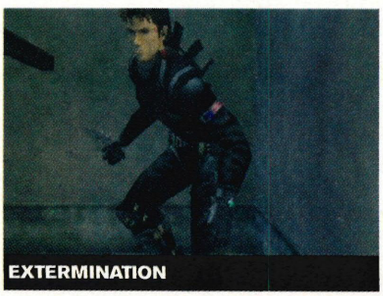
GAME	PUBLISHER	GENRE	RELEASE DATE
ONIMUSHA WARLORDS	CAPCOM	STRATEGY/ADVENTURE	01 JULY 2001
SUPREME RIDERS	INFOGRAMES	RACING	01 JULY 2001
MOTOR MAYHEM	INFOGRAMES	RACING	01 JULY 2001

GAME	PUBLISHER	GENRE	RELEASE DATE
LA FEMME NIKITA	INFOGRAMES	STRATEGY/ADVENTURE	01 AUGUST 2001
TECHNOMAGE	INFOGRAMES	STRATEGY/ADVENTURE	01 AUGUST 2001
PARIS RALLY	ACCLAIM	RACING	01 AUGUST 2001

GAME	PUBLISHER	GENRE	RELEASE DATE
WWF SMACKDOWN	THQ	BEAT-'EM-UP	01 SEPTEMBER 2001
WING OVER III	JVC	SHOOT-'EM-UP	01 SEPTEMBER 2001
EDEN	EIDOS	STRATEGY/ADVENTURE	01 SEPTEMBER 2001
SPY HUNTER	MIDWAY	RACING	01 SEPTEMBER 2001
LEGACY OF KAIN: SOUL REAVER 2	EIDOS	STRATEGY/ADVENTURE	01 SEPTEMBER 2001
COMMANDOS 2	EIDOS	STRATEGY/ADVENTURE	01 SEPTEMBER 2001
TEST DRIVE OFF-ROAD WIDE OPEN	INFOGRAMES	RACING	01 SEPTEMBER 2001
DAKATAN	ACCLAIM	FPS	01 SEPTEMBER 2001
WORLD RALLY CHAMPIONSHIP 2001	SONY	RACING	01 SEPTEMBER 2001

GAME	PUBLISHER	GENRE	RELEASE DATE
HERDY GERDY	CORE	PARTY/PUZZLER	01 OCTOBER 2001
DEVIL MAY CRY	CAPCOM	STRATEGY/ADVENTURE	01 OCTOBER 2001
LMA MANAGER 2001	CODEMASTER	SPORTS	01 OCTOBER 2001
SUPER MOTOX	INFOGRAMES	RACING	01 OCTOBER 2001

GAME	PUBLISHER	GENRE	RELEASE DATE
SHADOWMAN 2	ACCLAIM	STRATEGY/ADVENTURE	01 NOVEMBER 2001
THE LOST	UBI SOFT	STRATEGY/ADVENTURE	01 NOVEMBER 2001


EXTERMINATION

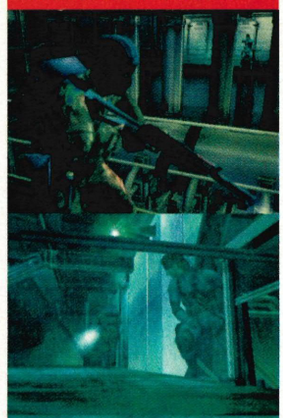

GRAN TURISMO 3


FORMULA ONE 2001

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!



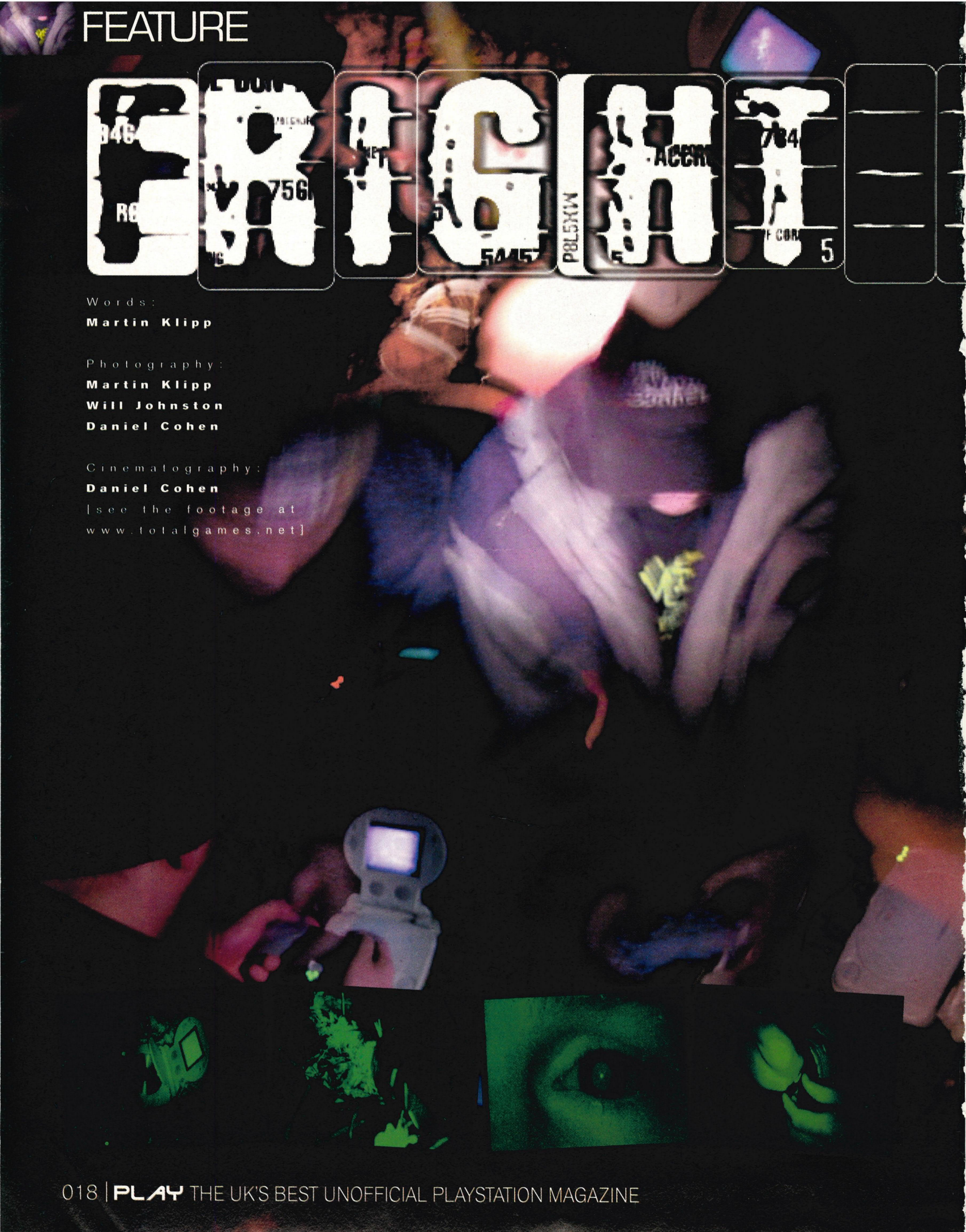


FRIGHT

Words:
Martin Klipp

Photography:
Martin Klipp
Will Johnston
Daniel Cohen

Cinematography:
Daniel Cohen
[see the footage at www.totalgames.net]



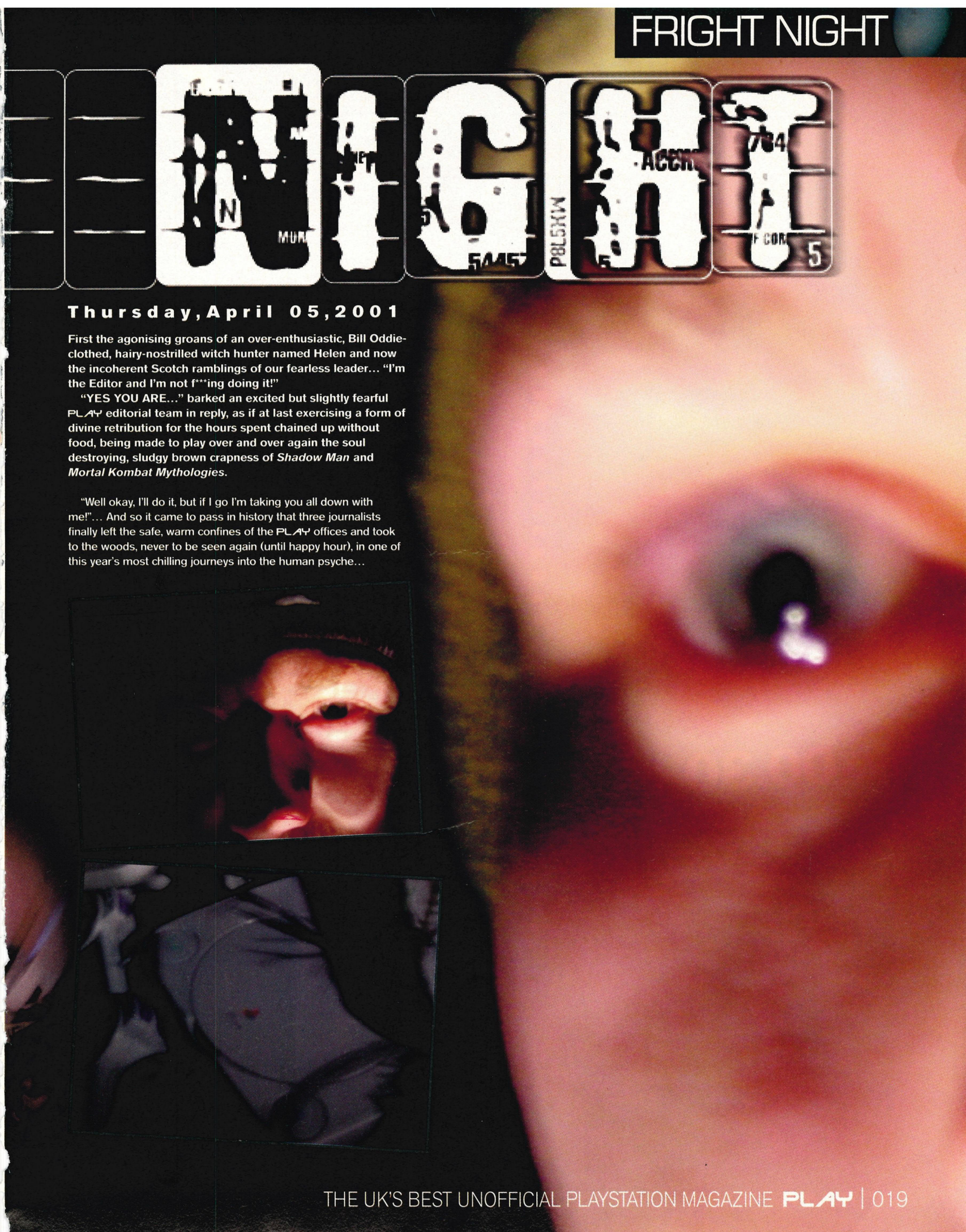
FRIGHT NIGHT

Thursday, April 05, 2001

First the agonising groans of an over-enthusiastic, Bill Oddie-clothed, hairy-nostrilled witch hunter named Helen and now the incoherent Scotch ramblings of our fearless leader... "I'm the Editor and I'm not f*ing doing it!"**

"YES YOU ARE..." barked an excited but slightly fearful PLAY editorial team in reply, as if at last exercising a form of divine retribution for the hours spent chained up without food, being made to play over and over again the soul destroying, sludgy brown crapness of *Shadow Man* and *Mortal Kombat Mythologies*.

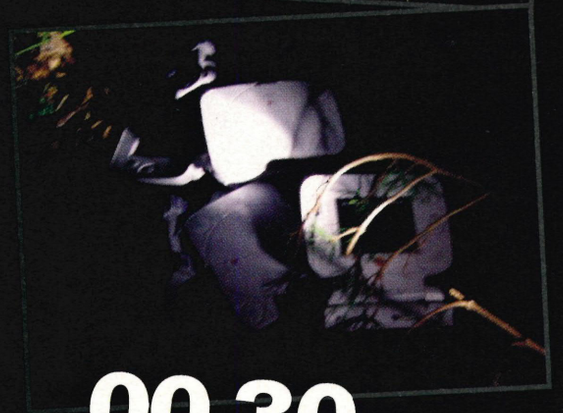
"Well okay, I'll do it, but if I go I'm taking you all down with me!"... And so it came to pass in history that three journalists finally left the safe, warm confines of the PLAY offices and took to the woods, never to be seen again (until happy hour), in one of this year's most chilling journeys into the human psyche...



With the latest in hi-tech wizardry – consisting of Polar Heart Monitors, PSones, Wild Things' portable screens and a battery pack heavy enough to floor Mike Tyson – the stage was set for our dastardly challenge. All we needed now was to understand Infogrames' punishing brief:







00.30



FEET ALONE, FEET BEAR.

Short, sweet and to the point. Just add 'Feel Uncoordinated, Feel Single' and it could have been any normal Friday night out in Bournemouth. Sadly, the small print indicated a deeper threat – the need to be abandoned in the maddening void of the woods for at least six hours of total darkness with a copy of *Alone In The Dark 4: The New Nightmare*.

23.30

Led away from the urban sprawl into a cavern of pitch black undergrowth more salubrious than your average Clive Barker novel, Mark tweaked, "We're near the underpass – you know, there was a stabbing here last week, it was on the news." Even worse was the fact Mark wasn't fazed, or even bothered by our unarmed late night expedition, collectively carrying over £2000 worth of PlayStation gear and gadgets that any relatively smart cat burglar would gladly sell his mother to lay his hands on. Still, we could have a good go at defending ourselves with the 300lb battery pack – if any of us could lift it.

00.00

"Okay, we're here," instructed Dan, our intrepid cameraman, 'here' being a foul-smelling boggy five metre pit of mush, surrounded densely by trees and numerous spiky things that seemed to enjoy piercing our clothing, bags and pretty much anything else that wasn't protected by titanium armour. It was at this point that the fact we couldn't somehow get out of this became a little too real. It also brought about a change in Mark, who was beginning to show an eerie pleasure in our predicament; still deathly silent, but now with a crazed look of inevitable madness in his eyes.

"I'm cold, it's raining and you dragged me away from Michael Jackson's kiddie testimony for this," moaned Graeme as he went into his best Jacko Dance spectacular. "Let's strap him in," seemed the general consensus of opinion. Pushed into 'The Pit' with just heart monitor, PSone, game, battery pack and screen for company, the Editor was first in…

THE SHAPE

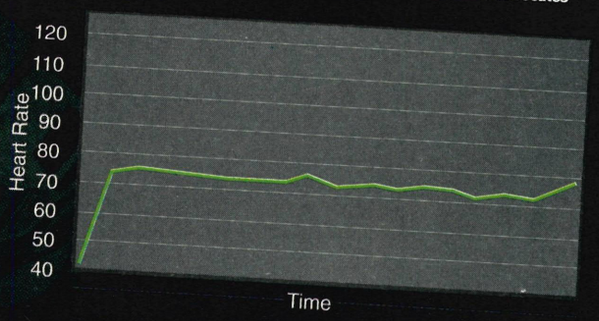
NAME: GRAEME NICHOLSON
AGE: 24
EYES: BLUE
WEIGHT: 126 POUNDS

Traits: After watching Japanese horror flick *Ring*, Graeme developed a fear of wells and videotapes. He's also been caught trying to hurt himself after viewing Charlie Chaplin footage on TV.

"Okay guys, it feels like I'm playing *Alone In The Dark 4* and I am alone in the dark. Will that do? Can I go home now?" It was at this point Steve's intentions for Graeme began to show. "Slowly walk away, just leave, we need to get him scared. It'll never happen if he knows we're right outside."

Dan: "Right, but what if the screen gets wet and he electrocutes himself?"





Steve: "Don't worry, we grabbed three of those."

Dan: "Cool!"

"Guys, it's been 45 minutes. I've had enough now. Guys?"

Graeme's graph has caused much concern in the PLAY office, if only to prove the theory that he is actually dead. His vitals show very little movement, as if Neo's Matrix code vision has manifested in the good man's head, implying the Ed has actually become one with PlayStation, only able to see games in binary format and thus totally unaffected by The Shadow Island scare factor.

02.30

"Sorry Gray, we just kind of forgot where you were. Besides it was Mark's idea." Graeme didn't say a word, just tilted his trademark cap down over his eyes, handed over the watch and stood motionless for the next three hours. With Mark and Graeme now handing out flyers for the local loony bin, Steve seemed the obvious next choice…

"Well, can I take my rucksack?"

"No! What the hell did you bring? We're only doing this for six hours," snarled Dan, now seriously rethinking his decision to film the remaining three, (his day rate being more than most of our team take home in a month).

Steve: "Supplies".

"What supplies? We're only here for a night. It's not as if were backpacking round Australia. Mark hasn't brought anything, Graeme's hiding behind his silly hat and I'm lugging all the gear. Give me the soddin' rucksack." And there it was. In three neatly packed overnight airline-branded satchels (the sort you receive only after spending stupid amounts of money in the BA Executive club), the entire first floor of Boots grooming products, indexed and ready for deployment in Miss World…

STEVE GOTOBED
AGE: 24
EYES: BLUE
WEIGHT: 196 POUNDS

Traits: Steve's strongly driven when it comes to athletic activities and enjoys the outdoors, though his mum's never let him stay out after dark until now.

Steve's graph clearly reflects his experience: his heart rate raised as the experiment began, obviously anxious about his custom-built toiletry collection. "You better not lose any of my stuff, or my mum'll 'ave you!" 20 minutes into the experiment his professional gamesplaying takes over, as the heart rate slows and becomes normal, obviously unfazed by the darkness and cold. Halfway and the graph peaks suddenly... "AHHHHHH!" Scream after blood-curdling scream resonate around the area. Could the game be that scary? Could Infogrames have finally hit the nail on the head and created a truly frightening game?

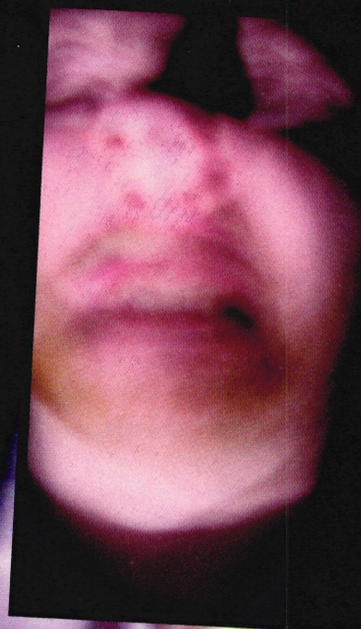
"What's happened?", Dan ran in to catch the action, only to catch his own foot on what can best be described as a 10cm twig, sending camera and man flying, although a snugly placed knee in Steve's ribs brought both to a controlled stop. "UGH! First a bloody pigeon shats all over my jacket and now you try and put me in hospital. We're not supposed to be in the marines, you w**ker."



03.30

"Yes Drill Sergeant, Private Crawley present for duty sir," barked Mark with a click of army heels and more than a passing resemblance to Private Pile's last hours in *Apocalypse Now*. Mark's silent typecast was getting increasingly twitchy. We decide to leave him in the pit for as little time possible, as the multitude of sharp objects and hi-tech gadgets might give him enough time to perform an *A-Team*-style transformation and kill us all with some ecologically-friendly slug-firing super-gun...





MARK CRAWLEY
AGE: 26
EYES: BLUE
WEIGHT: TWO OR THREE SQUIRRELS

Traits: Unusually high keratin levels in Mark's blood have blessed him with exceptional night-time vision. He is unruffled by the threat of darkness and in fact, flourishes after sundown.

With very few signs of life in the beginning, Mark's zombie-like bloodlust took hold after dispatching some dog action and he was soon into overdrive, ripping through zombie carcasses and shadow ghouls. The graph peaks in the centre, but soon dies down after our preview code crashes and needs to be reset... only to be replaced by *Looney Tunes Racing* and the constant chanting repetitions of "Yes Drill Sergeant".



04.30

One hour to go, and suddenly we really were scared. "There it is again. Must be at least ten of them." We saw the helicopters swirling before, and chose to ignore them. But these were dogs. We couldn't see them, just hear the ominous growls and barks getting louder and louder. "Just don't be scared, they smell fear," said Dan, his words inducing a volley of twisted *New Nightmare* images where our triumphant dog barbecue tactics are destined in a cruel twist of fate to be reversed, leaving the PLAY editorial team as a mass of human Pedigree Chum. Graeme, motionless for what seemed like an eternity, was now clearly perturbed. We edged further behind a giant pine, shielding us as the enormous warped shadow approached from out of the shadows...

From behind the tree hobbled Mandy, a 50cm tall, three-legged poodle and her elderly owner Bertha. "Hello boys, Mandy and I saw you playing from the window. Shouldn't you youngsters be tucked up in bed, it's rather late? Anyway here's some tea and sponge cake for you. There's more inside when you're done."

"Lets go, and if there's frosted donuts I'm having them, or you're all fired! Oh and Dan, no more filming okay?", Graeme's words echoed through the woods as our little adventure had come to an abrupt end. Never to be repeated.

Special thanks to Wild Things for the screens and battery packs, and Polar for the Funky Heart Monitor watches.







As we were going to press, it was discovered that a single frame of Dan's footage harboured a stunning secret. In the leafs and twigs to the left of our stick man, the image of a young girl's face can be made out. A supernatural manifestation? A trick of the light? A warning from the forest? No mystery is closed to an open mind.

THE BIG GAME

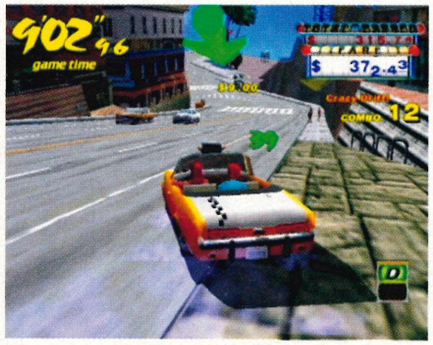
CRAZY TAXI

DESTINATION HAPPINESS, FARE £39.99







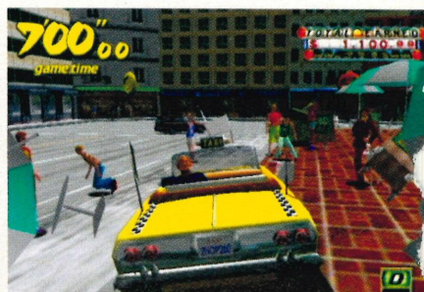












the games

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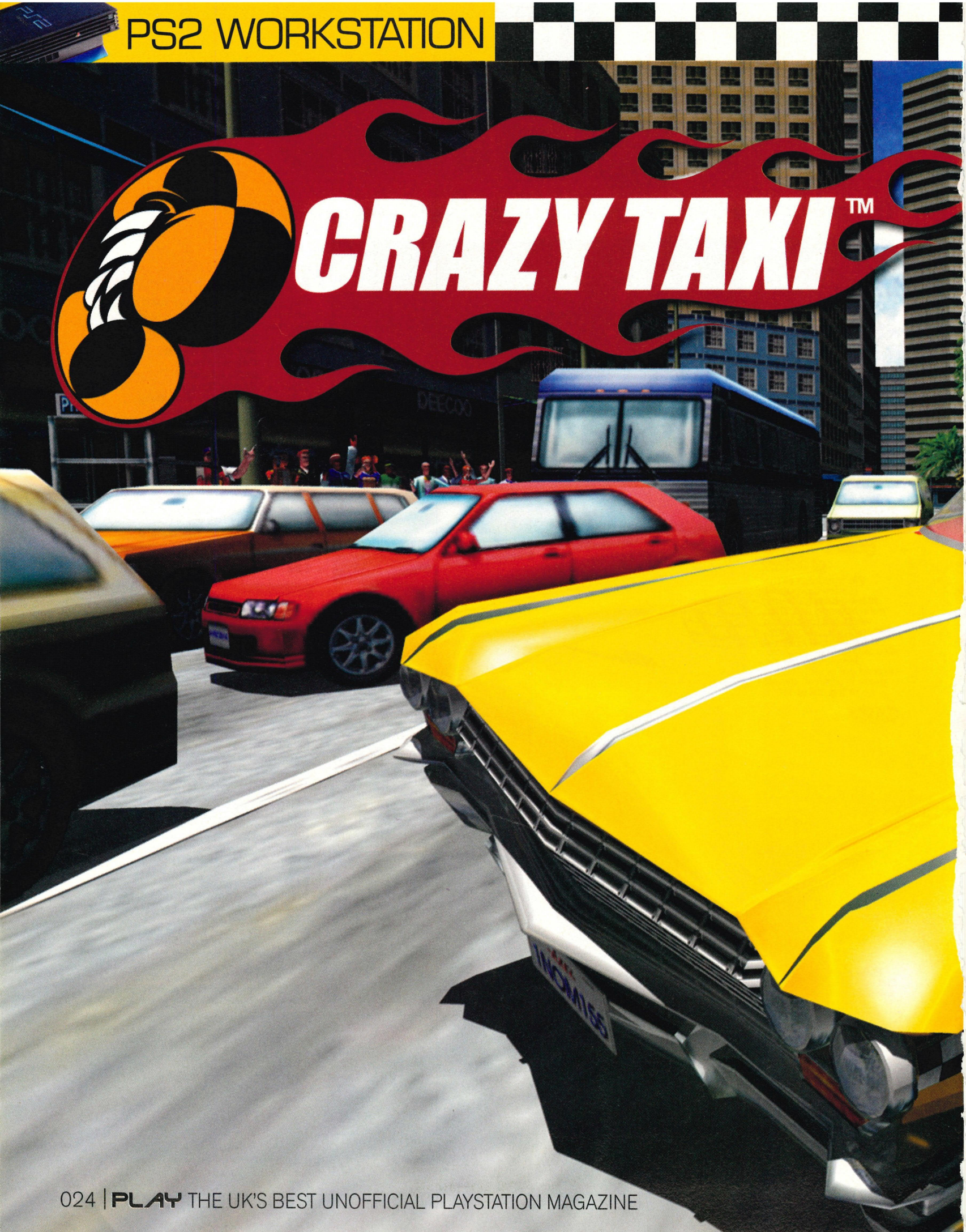
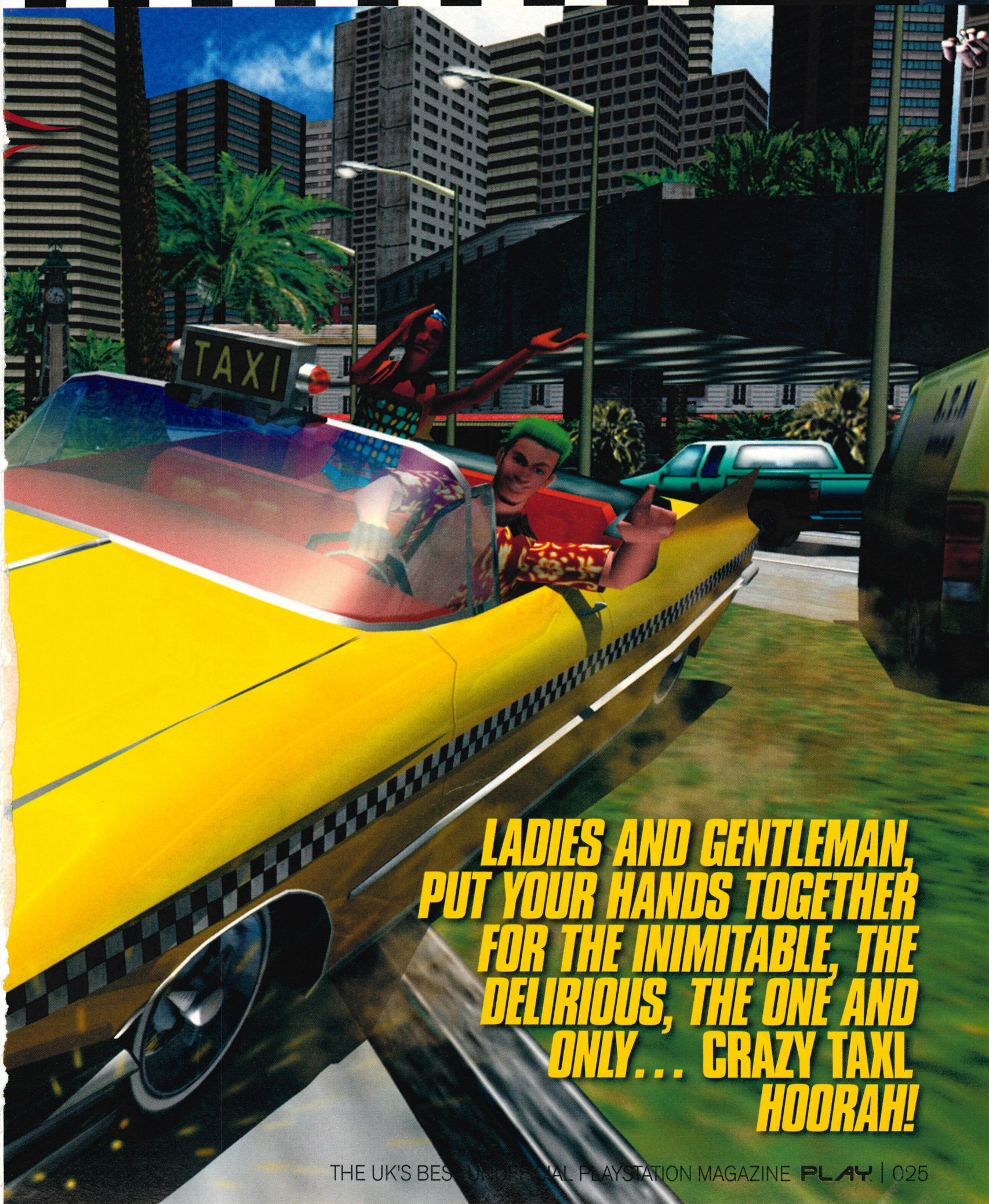
PLAY ICONS *These symbols tell you about the number of players and whether or not you can use a specific device with the game.*

Mouse compatible	Number of players	Multi-tap compatible	Memory card compatible	Link cable compatible	Lightgun 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


CRAZY TAXI™



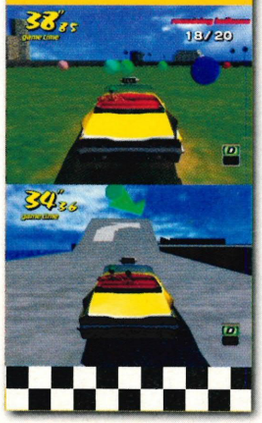
LADIES AND GENTLEMAN, PUT YOUR HANDS TOGETHER FOR THE INIMITABLE, THE DELIRIOUS, THE ONE AND ONLY... CRAZY TAXI HOORAH!



softography
Sega Japan
First PlayStation Game

BOXING CLEVER

As you'll soon find out, one of the coolest features of the game is the Crazy Box mode, which has 16 different challenges for you to complete – do that and you might unlock a special something... but we shan't tell you what that is yet. From the opening Crazy Jump and Crazy Bowling (man, is that hard) all the way through to the Crazy Proposal, Crazy Bound and Crazy Party, your driving skills will be tested to the limit, so you'll need to be some sort of super cabby if you're to stand a chance of finishing the lot. Stupidly addictive.



Writer Alex Warren **Available** June 2001 **Weblink** www.crazytaxi.com

Let's face it, the PlayStation2's been around for what, nearly six months now, and yet we have still to see a really great game – and we mean really great – appear on it, let alone anything remotely original. Okay, so there are the likes of *Tekken Tag*, *Ridge Racer V* and *TimeSplitters*, all of which are undoubtedly good games but, if we're being truthful here, they're all a fair old way off being anything truly special. Where are the ground-breakingly original titles that we were promised, the ones that are supposed to be blowing our heads – and all our limbs – into space? Still in development, was that?

JUNE 2001
PUBLISHER Acclaim
DEVELOPER Hitmaker/Sega
1 Player
85% Complete
Anticipation ★★★★★

TO BE THIS GOOD...

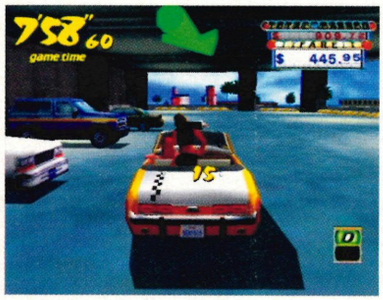
But anyway, here we are six months down the line and only now are we about to get our first taste of what a truly great game should be like, courtesy of Sega. Ironic isn't it? For all the developers that Sony has devoted to its cause, not one of them is a patch on Sega, or Nintendo for that matter. Sure, Sega might not be the brightest kid in the class when it comes to promoting its own console, but as far as creating games goes, you'll be hard pushed to find anyone who does it better. Ingenious, original, innovative, stunning, remarkable even – everything that, say EA, isn't – and it could only ever be someone like Sega that could make a game about driving taxis as addictive, enthralling and so much goddamn fun as *Crazy Taxi*. Welcome, then, ladies and gentleman, to the first truly great PlayStation2 title.

As arguably the Dreamcast's crowning moments, or at least one of them, the arrival of *Crazy Taxi* on the PS2 is a real coup for Sony – the folk there must have rubbed their hands in glee, along with Acclaim who picked up the publishing rights. After all, it's not often that you get your sworn enemy releasing games on your console. But enough of such trivialities, let's go make some craaaa-zy money!

TAKES AGES

The beauty of *Crazy Taxi* is that in all reason it shouldn't work, it really shouldn't. Yet Sega, and more specifically Hitmaker, have created a game that turns all pre-determined notions on their head, spins them around a few times and defies all odds, producing nothing less than a magical gaming experience – it is truly a revelation. After all, who'd ever want to play a game where all you do is drive around a San Francisco-esque city in a banana yellow cab all day, picking up ⏭







2'S COMPANY

All us PS2 owners might well be wetting our pants over the imminent arrival of Crazy Taxi, but those Dreamcast folk are about to get their teeth into Crazy Taxi 2. It boasts an all-new city based on New York, four new cabbies and a brand new move in the form of the Crazy Hop, plus the ability to pick up multiple fares, and is bigger and better than ever before. As yet it's not known whether this too will find its way to the PS2, but we can only live in hope.



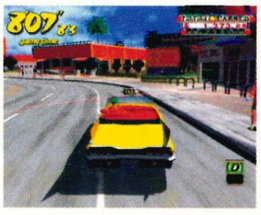


"With gameplay this mind-blowing, exhilarating and utterly addictive, a career change is very much on the cards"

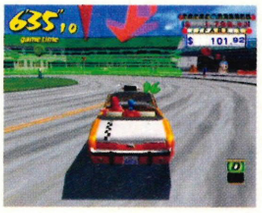




[Above] Seconds later the guy in the back pulled a great big moon. Frankly you're lucky you missed it.







DRIVING IN CIRCLES

You'll notice in the game that waiting passengers will be standing in different coloured rings denoting how far they want to go, but more importantly how much money you're going to earn. Remember, the further you go the more money you'll get out of it!

GREEN .....THE FURTHEST DISTANCE, BUT THE MOST MONEY
LIGHT GREEN .....QUITE A LONG JOURNEY, WITH A FAIR WHACK OF DOLLARS TO BOOT
YELLOW.....A REASONABLY SIZED JOURNEY THAT GENERALLY LINKS AREAS
ORANGE .....A JOURNEY THAT MIGHT TAKE YOU FROM ONE SIDE OF AN AREA TO ANOTHER
RED .....FOR THOSE WHO CAN'T BE ARSED TO WALK AROUND THE CORNER



CRAZY CABBIES



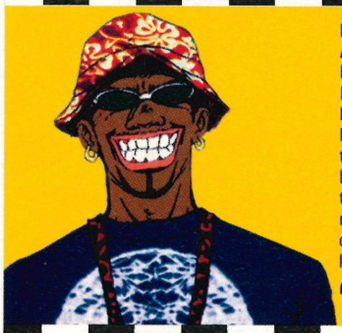
NAME.....AXEL MCDERMOTT
AGE 21
LICENSE PLATE 1NOM1555
Axel's a bit of a wild child when it comes to taxiing around and has only taken up the job as he deems it to be the 'coolest' profession and the ultimate career. Truth be told he's only in it to pick up women (in more ways than one) as he'd much rather be jamming with his punk band. For Axel, driving crazy is just another day on the job.

"I don't make mistakes"

NAME .....GENA TURNER
AGE 23
LICENSE PLATE 5EXY515
Some say women can't drive, but that wouldn't be fair on the cool and sexy Gena who likes nothing more than racing around in her car all day, making the career as a cabby ideal for her. She's a bit of an animal when it comes to speed, with her foot seemingly forever on the accelerator, and her customers' safety the least of her worries. When not driving her car she can normally be found polishing it up, giving it all her love and care.



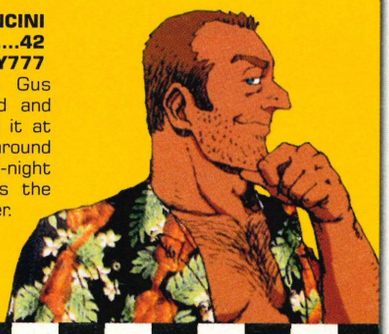
"Sexy Sister!"



NAME .....B.D. JOE
AGE 25
LICENSE PLATE.....2HOP260
B.D. Joe is the perfect cab driver because he loves nothing more than 'simply making people happy' by making sure that his customers get to their required destination with a whopping great big smile on their face. In his spare time he takes time out on the streets as a street performer, making music with a few cans, dustbin lids and drumsticks to entertain the folk. What a crazy kinda guy – you just gotta love him!

"Let's get wild and crazy"

NAME .....GUS MANCINI
AGE 42
LICENSE PLATE ONLY777
Crazy driving began way back when Gus introduced it to the streets in his wild and uncontrollable youth... and he's still doing it at the ripe old age of 42. When not speeding around town Gus likes a game of cards with his all-night card group and it's how he supplements the money he gets from being a crazy taxi driver.



"Only aim for the big jackpot"

"It could only ever be a company like Sega that could make a game about driving taxis as addictive, enthralling and so much god-damned fun as *Crazy Taxi*"

"As arguably the Dreamcast's crowning moment, or at least one of them, the arrival of *Crazy Taxi* on the PS2 is a real coup for Sony"

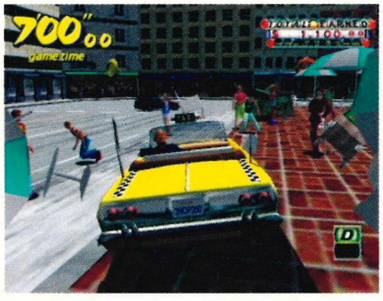
THE FUTURE'S BRIGHT, THE FUTURE'S SEGA

So now that Sega has decided to throw the towel in and start developing games for other consoles, what other goodies can we expect to see on the PS2 in the near future? Well already confirmed are both 18Wheeler: American Pro Trucker and Zombie Revenge, both of which are being published by Acclaim, as well as Space Channel 5 and Virtua Fighter 4. That's all for now, but we should sit and pray that we'll see PS2 versions of games like Jet Set Radio, F355 Challenge and MSR... in our dreams.



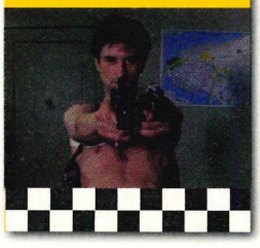






AT THE DRIVE IN

Believe it or not, according to various reports, a film based on the Crazy Taxi game is on the cards. Apparently, the film rights to the game have been picked up by a Goodman/Rosen Productions and Donner's Company, the team behind X-Men and Lethal Weapon. Whether or not the project takes off remains to be seen, though – just don't hold your breath for another Taxi Driver.



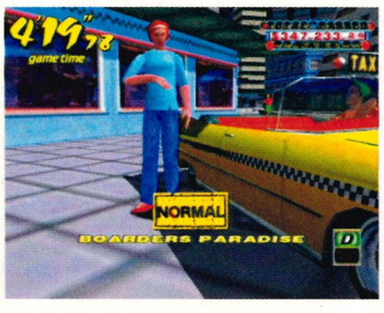
passengers and dropping them off? Hmmm... no hands for that one. But as we've said, *Crazy Taxi* is not your average game, far from it, and for those who might not have experienced the game in either its arcade or Dreamcast form, allow us to explain why this is one experience that you really don't want to be missing out on.

The aim of the game really couldn't be any simpler – take as many passengers from A to B in as short a time as possible, while trying to earn heaps of money in the process. Of course, it's all against the clock, so if you want to make some serious money you're going to have to drive like an absolute maniac... which is where *Crazy Taxi* really comes into its element. Once you've picked up your passenger it's up to you how you get to their destination – just follow the green arrow and put your foot down. Fly though the air, speed through shopping malls and multi-storey car parks, across parks and rooftops – there are no rules and there certainly aren't any cops to pull you over. The road is your domain and you are God. It's total carnage, and with gameplay this mind-blowing, exhilarating and utterly addictive, a career change is very much on the cards.

CRAZY FOR YOU

Just as importantly, though, the game has a huge amount of replayability, meaning that you'll keep coming back for more and more, no matter how hard you try not to. Both cities in the game are absolutely gigantic so it'll take you a fair old while to make your way around – and even longer to learn them inside out. That's not all, because the feature that really sends the game into the celestial stratosphere, and which will make you an instant addict, is the sublime Crazy Box mode. Here you're faced with 16 different challenges (although you only start off with nine) which will test every driving skill in your bones. What more can we say?

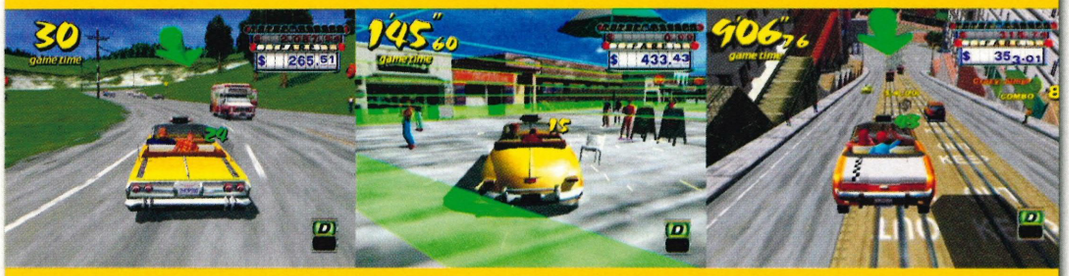
Visually, the game isn't quite as crisp as its Dreamcast counterpart just yet, with some of the textures remaining rather washed out, but this is currently being ironed out for the final version. Apart from that, it's all looking absolutely stunning. The fact that the frame rate manages to stay so high despite the incredibly detailed city and the impossibly busy roads is testament to the skill of the developers, all of which helps to add to the high octane, thrill-a-minute experience. At times you'll even find yourself having to stop momentarily to take in the views on offer, as they really are spectacular. Add to the mixer a punk rock soundtrack from The Offspring and Bad Religion and you have what is arguably one of the finest games ever made. Oh you lucky, lucky people.





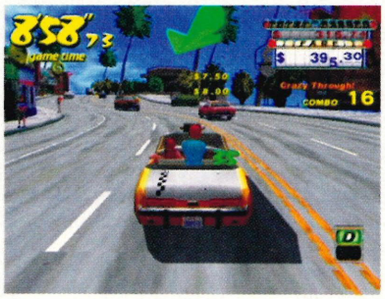
SPOT THE DIFFERENCE

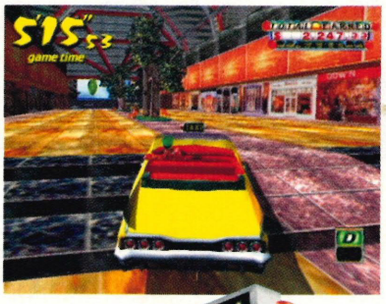
Have you got what it takes to tell the difference between the original arcade version of the game, the Dreamcast version and the PlayStation2 version? No, us neither, as they all look pretty spanking. Who knows, we might yet see GameCube and Xbox versions of the game too.



"The feature that really sends the game into the celestial stratosphere, and will turn you into an instant addict, is the sublime Crazy Box mode"







[Right] Take whatever shortcuts you like, even through the mall!

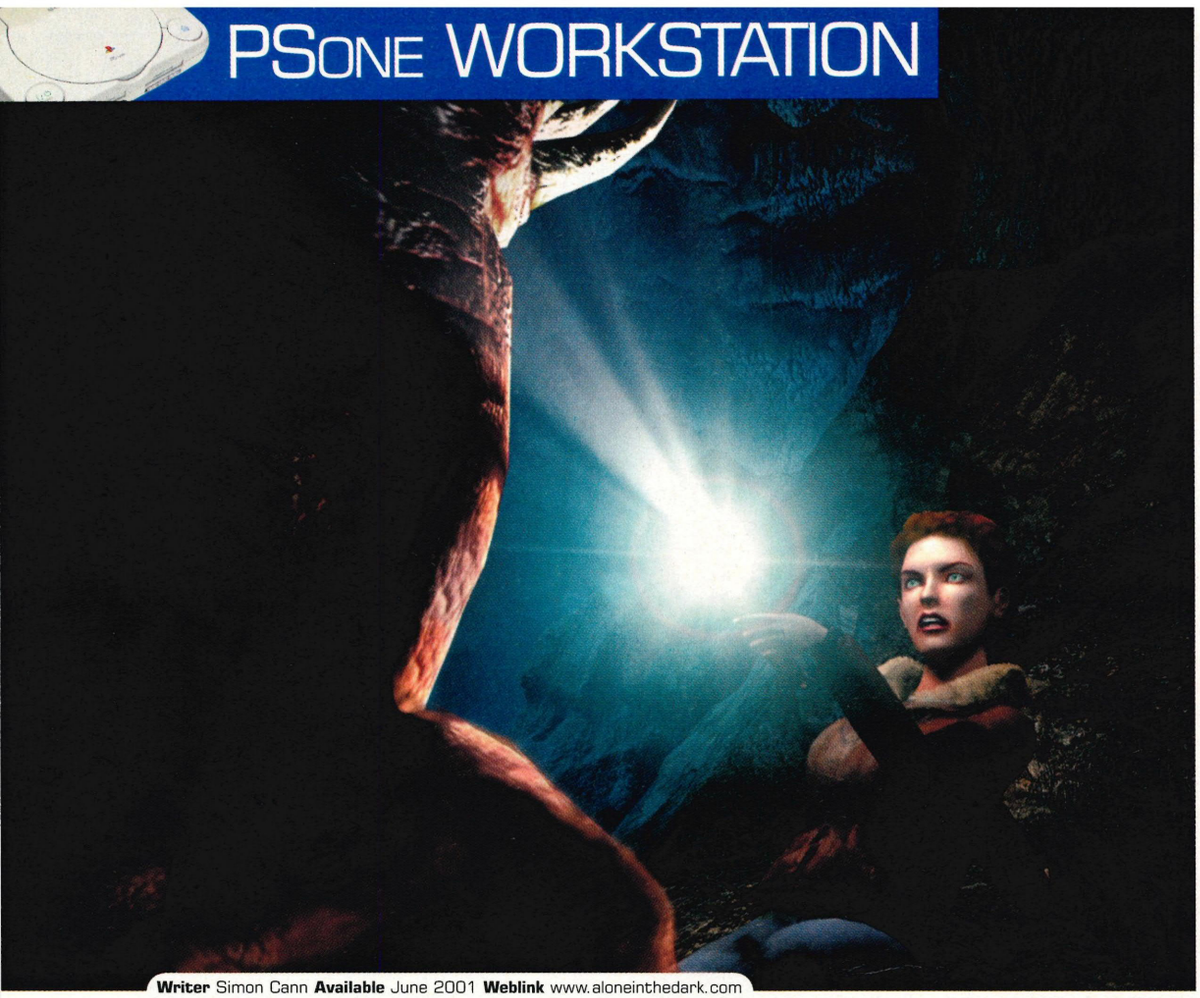
A WORD FROM OUR SPONSORS

Good old Sega – you can always trust those folk to secure a fair whack of sponsorship from a game, and Crazy Taxi is no different, with logos and brand names popping up all over the shop. Fancy a bite to eat? Well, you can either head on down to Pizza Hut or if you're peckish for a bit of prime chicken breast, pop over to KFC. And how about a bit of record shopping? Well, Tower Records is just around that corner there, and if you need some new trainers, Fila's only a two-minute stroll away.





"A game that defies all odds, creating nothing less than a magical gaming experience – it is truly a revelation"



[Left] Aline has the unpleasant task of introducing herself to this monster. **[Below]** Do my exceptionally long legs look okay in these jeans?





Writer Simon Cann **Available** June 2001 **Weblink** www.aloneinthedark.com

ALONE IN THE DARK: THE NEW NIGHTMARE



THE GRANDADDY OF SURVIVAL HORROR RETURNS FOR A FOURTH INSTALMENT. BEST GET THOSE BROWN TROUSERS READY...

"The incredibly impressive torchlight effect truly lends the game an air of suspense"



Although Capcom may have stolen the limelight with its celebrated *Resident Evil* titles, it was Infogrames (back in 1992) that arguably kick-started the popular survival horror genre with the seminal *Alone In The Dark*. Now the prolific French firm is putting the finishing touches to the fourth game in the series – *Alone In The Dark: The New Nightmare*. In terms of plot, this new game (once again) centres on the exploits of hard-boiled private eye Edward Carnby. With the assistance of the foxy university professor Aline Cedrac (a female incidentally), Carnby must uncover the ungodly secrets held within the confines of a haunted manor house on the ominously titled Shadow Island.

Having been separated during a plane crash on their way to the aforementioned island, the duo must reunite and piece together the actions of the enigmatic Professor Obed Morton, who has seemingly unleashed a great evil upon the area. Players can choose between the two central characters, with Miss Cedrac's adventure placing a greater emphasis on puzzle-solving as opposed to the more action-oriented antics of Mr Carnby. Alright, so we won't beat around the bush any longer. If you've played any modern survival horror title then you'll know what to expect here, namely a blend of gunplay and exploration with a dash of puzzle-solving thrown in for good measure. However, whilst the game may not be breaking new ground in concept, it certainly looks set to deliver in the visual department. Some excellently realised backdrops coupled with an incredibly impressive torchlight effect truly lend the game an air of suspense. Developer Darkworks is still polishing the game up, but from what **PLAY** has seen so far, this could prove to be one of the benchmark titles within its genre. Watch out for our full review in a few issues time, and don't have nightmares in the meantime.

JUNE 2001

PUBLISHER Infogrames

DEVELOPER Darkworks

1 Player

85% Complete

Anticipation

★★★★☆



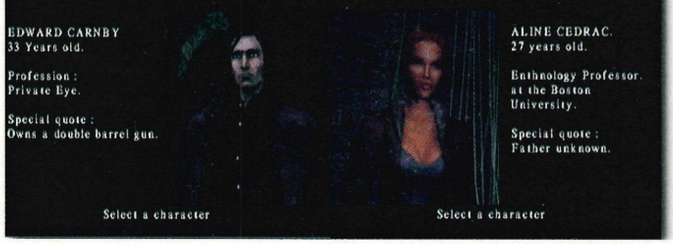




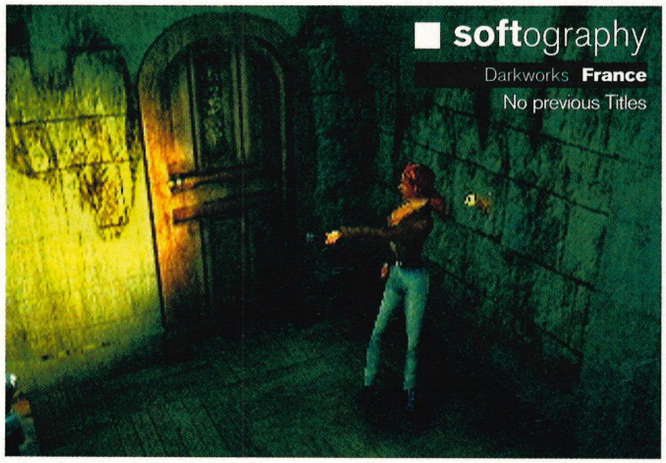
ALONE IN THE DARK: THE NEW NIGHTMARE

NEVER THE TWAIN

It may be a cliché, but this latest *Alone In The Dark* title effectively offers you two games in one (groan). Select Edward from the outset and you'll initially find yourself situated outside the ghoulish manor house as you attempt to find your way inside. On the other hand, should you begin the game with Aline, you'll find yourself thrown almost immediately into the house of horrors. As is par for the course, both characters stories will overlap at certain junctions throughout the game.







softography

Darkworks **France**

No previous Titles



[Above] Early in his quest Ed encounters this unfortunate chap who's lost one of his arms. Who could have done that?

RAY OF LIGHT

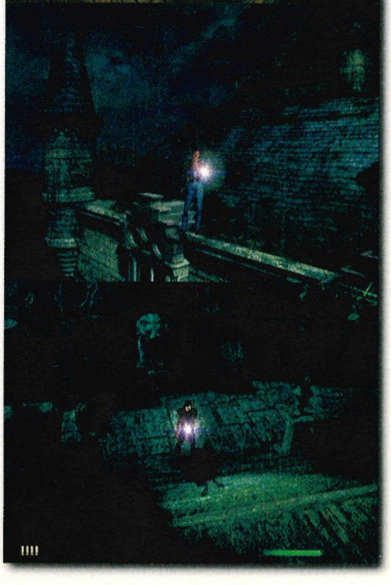
One of the most impressive aspects of *Alone In The Dark: The New Nightmare* is the brilliant lighting effects employed throughout the game. Both Edward and Aline possess torches that they must use to illuminate the otherwise darkness-engulfed environments which they have to traverse during their quests. The developer has seemingly squeezed every last ounce of power out of the 32-bit PlayStation technology and the effect as you flash the torch about each location is simply breathtaking. What's more, it's vital to gameplay, as certain objects can only be seen when the beam of the torch is shined on them. Nice.





[Above] This spectral serpent is one of the earliest chaps Aline encounters. At this point in the game she doesn't have a weapon, so how will she vanquish her foe?





YOU ARE NOT ALONE

Despite the implications made by the game's title, you are by no means alone during your adventure. Regardless of which character you select, you'll quickly find yourself confronted with a grotesque selection of undead creatures and unholy abominations. These foes are initially quite tame (a few hounds of hell and the such like). However by the time you've progressed into the game's later stages, you'll find yourself battling against some of the most mad and macabre creations man (or woman for that matter) has ever clapped eyes on. If you imagine Shane McGowan on a bad hair day, you'll be getting somewhere close .









[Top] Let's just hope some intolerable twat from Stargate SG-1 pops out onto the racetrack. **[Above]** Draw distance? Not even an issue for PlayStation2 in this case.

03 AUGUST 2001

PUBLISHER Acclaim

DEVELOPER Acclaim Cheltenham

1-2 Players

70% Complete

Anticipation ★★★★☆

Writer Graeme Nicholson **Available** 03 August 2001 **Weblink** www.acclaim.com

EXTREME-G3

REMEMBER THE TIME

There's no doubt that 1997's *Extreme-G* brought joy and happiness to a band of console adopters who were without the PlayStation's coveted *Wipeout* games. The sequel, however, was not such a success. The question is, which of its two parents will *Extreme-G3* take after?



The first *Extreme-G*. Fast, fun and fluid.



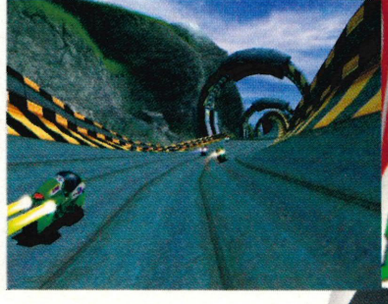
Extreme-G2. Too fast, and sorta scatty.

Feeling the need for speed after seeing Wipeout Fusion *delayed yet again? You want a word with our latest defector.*

Before you perform a cartoon-quality double take and check the cover, this is not an article about a recently hot-rodded Apple computer. It's an article about a recently hot-rodded series that has made a successful lifeboat trip from the sinking HMS Nintendo 64 to the proud Arctic icebreaker of PlayStation2.

You may recall the original *Extreme-G*. It was a bonkers-fast racing game, involving great big chunky bikes that looked for all the world like lightcycles, providing vast, swooshing, fantasy rollercoaster-style tracks for the then-*Wipeout*-starved Nintendo console. It rather impressed our sister publication 64 MAGAZINE, to the tune of some 91%, although the same cannot be said for *Extreme-G2* which attempted to sell the same novelty – speed – a second time, resulting in a design flaw that went unsolved – it was so fast it was uncontrollable.

Apparently Acclaim is back on top of the whole situation and, while *Extreme-G3* will certainly trade on the series' reputation for speed, there are many more nutritious ingredients on the wrapper. Look at those incredible, winding, no-limits race tracks. Colour, depth and liquid frame rate borne of PS2's sizzling innards will put you that much more 'in' the action, ensuring a healthy turning of the stomach on those dizzying altitude plunges. Any residual queasiness may be treated with the calculated murder of your opponents, a feat achieved with much circumstance owing to the sky-scorching special effects involved. Best of all, you'll hear an honest-to-goodness sonic boom as your soaring bike exceeds the speed of sound. ■











softography

Acclaim Cheltenham **UK**

Extreme-G

Extreme-G2

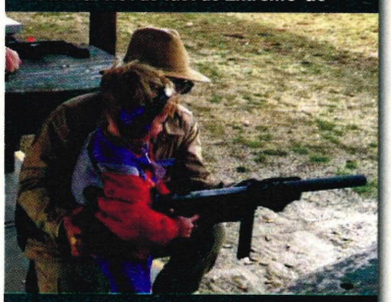
"Incredible, winding, no-limits race tracks and liquid frame rate"

SPEED TRIBES

Take the fastest racing game ever to be found on a 64-bit console and wire it into a 128-bit wonderbox. You're looking at speed, lots of it. Thus it is vital that a yardstick be developed in these futuristic times when we're leaving behind the meaningful scale of 'miles per hour.'



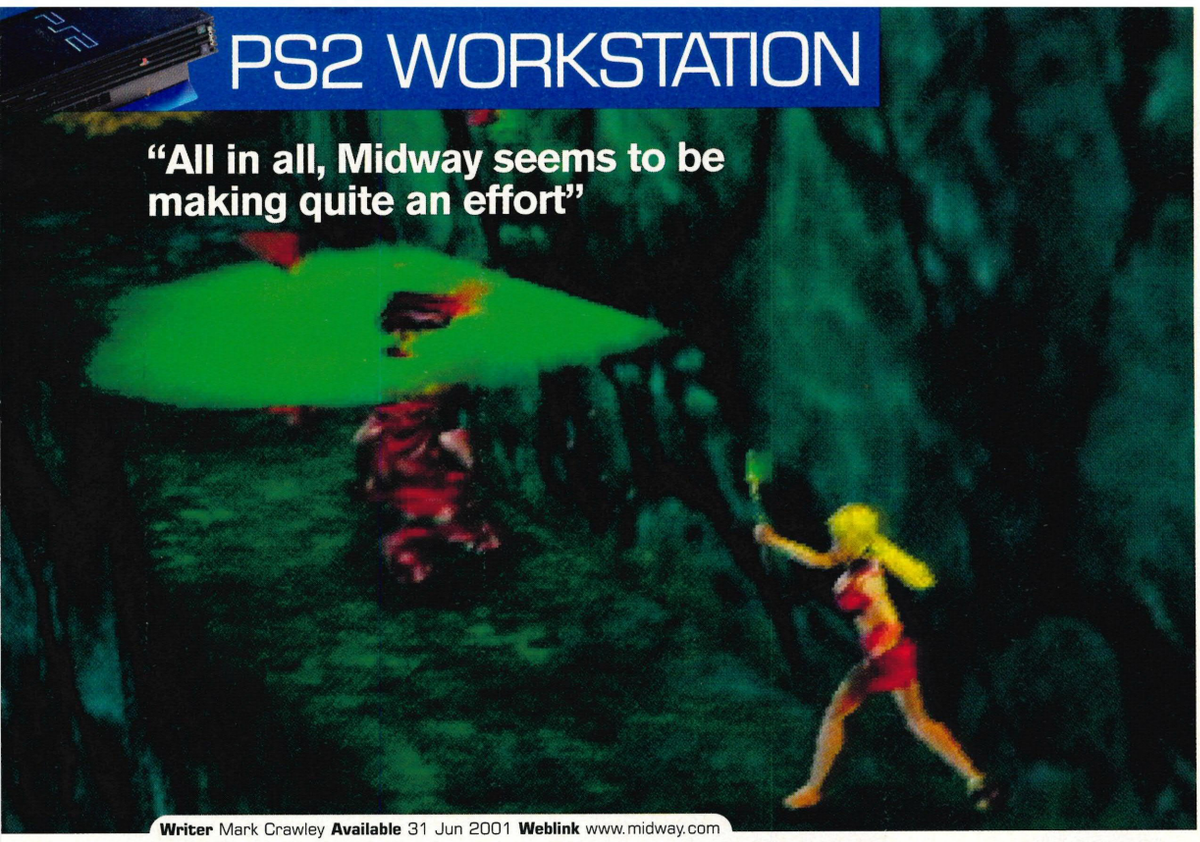
Japan's famous Shinkansen bullet train. It can get people from somewhere to somewhere else very fast indeed.
RATING: Not as fast as *Extreme-G3*



5.56mm bullets. They must have sufficient muzzle velocity to create a hole where once there was sturdy bone and flesh.
RATING: Almost as fast as *Extreme-G3*



Lockheed's SR-71 spyplane, the 'Blackbird', had to be faster than all Russian fighter planes and outrun missiles during the cold war.
RATING: Actually, a little bit faster than *Extreme-G3*



Writer Mark Crawley **Available** 31 Jun 2001 **Weblink** www.midway.com

GAUNTLET DARK LEGACY

31 JUNE 2001

PUBLISHER Midway

DEVELOPER In-house

1-4 Players

60% Complete

Anticipation

★★★★☆

softography

Midway **America**

Ready To Rumble Round 2

Gauntlet Legends

Midway's Greatest Hits

Mortal Kombat

"GIMME THAT LOAF!" [GOBBLE] "AGGH, IT'S POISONED – I'M DYING EVEN QUICKER!" YUP, IT'S GAUNTLET TIME AGAIN...



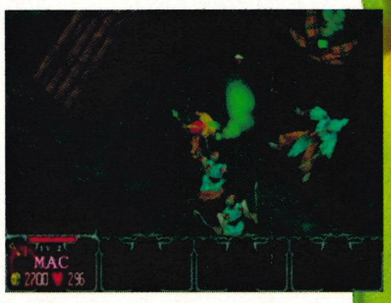
Indulge a curious PLAY team their cynicism, but could we, by way of shouting out "Arooga!", conduct a quick poll as to who actually liked the original *Gauntlet*?

Okay here we go then, one-two-three... [cup hands to ears]... Whoa! That's quite a substantial arooga score. But I suspect that you haven't understood the question or worse, have momentarily relinquished your objectivity... what I want to know is who REALLY liked the game in an "oh yes, I could play it for hours even today" kind of way. Be honest, we won't tell anyone – a one-two-three... [cup hands to ears once more]... ahhhh, not so arooga-ful now are we?! What's that from the back there – you don't actually know what *Gauntlet* is, and in fact only arooga'd in the first place because everybody else did? Thought so!

Whilst its cabinet's four joysticks provided the game with a fairly unique draw and were, in truth, necessary to get the most out of the machine (we defy lone players to see more than three credits out before moving on), it wasn't only *Gauntlet*'s irresistible work-with-your-mates-but-grab-the-food/potion-first action which was of note. The moral (sic) American majority, concerned that awarding joystick-juggling skill with 'free games' was akin to gambling, slowly pressurised arcade manufacturers into desisting from the practice. The sheer difficulty of previous Midway games (think along the lines of *Defender* and, in particular, *Sinistar*) makes this trait a little hard to spot in *Gauntlet*'s case, but with a health-bar that acted more like a timer, the game demanded a constant stream of coins from players – no matter how good they were.

In such a climate, decent home conversions, whilst rare, were much sought after and generally did well. Midway had been canny enough to provide fast-track access to the game's deeper recesses (ensuring that players would not only continue their current game but return to begin a new one) and, as far as arcade adrenaline-hits go, this granted the two-player computer and console iterations remarkable longevity.

Unfortunately since then, the very notion of entering a *Dungeons & Dragons*-inspired labyrinth has become wrought with cliché and we've seen the *Gauntlet* name sullied by inadequate instalments (everything after sequel number one has tended to disappoint).



[Above] A severe case of 'death breath'. Obviously on Paragon coffee...

WATCH YOUR STEP...

As if running around with sharp weaponry wasn't dangerous enough, there's also plenty of scenery which is best avoided... such as the windmill's sails [pictured] – but of course there's always a goodie to entice you into each hazard. Evil, those game designers.









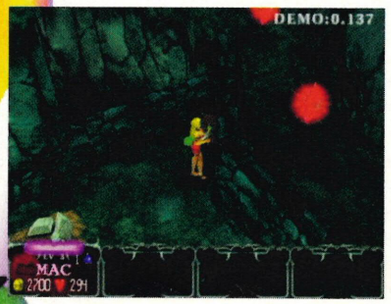
"*Gauntlet* has always been about chucking lots of enemies at the hapless heroes"



WHO GOES THERE?

Whilst Midway promises that the finished version of *Dark Legacy* will provide a whopping great eight character classes to choose from, the early code that we managed to get a hold of only offers a rather more paltry four. Don't like the look of yours much either...

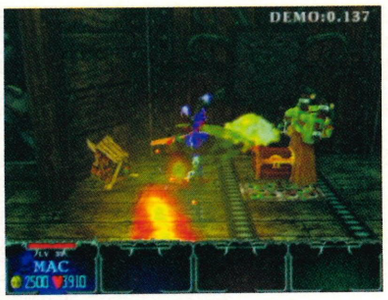














[Above] The wooden chests aren't the only kind in the game. What are you wearin' girl?!



"The very notion of entering a *Dungeons & Dragons*-inspired labyrinth has become wrought with cliché"



So what has Midway pulled out of the bag to make sure that *Dark Legacy* doesn't go the way of *Legends*?

Well, for a start, it's harnessed the power of PS2 – *Gauntlet* has always been about chucking lots of enemies at the hapless heroes, and the ability to push a fair few polygons around is therefore most welcome in a host platform. With larger levels than *Legends* it's only right that there be more monsters to cleave, arch and zap – not to mention more characters with whom to meat out such warranted abuse.

Intelligently reducing the dungeons to one of several environments, *Dark Legacy* sees your characters questing through forests, towns, deserts and mountains to name but a few. Making progress through these locales a little easier are a smattering of brand new moves, such as a heavy (but slow) attack and a charged strike, which is built up as you defeat more enemies.

All in all, Midway seems to be making an effort, but it's still to be proven that rendering *Gauntlet* in 3D is even a sound idea… the preview code was met with a certain *Legends*-inspired apathy, showing that this latest chapter has much to do if it's to make up for its own dark legacy. The **PLAY** team are sharpening their axes as we speak, in anticipation of that June release…



[Above] It wouldn't be Gauntlet without death… though he seems to have grown a bit.

FOOL AND THE GANG

Hurrah, four-player frolics! 'Course, some areas are quite tight so you'll have to elect a sucke… sorry, 'leader' to take the point – we'd go for the Jester cos he dances like a lunatic and probably deserves it.



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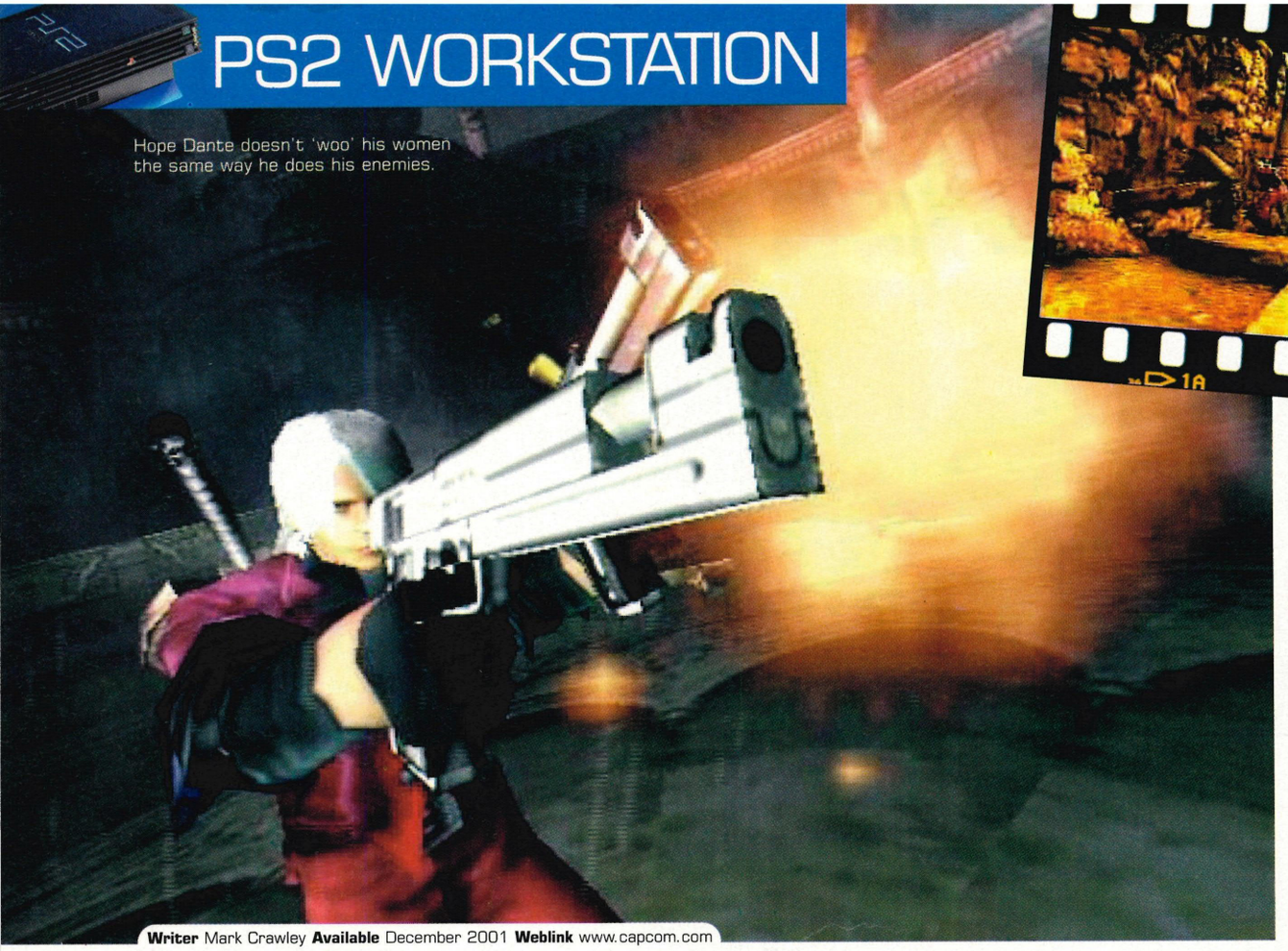
Hope Dante doesn't 'woo' his women the same way he does his enemies.







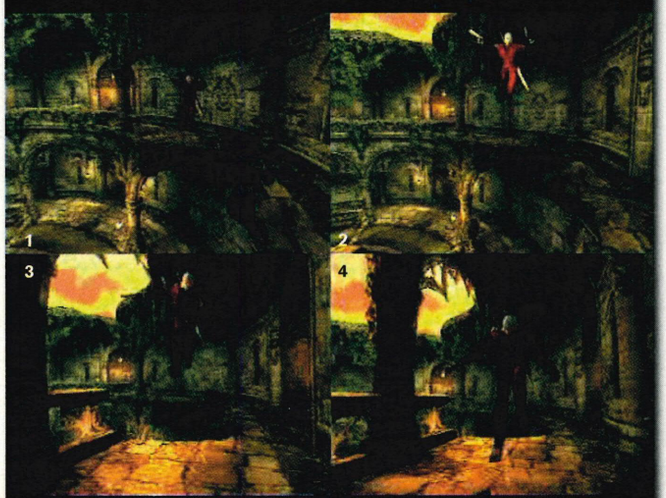


Writer Mark Crawley **Available** December 2001 **Weblink** www.capcom.com

DEVIL MAY

NIGHT CRAWLIN'

In Dante, Capcom is bringing forward one of the most exciting characters we've seen for quite a while – his demonic side allows superhuman feats such as extraordinary jumps and he even possesses the ability to clamber up sheer rock faces. Can't wait!



"Taking the role of the half-human devil-spawn Dante, the player is locked behind closed doors with all manner of unspeakable grotesques"

DANTE'S ABOUT TO REDEFINE HELL!

Miyamoto excepted, the secret to progressive game design would seem to be hidden within the maxim of sticking rigidly with the one genre you really know. Whenever Hideo Kojima pushes back any boundaries it's inevitably done through tactical espionage action, the FPS has been largely driven forward by John Carmack and co, Peter Molyneux certainly won't be remembered for his genre-defining shoot-'em-ups, and similarly, Shinji Mikami is destined to go down as the father of survival horror. 'Make a genre your own then remain its master via constant refinement' would seem a fairly apt rule of thumb, and one which every 'industry figure' (bar the veritable master of all trades, Shigsy) has had to follow in order to get where they are today.

The tendency of the successful to lean towards specialisation should hardly surprise however, as it provides fuel for the symbiotic relationship between an artist and his art – each success makes further contributions to the specific genre more likely, yet reduces the individual's chances of performing comparable miracles within another discipline. Such is the nature of opportunity cost for our squishy human brains.

Given all this, it should come as no surprise that Mikami-san's latest endeavour, *Devil May Cry*, represents more of a culmination of survival horror past than a distinct new breed of game; though it must be noted that its spirit has shifted somewhat. So far, however, the title looks all the better for it…

DECEMBER 2001

PUBLISHER Capcom

DEVELOPER Survival Horror

1 Players

75% Complete

Anticipation

★★★★★

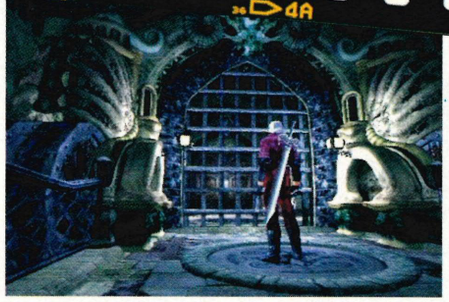
Taking the role of the half-human devil-spawn Dante, the player is locked behind closed doors with all manner of unspeakable grotesques, and must stave off the hordes whilst proceeding toward the white-haired slayer's ultimate goal. So far so *Resident Evil*, but this is survival horror only insofar as you must keep Dante alive against the whims of ghastly foes and odds… because he's not exactly making a terrified bid for freedom here. Rather, he has embarked on a revenge-driven quest to seek out the forces of evil responsible for slaughtering his family.

This places a clear moral rift between *Devil May Cry* and its forerunners. *Resident Evil*'s heroic cast only ever resorted to the gun whilst attempting to save their own necks or, at worst, investigating the fate of a comrade. Dante's dark motivation better suits his semi-



[Below] Now you've done it – prepare for the chop!







CRY





COSTUME DRAMA

Whilst a lot of work has gone into the backdrops, Capcom hasn't fallen into the trap of sacrificing a full palette for the sake of atmosphere – an almost inspirational use of contrast sees the bright costumes of certain enemies offset the solemn surroundings to eerie effect. It's an established trick in film, but imbuing that which we would normally associate with pleasantness with malice serves to unsettle brilliantly.

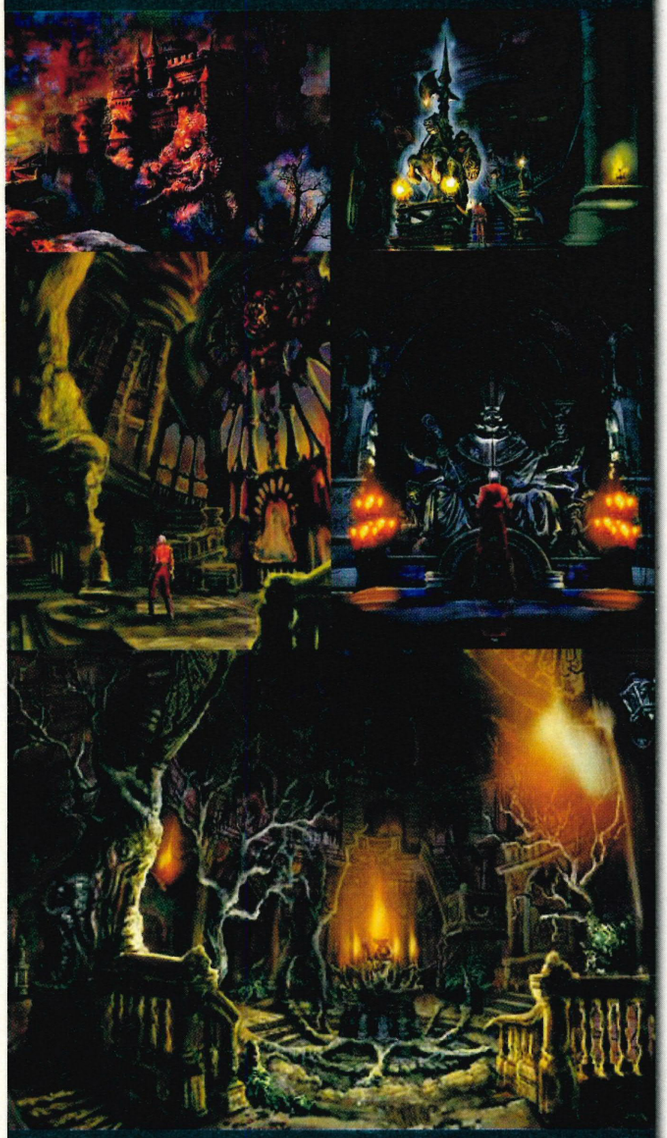




"This is a title which positively strains at the boundaries of its genre, whilst eyeing the ground trodden by Castlevania 64 with an inhuman hunger"

THE ART OF PAIN

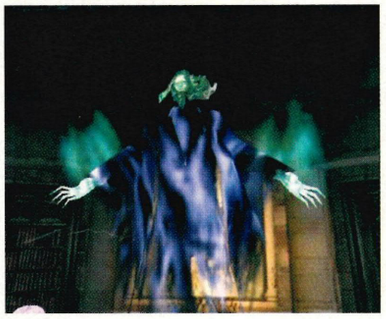
As if any evidence of the care and attention Capcom has lavished on *Devil May Cry* were needed, this stunning concept art should convince all of the thought that has gone into realising Dante's horrific world. Not our number one holiday spot, that's for sure...



"Dante stands head and shoulders above his ancestors"









demonic character, of course, but the execution of his task cannot hope to escape its creator's heritage entirely... hence PLAY's reluctance to adopt either of the new terms ('gothic horror', which fails to convey the player's situation, and 'stylish hard action' – little more than an advert) which have been bandied about in a vain attempt to summarise the nature of this beast.

Most obviously, the player enjoys an ability to fire whilst moving à la *Dino Crisis*, and is also able to muster a *Nemesis*-inspired dodge for when evasion represents the better part of valour. Where Dante stands head and shoulders above his ancestors is in his ability to target an enemy in one direction whilst moving in any other, facilitated to a large extent by the move from rotational to directional controls. Add a jump button and roving camera to this and you have a title which positively strains at the boundaries of its genre whilst eyeing the ground trodden by *Castlevania 64* with an inhuman hunger. Strangely though, if the swordplay apes any game from that prestigious Konami line then it's *Symphony Of The Night*, as Dante is able to thrust his blade forward Alucard-style to devastating effect. Most of the time you'll be too busy discharging firearms to worry about steel however, and from the look of it, the double-handgun wielding, single-handed shotgun-reloading Dante has obviously been to Hong Kong for his weapons training.

With a similar level of slickness pervading all of what we've seen of *Devil May Cry*, the game stands alone as the one title which has drawn our attention away from *Metal Gear SOL*. Christmas is far, far too long to wait.





[Above] Dante is able to transform into this form periodically... not much good for pulling the laydeez but useful for taking out the supernatural trash.



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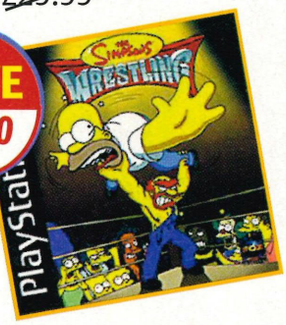

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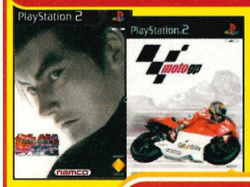

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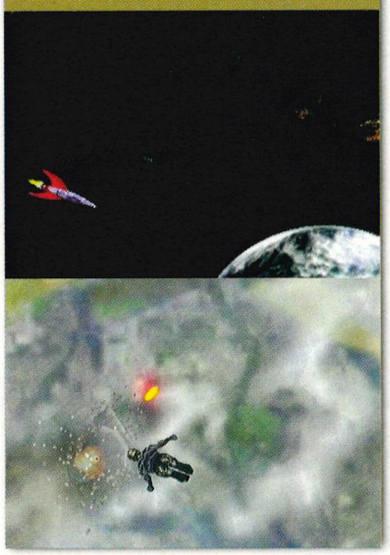
MDK2 ARMAGEDDON

SUB US A GAME...

Following in the tradition of MDK, our heroes must generally complete a sub-game before getting into the real meat of their adventures. We could have lived without these, to be honest – Max's is especially poor and could've been achieved on an Atari 2600.



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MURDER, DEATH, KILL... *WHAT HAS BIOWARE DONE TO SHINY'S HERITAGE?* PLAY *FINDS OUT...*

Regular readers will be aware that we didn't exactly lavish *MDK2* with enthusiasm when it got the PLAY preview treatment last month. Sure, updating Dreamcast games is one step closer to the ideal we were promised than simply giving old PlayStation titles the 128-bit treatment – but being so tantalisingly close to having 'proper' PlayStation2 games only really increases our sense of torture.

COILED AGAIN!

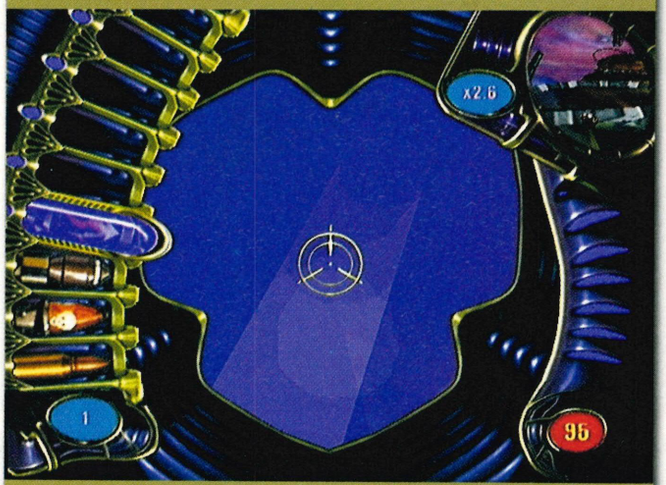
Taking an already established theme and running with it would have been fine, of course; the *Metal Gear* franchise has done this and is already pelting along the track towards (even more) universal adulation. However, in many ways *MDK2* is more of a step to the side than forwards, delivering little that the PSone would be incapable of reproducing (as demonstrated by the original game). Rather than build upon the series' central theme of Kurt's coil suit-enhanced exploits, *MDK2*'s new content comes by way of fully playable extra characters – namely Max (who was little more than a smart-bomb in the original) and Dr Fluke Hawkins – and this is where assessing the game's worth becomes a little tricky...

It's unquestionable that both Max (the company's mutated dog) and Dr Hawkins (Kurt's mentor) bring hitherto excluded styles of play to the fray, yet whether these add or detract from the *MDK* experience really depends upon your point of view. Max's four-armed gun-fest, by contrast to Kurt's more considered tactics, makes for a fairly mindless blast-a-thon, whereas the doctor's object manipulation-oriented interlude harks back to the bygone days of being forced to 'use' every single object with every other in the vain hope that something vaguely magical occurred. The problem with all this is, of course, that fans of the first *MDK*'s action are going to find the experience diluted by forms of gameplay which, in all honesty, were never the original attraction.

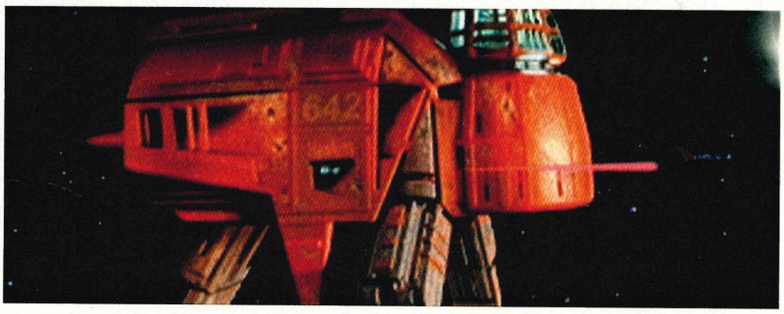


ALRIGHT ON THE SNIPE

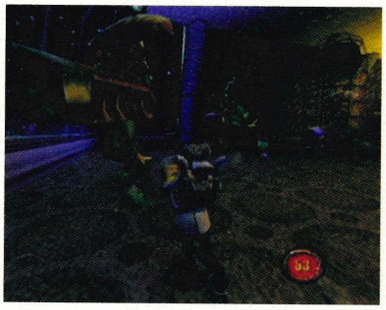
Alright, it's not the easiest set up in the world, but MDK's sniping elements remain fun and, later in the day, demand displays of extreme competence, as you're required to switch between modes very quickly. Here you must aim high and use the secondary sight to track your mortar fire...



"There is certainly much to enjoy here"



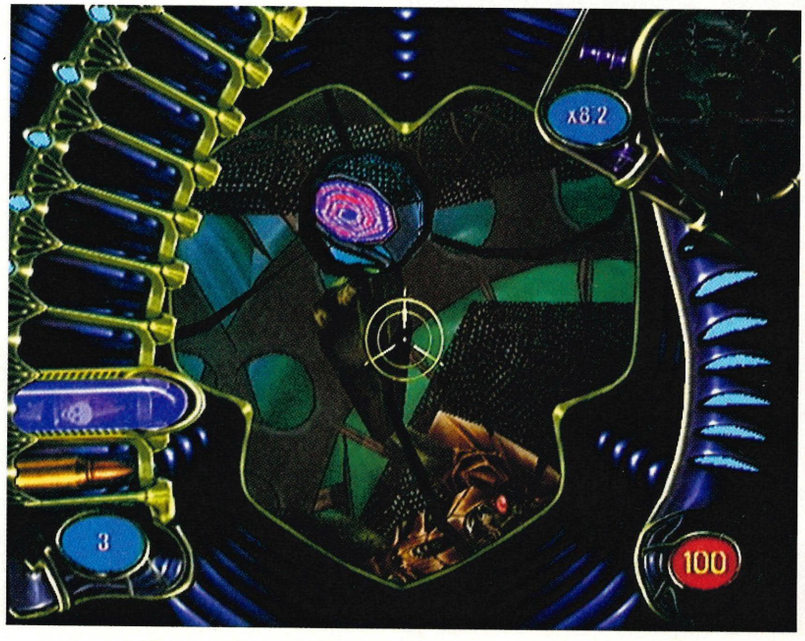


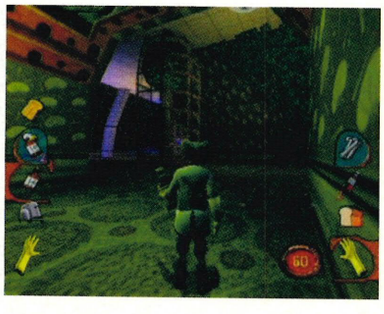




There exists, therefore, a very real danger that players won't entirely dig roughly two thirds of what's on offer.

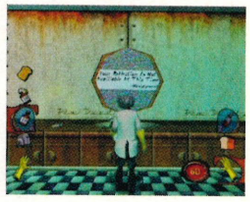
Beyond such trepidation lie other concerns too – one consistently held view which each member of the PLAY crew expressed was that *MDK2* sports a certain rough, unfinished feel... and you don't want to know what the Dreamcast droogies had to say on the matter! Certainly it's a disappointment to see the PS2 coming off worse against the hardware it was supposed to dominate, but that's the price

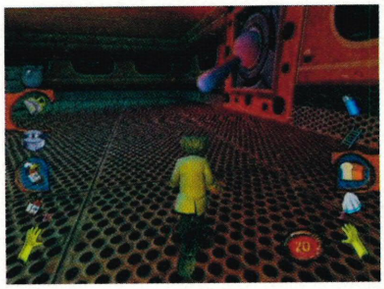


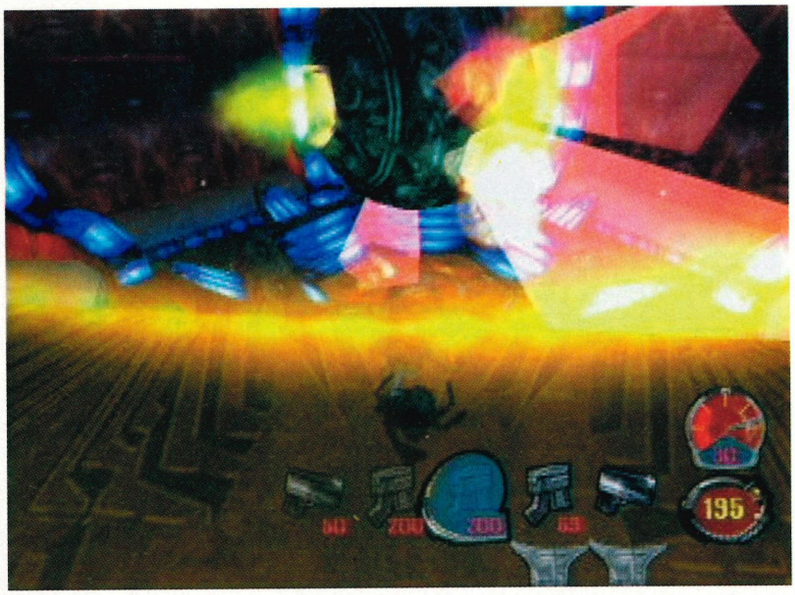






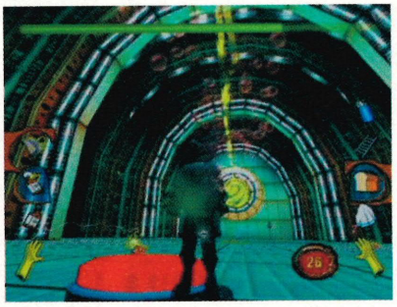


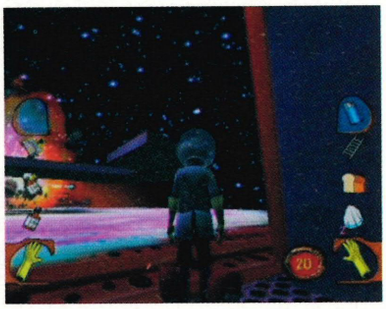




"No matter how much you play, it never becomes second nature"

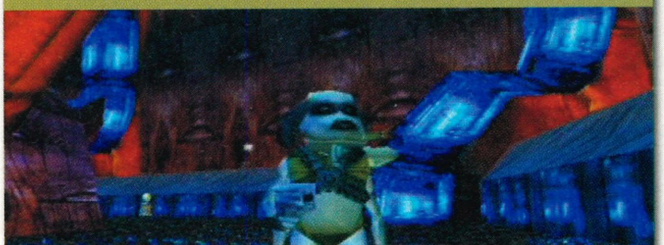






TAKE IT TO THE MAX

The best thing about Max is the sheer number of guns he can hold and use simultaneously... literally cutting a swathe through the enemy. Of course, he does have to stop at every lamppost he comes across, for a quick pee...



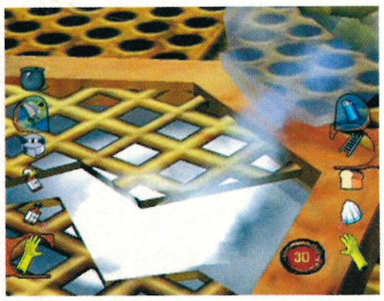




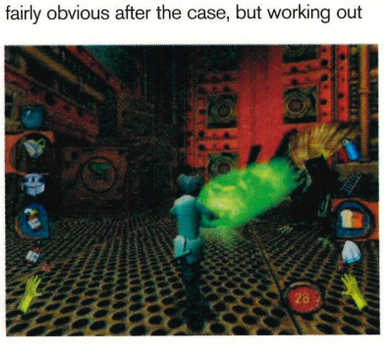
you so often pay with ports. Whilst the results are far from unplayable (indeed, everything moves smoothly enough), such a sample of 'the Saturn life' is something the Sony faithful could well do without.

SCOPE IT OUT

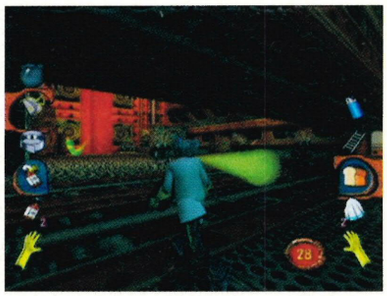
None of which helps Kurt's once pièce de résistance helmet-scope feel any fresher. It's klunky to use at the speed required – you'll shape up or ship out of course, but never once do you feel 'at one' with your sniping facilities in the a way that's true of *GoldenEye* or *Unreal Tournament*. Problems with control have also seeped into the other characters' territories – Max is by far the easiest fella to master, yet equipping each paw with a firearm takes some getting used to and, like Kurt's scope, can be fiddly in the heat of battle (auto change ever occur to anyone?). The worst offender is Dr Hawkins though, simply because the system by which one selects what is held in each hand, then mixed together, is so convoluted and inconsistent. It's one of those systems that, no matter how much you play, never really becomes second nature the way good examples do. Rather than cycle through items with the shoulder buttons, ▲ and ● are used to move a selector up and down through your two rows of objects (left and right) simultaneously, with the shoulder buttons used to select whichever 'useful' thing is currently highlighted. What's worse still, sometimes the ✕ button is used to combine the chosen items, at other times it's used to activate whatever is carried, whilst certain items (such as the duct tape) don't even have to be highlighted in order to be used! It all seems fairly obvious after the case, but working out

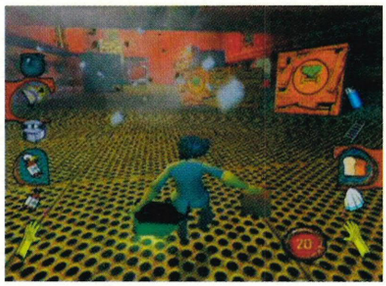




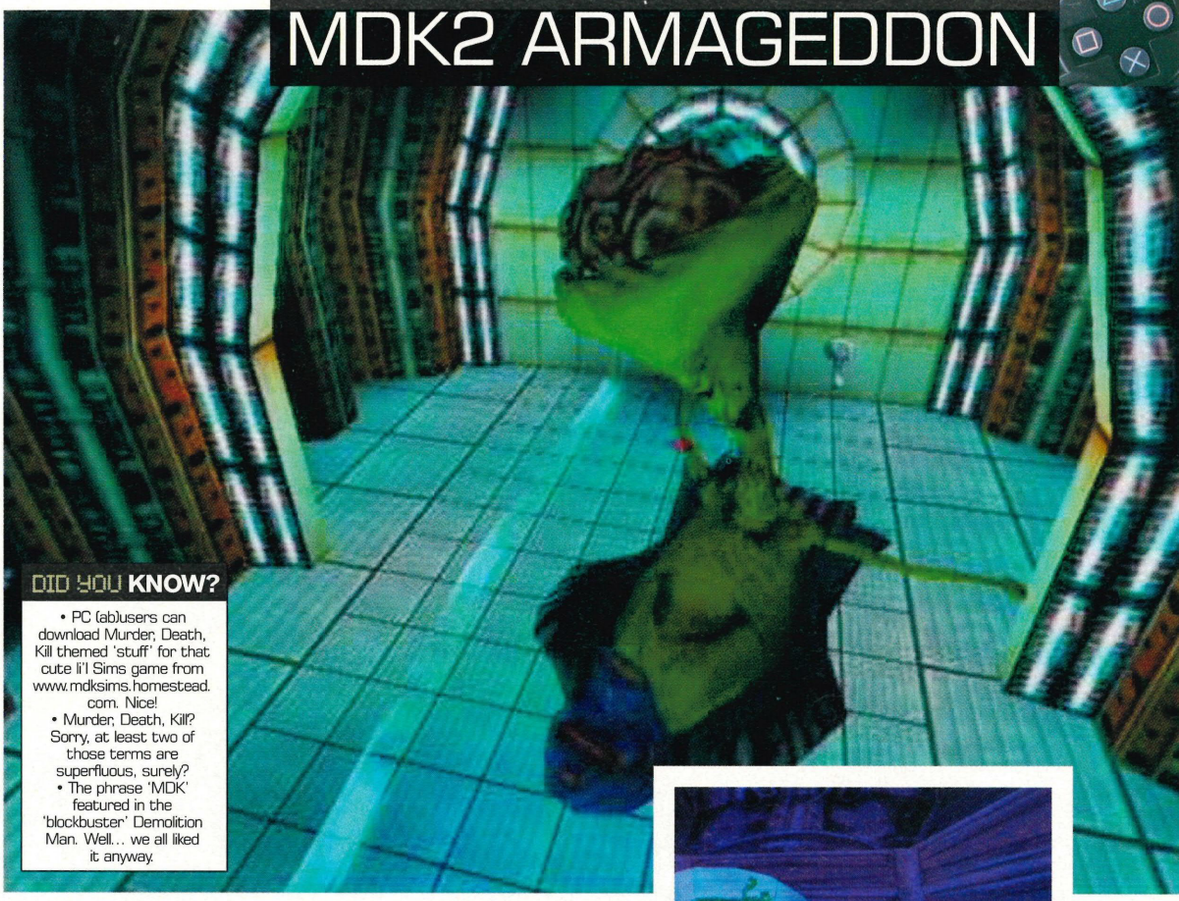


MDK2 ARMAGEDDON



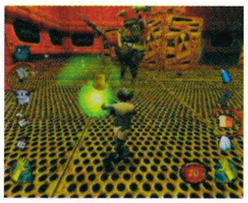




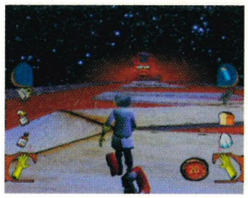


DID YOU KNOW?

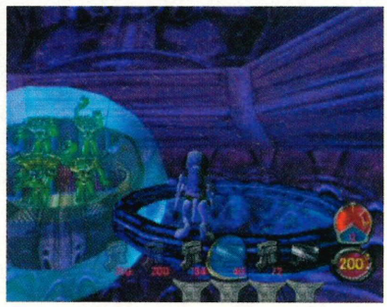
- PC (ab)users can download Murder, Death, Kill themed 'stuff' for that cute li'l Sims game from www.mdksims.homestead.com. Nice!
- Murder, Death, Kill? Sorry, at least two of those terms are superfluous, surely?
- The phrase 'MDK' featured in the 'blockbuster' Demolition Man. Well... we all liked it anyway.

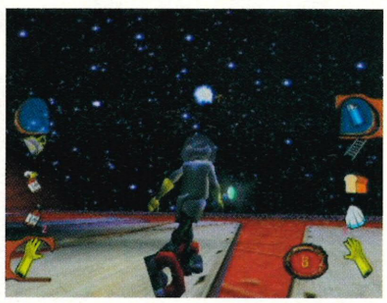






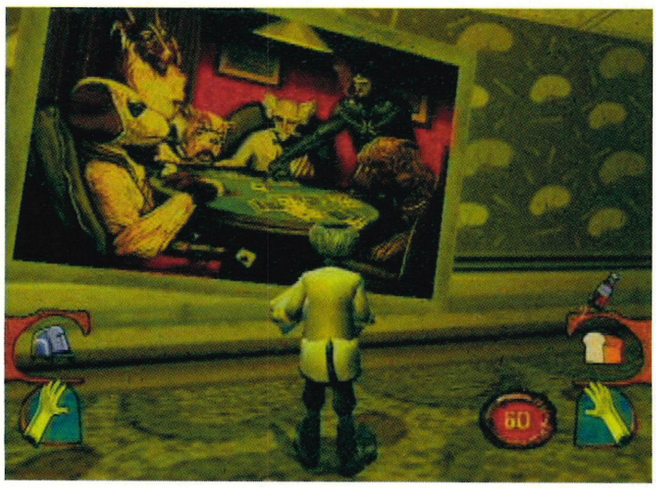
[Right] These alien spectators will cheer encouragement as Max leaps from platform to platform... don't disappoint your audience now!





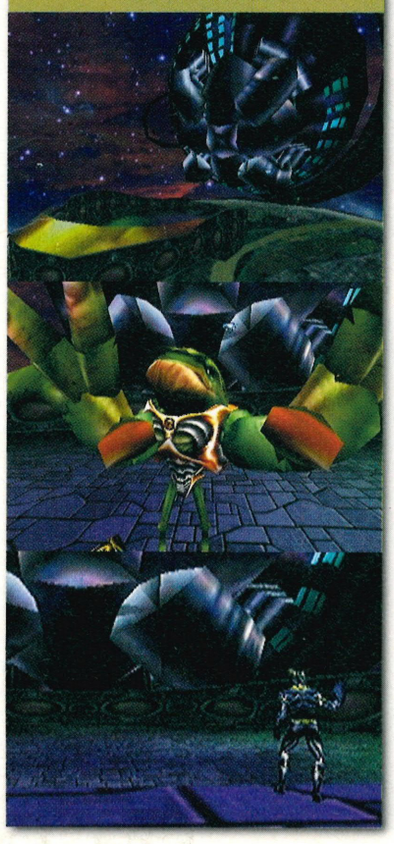
which item does what, how and when, takes a lot of fun out of the Doctor's segments and gives the general impression overall of a somewhat dated product.

In some respects this is the intended effect, however, as the B-movie stylings, replete with early comicbook artwork, do much to place proceedings in that classic sci-fi era of goldfish-bowl space-helmets and string-dangled saucers. Shiny's patented zany humour has been retained and still works – aliens laugh, grunt, wave and fart in our heroes' general direction before being blasted to green goopy pieces. Don't get us wrong – there is much to enjoy here, but awkwardly mapped controls and a reluctance to progress leave us with the distinct taste of a wasted opportunity on our palette. Definitely one for newbies rather than *MDK* die-hards.



THE BIG BOSS

Check this out – that's a gun that is, and on the platform, too teeny to even make out, is Kurt! This massive boss ain't quite as tough as he first appears, of course, but we'll leave you to work out how to beat him.



PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

74 PERCENT

NICE, BUT NOT NEARLY SLICK ENOUGH

ALTERNATIVELY:

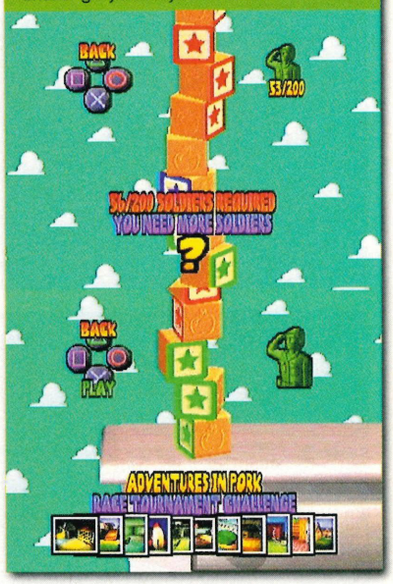
7 Blades	46%
Oni	72%



Writer Roy Kimber **Available** Out Now **Weblink** www.activision.com

YOU'RE IN THE ARMY NOW

To unlock the more difficult races and the extra characters, you need to collect the toy soldiers. Each time you finish a race you win one. They also let you know which races you have completed – a saluting soldier indicates a race that you've done, a soldier shaking his head signifies a challenge you've yet to beat.



TOY STORY RACER

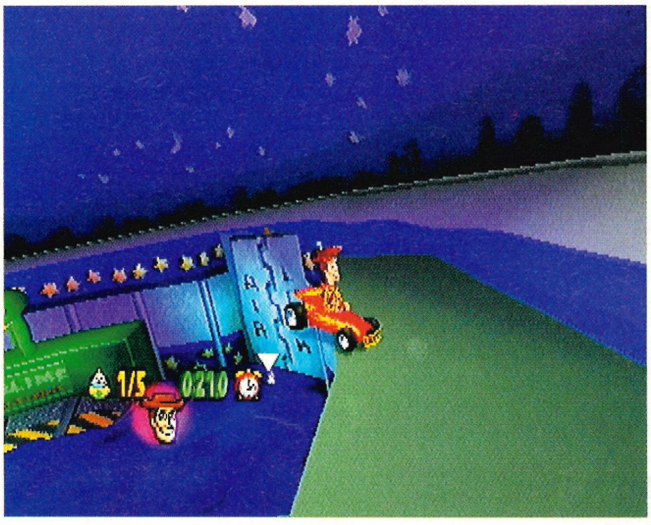
PLAY
UK PAL
PLAYSTATION

PUBLISHER	ACTIVISION
DEVELOPER	NEVERSOFT
PRICE	£34.99

1-2 Player | Memory Card | Dual Shock



[Above] A girl in a bowling alley? Is that allowed in America?



THE BOYS AND GIRLS FROM ANDY'S BEDROOM MANAGE TO PROVE IT'S NOT ALWAYS SIZE THAT MATTERS!

Let's face it, the *Toy Story* franchise is pretty much a licence to print money. Stick Buzz or Woody's face on something and it's going to sell. You could have *Toy Story* pillowcases, *Toy Story* cheese graters, even *Toy Story* toilet cleaners – people would go out and buy them in droves. Which is what makes Toy Story such a dangerous licence for a software company to have. Activision could just commission any old tat, put the *Toy Story* characters in it and umpteen thousand people would rush out and buy it, regardless of how bad the reviews were. Which is why it's such a relief that rather than do this, developer Neversoft has come up with one hell of a decent title!

Toy Story Racer is a racing game (well… duh!), which features the Toy Story characters (well… duh!). It would've been easy to stop there, and churn out a straightforward racer with Buzz and co as the drivers, but instead Neversoft (erstwhile developer of *Tony Hawk's Skateboarding*) has gone to town, modelling the whole game around the themes and influences of the *Toy Story* movies.

Thus the cars aren't normal cars, they're radio-controlled ones. No brake, handbrake, or gears, just forward, reverse and turn with handling to match. Each of the – by now familiar – movie characters has their own style of car except for RC, er… because he *is* a car. The tracks are what you might expect too – several of them are based on actual sets from the movie, and they're all to scale. This means that because the characters in the movie are obviously all toys (the clue is in the title people!), everything around them seems huge.

The tracks in the game have been carefully designed and look gorgeous. From the house to the arcade, each of the circuits has its own hazards and depending on the track surface, the cars all handle differently.

HARD DRIVING

One of the things that has obviously had a lot of attention paid to it is the race structure. If you've played many racing titles you'll know that after a while, racing round lap after lap of lots of similar courses can get a little… well, 'samey', if not downright boring. Thankfully however, this isn't the case in *Toy Story Racer*.



THE STARTING LINE UP

When you start the game, there are four different characters available...

WOODY
Voiced by Tom Hanks, Sheriff Woody is a floppy-limbed cowboy who talks rather a lot.

RC
This little fellow is a radio-controlled car, so he doesn't actually say very much. He can shift though.



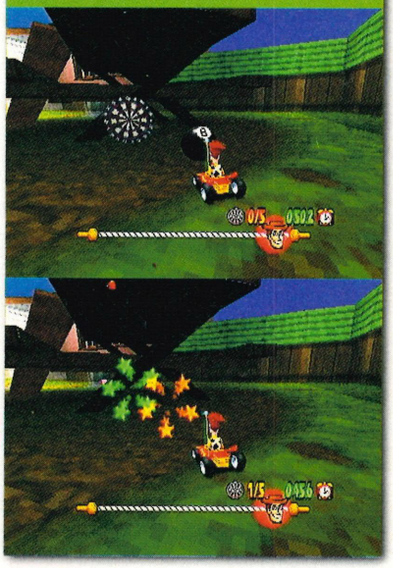
BO PEEP
Woody's 'bird' proves that the rumours about woman drivers are all true... er, no, no false, false...

BUZZ
The intrepid Space Ranger swaps his starship for something a little bit more down-to-earth.



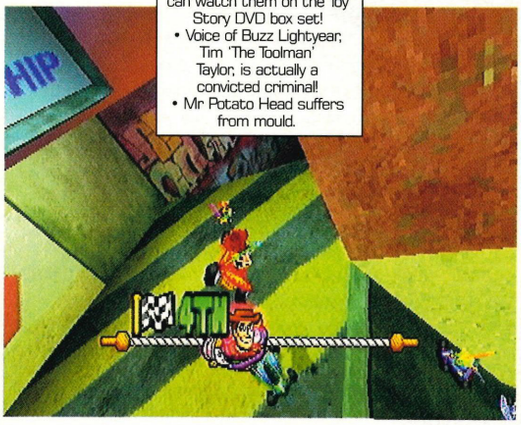
STAY ON TARGET

One of the many variations among the different race modes is this Target option. Hidden around the track are five dartboards, all of which you need to blast within a set time limit.



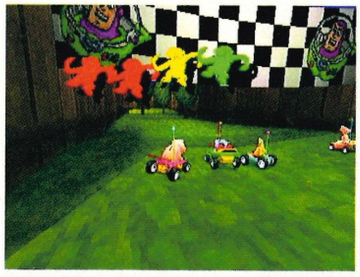
DID YOU KNOW?

- Some of the speech in the game is taken from short ad-break clips created for ABC after the first Toy Story movie. You can watch them on the Toy Story DVD box set!
- Voice of Buzz Lightyear, Tim 'The Toolman' Taylor, is actually a convicted criminal!
- Mr Potato Head suffers from mould.









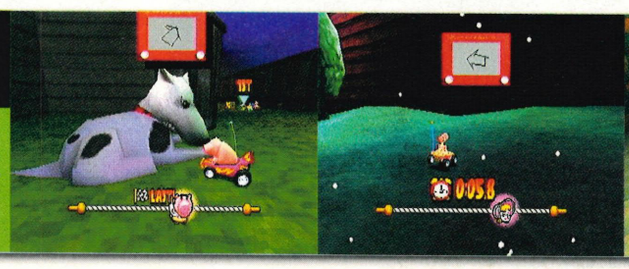


Each of the characters – you start off with four – has their own race series, signified by a stack of blocks. Each of the blocks in a stack has a value, measured in toy soldiers. The higher up the stack the block is, the more difficult the race, and the more toy soldiers you need to collect in order to access it. Initially you can only access one race per character, and each time you finish a race you win a soldier. There are 200 in all to collect, so that's one hell of a lot of races!

The racing itself has a fair degree of variety too, as there are different types of races available. Race tournaments are obviously competition races over several tracks. Lap races require you to complete a lap within a specific time. Smash challenges

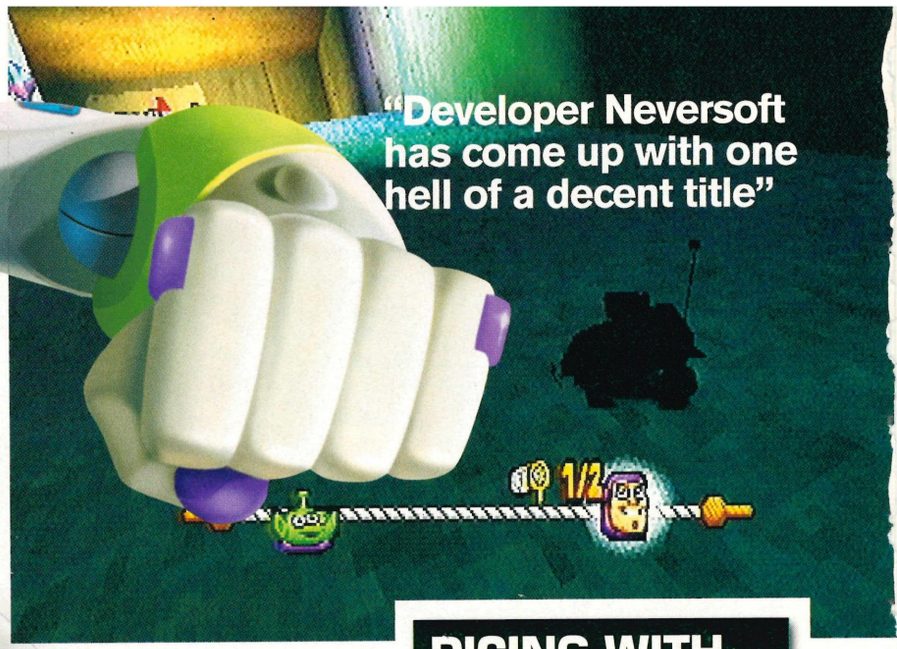
NEED A POINTER?

If you get lost while racing, then help is at hand in the form of Etch, the quick-on-the-draw Etch A Sketch from the movie. Cheers mush!









"Developer Neversoft has come up with one hell of a decent title"

HANDY HARDWARE

There are seven different weapons in the game, plus boost icons, which are positioned at specific points on each track. Each weapon doubles as a shield, so it's worth holding onto a duff weapon just for protection. The weapons, in no particular order, are...

ELECTRICITY BOLT
This is the only weapon that is absolutely guaranteed to hit. Simply wait until another character face appears on the tip of your aerial and tap the fire button! Found in boxes with a jagged line on them.

FLYING SAUCER
Found in a box marked with stars, this weapon attaches itself to the front of your car and when fired zooms off ahead of you, bouncing off any walls that it happens to hit.

ROCKET
Also to be found in one of the boxes marked with stars, this is a fairly simple weapon that fires directly ahead of you and explodes upon impact. Good for long straights.

BOUNCY BALL
Boxes with circles on the side might contain one of these, which sits on the rear of your car and when released bounces off behind you. Useful in narrow tunnels where opponents can't swerve easily.

EIGHT-BALL
This weapon is the alternative object that you might get from the boxes marked with circles. Fairly slow, it fires in a straight line directly in front of you. Best to get close to the enemy before you fire.

SPINNING TOP
Find a box with a swirl on the side and you may get one of these. It attaches itself to the side of your car and shoots off at right-angles to your trajectory when fired.

SHEEP
Bo Peep's flock are the other item hidden in the boxes marked with a swirl, and they sit on the rear of your car until you hit fire, after which they sit on the track and wait for someone to hit them.


WEAPON – BOUNCY BALL


WEAPON – ELECTRICITY BOLT


WEAPON – EIGHT-BALL


WEAPON – FLYING SAUCER


WEAPON – SPINNING TOP


WEAPON – ROCKET


WEAPON – SHEEP

are all about knocking the other toys out with the weapons you can collect on each track. Collect challenges are fairly self-explanatory. Tag races require you to chase after and tag a number of different toys. As you progress up the stacks of blocks, more combinations reveal themselves. Reverse tag races. Knockout races, where the last place each lap gets knocked out. Smash tournaments where the object is to finish first but it's possible to knock out all the other racers before the end... the list just goes on. Every so often you also get a special race where all of the other competitors are a specific *Toy Story* character. Win these races and you unlock that particular character on the select screen, granting you a new stack of blocks and yet more variant races.

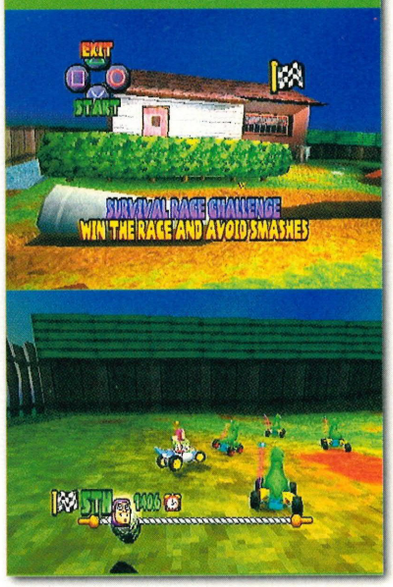
RAPID RACING

There's very little that can be criticised in this game. About the only thing of note is a slight problem with the two-player mode, in which, because of the reduced viewing area and the less-than-obvious layout of the tracks, it's a little too easy for a player who isn't familiar with a specific track to get hopelessly lost. This is, however, quite literally about the only negative thing that can be found anywhere in the game. The cars handle brilliantly, the graphics are fantastic, with some great lighting and reflection effects, the music is of a standard that compares with the movie itself and there's a fair amount of quite amusing character speech. Most importantly of all though, the gameplay is insanely addictive. *Toy Story Racer* is a superb game and a must for anyone with a PlayStation, whether you're a fan of the movies or not!



DICING WITH DINO'S

The first character you unlock is Rex, the nervous Tyrannosaur. You must race against multiple versions of him in a survival race to make him accessible on the character select screen.



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SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

92 PERCENT

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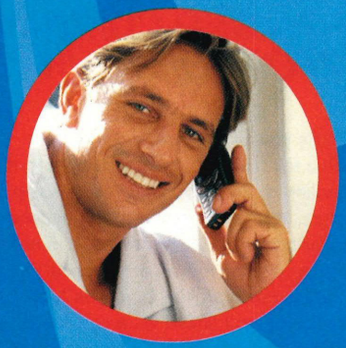

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0257 2 Times - Anna Lee
0260 Absolutely Everybody - Vanessa Amorosi
0001 A-ha - Take On Me
3707 Always Come Back To Your Love - Samantha Mumba
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3697 American Dream - Jakatta
0268 Angels - Robbie Williams
0273 As Long As You Love Me - Backstreet Boys
0013 Beverly Hills Soundtrack - Axel F
0017 Barbie Girl - Aqua
1583 Bat Out Of Hell - Meatloaf
0166 Benny Hill - Theme
0281 Better Off Alone - Alice Deejay
0282 Bitter Sweet Symphony - The Verve
0283 Blue - Eiffel 65
0025 Bond - James Bond Theme
0284 Boom Boom Boom - Vengaboys
0285 Born To Make You Happy - Britney Spears
3672 Case Of The Ex - Mya
0294 Changes - Tupac Shakur
1516 Charlie's Angels - Film Theme
0033 Countdown - Europe
0296 Crazy - Britney Spears
3682 Dancing In The Moonlight - Toploader
1507 Dancing Queen - Abba
0299 Don't Call Me Baby - Madison Avenue
0043 Eastenders - Eastenders TV Theme
3702 Ei - Nelly
3678 Everytime You Need..- Fragma/M Rubia
1577 Feel The Beat - Unknown
3708 Feels So Good - Melanie B
0052 Flintstones - Flintstones TV Theme
0312 Flying Without Wings - Westlife
0055 Fugees - Killing Me Softly
0065 Halloween - Halloween Film Theme
1588 Heart Of Asia - Watergate
3698 Here With Me - Dido
1502 Hey Jude - Beatles
1500 Holler - Spice Girls
1518 I Believe I Can Fly - Westlife
0322 If You Had My Love - Jennifer Lopez
0199 Indiana Jones - Film Theme
3705 It Wasn't Me - Shaggy
0075 Itchy And Scratchy - The Simpsons
1508 I Turn To You - Mel C
0201 I Will Survive - Gloria Gaynor
1519 Kids - Robbie Williams
0335 King Of My Castle - Wamdue Project
0204 Knightrider - TV Theme
3691 Last Resort - Papa Roach
0085 Liberty - Unknown
0086 Light My Fire - The Doors
0087 Lion Sleeps Tonight - Tight Fit
0340 Living La Vida Loca - Ricky Martin
3692 Loco - Fun Loving Criminals
0088 Loony - Cartoon Theme
0342 Mambo No 5 - Lou Bega
0221 Match Of The Day - TV Theme
0346 Millennium - Robbie Williams
1584 Missing You - Puff Daddy
0094 Mission Impossible - Theme Tune
0396 Moving Too Fast - Artful Dodger
3706 Ms Jackson - Outkast
0099 Muppets - Cartoon Theme
1501 Music - Madonna
0353 My Love Is Your Love - Whitney Houston
1590 My Love - Westlife
1587 No Scrubs - TLC
0109 One Love - Bob Marley
0357 Oops I Did It Again - Britney Spears
0359 Out Of This World
3680 Played A Live (the Bongo Song) - Safri Duo
0108 Pretty Fly For A White Guy - Offspring
1515 Real Slim Shady - Eminem
0365 Re-Wind - Artful Dodger Fea. Craig David
1585 Rock DJ - Robbie Williams
1836 Rock - WWF Theme Tune
3673 Rollin - Limp Bizkit
0372 Scar Tissue - Red Hot Chilli Peppers
0128 Scooby Doo - Cartoon Theme
0374 Sex Bomb - Tom Jones
0377 She's The One - Robbie Williams
3710 Shut Up And Forget About It - Dane Bowers
1517 Sky - Sonique
1513 Stan - Eminem
1578 Silence - Delerium
0148 Star Trek - Film Theme
0151 Starwars 3 - Film Theme
1586 Stomp - Steps
1841 Stone Cold Steve Austin - Wrestling Theme
3693 Stutter - Joe Feat Mystikal
0152 Superman - Film Theme
0382 Sweet Like Chocolate - Shanks And Bigfoot
3690 Teenage Dirtbag - Wheatus
0156 Teletubbies - Cartoon Theme
0387 The Bad Touch - Bloodhound Gang
3700 The Call - Backstreet Boys
3711 The Ladyboy Is Mine - Stuntmasterz
3676 The Next Episode - Dr. Dre/Snoop Dog
0132 The Simpsons - TV Theme
1579 The Way I Am - Eminem
0395 Thong Song - Sisqo
0157 Titanic - Film Theme
0394 Toca's Miracle - Fragma
0159 Tubular Bells - Mike Oldfield
3679 Touch Me - Rui Da Silva Feat Cassandra
0397 Tragedy - Steps
1514 Vindaloo - Fat Les
0005 Walk This Way - Aerosmith
3670 Whole Again - Atomic Kitten
1576 Who Let The Dogs Out - Baha Men
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LEICESTER CITY 1655 | I ♥ BECKHAM 1832
UNITED 3501 | the blues 3503
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NORWICH CITY F.C. 3942 | POMPEY 3944
SHEFFIELD WEDNESDAY 3948 | THE BLADES 3950
3954 | TOBY TYKE 3956
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1475 | HEARTS 1481
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Writer Will Johnston **Available** 9 March 2001 **Weblink** www.jvc.com

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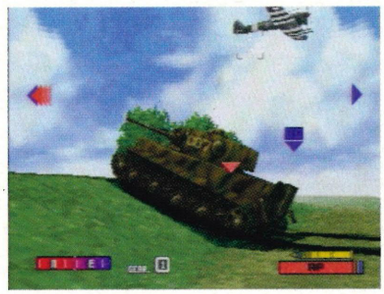
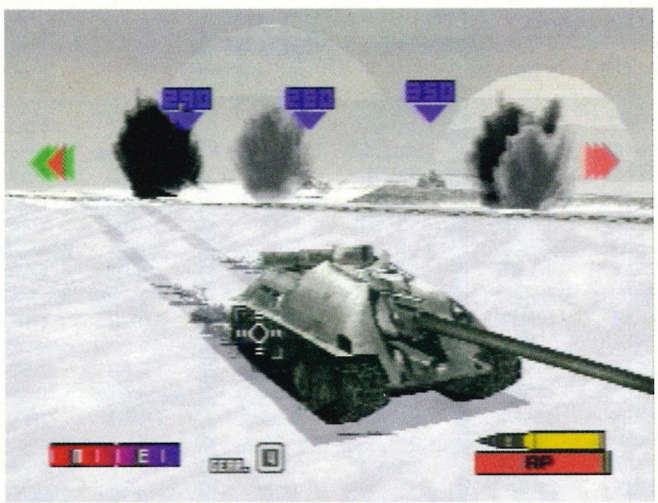


[Below] Looks like someone decided to call in artillery on their own position.



"Once the enemy has brought its big guns to bare on your iron hide, you stand a high chance of burning alive as hot gases scorch your lungs"

THE HORROR OF MECHANISED COMBAT BROUGHT TO THE COMFORT OF YOUR LIVING ROOM. NICE!

Tanks are not the subtlest machines of war ever devised. Huge lumps of metal lumbering over a battlefield make for obvious targets. On the plus side, they are fairly impenetrable to small arms fire and are able to happily chew up many infantry units without breaking a sweat. The downside being that once the enemy has brought its big guns to bare on your iron hide, you stand a high chance of burning alive as hot gases scorch your lungs. There's no ducking, no hiding under the corpses of your comrades and a sick note from your GP will certainly not excuse you. *Panzer Front* is aware of the overt nature of armoured combat and tries its darned best to cram as much of it into a game that's more simulation than arcade, more strategic than slapstick and harder than a ton of uranium nails.

REACTIVE ARMOUR

20th century mechanised warfare has never had a fair treatment on the PlayStation. For starters, the logistics of translating track movement and turret control to a pad, have never been handled with any level of finesse. Then, once this issue has been aced, there's the problem of creating suitable battle scenarios and the question of whether you should just control one tank, or an entire platoon. To its credit, *Panzer Front* affords you all of these and it does it with a fair amount of respect, both to the handling of the vehicle and the issuing of orders. You take the role of the platoon leader over a series of battles, and not only govern the movements of your men, you can call in artillery barrages too. Missions aren't linked via a campaign, but they do share one common aspect. They are all set in World War II and are split between three armies. You have the Americans, the Germans and the Russians, but no Brits. Anyone hoping to join Monty in North Africa will, understandably, be disappointed in this omission. Still, you can help the Russians take Berlin, cross the Rhine with the good ol' US of A, or attempt to change history with the Germans. Which, admittedly, is more than enough to be getting on with.

TANKTICS

Tank armour, much like that of medieval knights, is angled in an effort to deflect incoming blows. *Panzer Front* recreates this defensive quality as fully, if not more so, as you'd expect. Tank on tank combat is always a question of who sees who first, and then gets the shot in. But if both vehicles are facing each other with their armour at an optimum defensive angle, you'll just end up in a situation of combatants exchanging direct hits with armour-piercing rounds, with the

PANZER FRONT



[Below] Troops may be badly animated, but they do manage to add to the overall war atmosphere rather well.



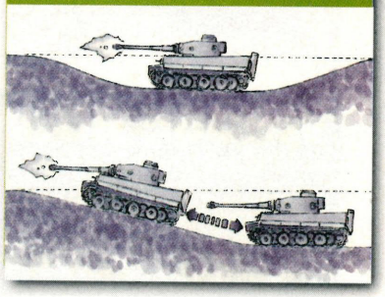
DID YOU KNOW?

- Tanks helped break the stalemate during WWI.
- They can also help break a stalemate in a game of chess, but few organisations support these rules.
- Porsche made engines for German tanks during WW2.
- Porsche's weapons program has still to produce a car that can turn into a robot with street attitude.

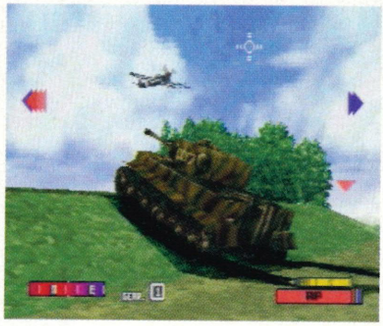
TANK TACTICS

Tanks many be large, heavy and awkward lumps of mobile death-bringer, but that doesn't stop them from having to employ tactics.

It is essential that a tank commander utilise terrain to his advantage, by hiding the bulk of his vehicle at all times. The optimum position for a tank is called Hull Down. This is when the main part of the chassis is obscured by a small hill, while the barrel has a full view of any oncoming threats. During the Gulf War, Iraqi tank platoons went one step further by burying themselves in the sand right up to their barrels. The idea was that anything other than a direct hit would be absorbed by the dunes. Didn't work that well though, since it meant they couldn't retreat. D'oh!











THE BIG WIN

Let's keep this simple shall we? We've got three copies of Panzer Front to give away. Not only that, we'll include a copy of a VHS war movie of our choice, a highly collectible JVC space pen and various other bits of tank-related paper, all gathered together in a highly desirable Panzer Front box. Right, the question!

Q) WHICH FAMOUS GERMAN FIELD MARSHAL OF WW2 WAS NICKNAMED THE DESERT FOX.

A. ERWIN ROMMEL
B. BERNARD MONTGOMERY
C. MICHAEL J FOX

Answers marked 'Complete Tank' to the usual address.









"The control system is simple enough without ever patronising the player, the subject matter potentially enthralling"





WHOSE ROUND IS IT?

Panzer Front allows you to use a variety of shells to destroy the enemy.

HIGH EXPLOSIVE
As you'd expect, these rounds pack a large amount of explosive power. Great for attacking troops and anti-tank gun emplacements and against moderate armour, though they're ineffective against thick-skinned tanks.

RCPR ARMOUR PIERCING
Designed to travel at high speed and penetrate armour. Not so much to blow it up, as to shred the previously protected, meaty personnel within.

SMOKE
By covering an area between you and the enemy with smoke rounds, you can hide yourself from their gaze and, more importantly, their guns.

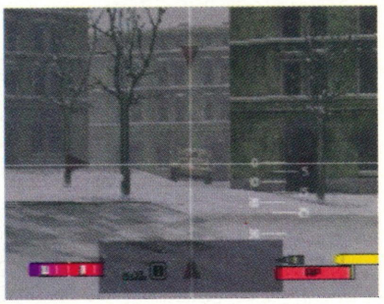
HEAVY MACHINE GUN
Panzer Front doesn't allow you to use a coaxial machine gun, but you can use the commanders position gun. Hurts troops badly, but only gently caresses most other units.



resulting damage being slightly less than that of a snowball fight. Then, without warning you'll be treated to a shells-eye view as it flies out of the barrel of a previously hidden unit, and manages to penetrate your armour in a very unpleasant way. You may have strategic command over many tanks during the battle, but when your own personal ride takes a mortal round to the hull, it's good night Vienna and thank you.

HULL DOWN

This could have been very good indeed. The control system is simple enough without ever patronising the player, the subject matter potentially enthralling. But somewhere along the production line someone decided to leave out some vital components. Unless you share DNA with Stormin' Norman Schwarzkopf, you're going to find that war is, as the saying goes, hell. Enemy tanks will kill you as soon as their AI routine allows them. Which is fast. Graphically, every thing is fine at close quarters, and you can see enemies thousands of feet away. Too bad, then, that the same can't be said for the actual landscape, which all too often falls short and leaves targets hanging in mid-air. Anyone with more than a passing interest in all things tank is bound to allow for the (a-hem) short falling, and will no doubt find many hours trying to ream as much fun as possible. If there was a game that absolutely begs to be re-worked for the PlayStation2, this is it.



[Below] You have to calibrate your sights depending on the range of the target. Here we practically have point black, so simply fire at will.

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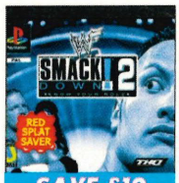

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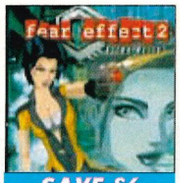

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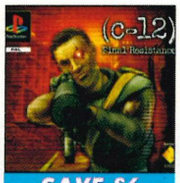

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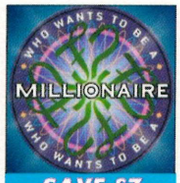

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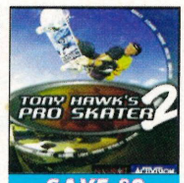

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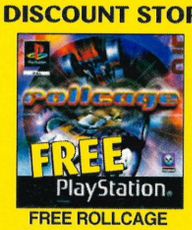

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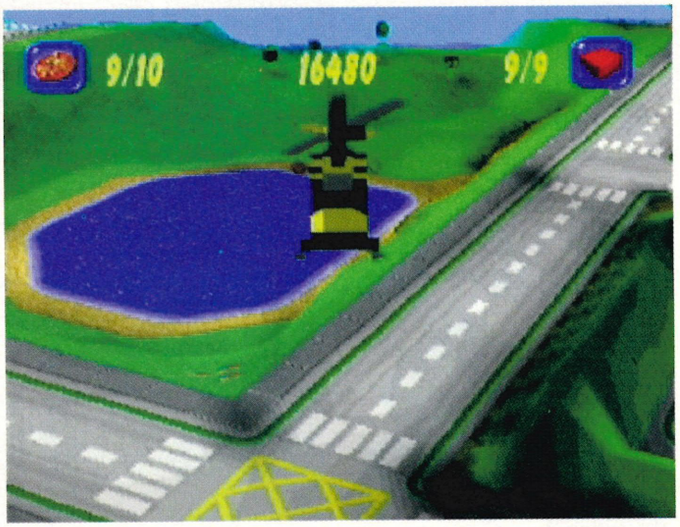

Writer Mark Crawley **Available** March 2001 **Weblink** www.lego.com/software/

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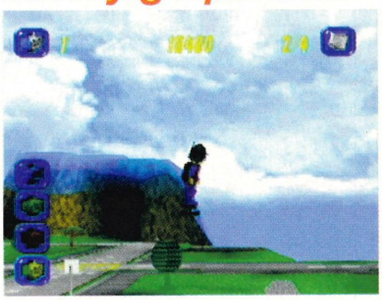
A Lego game eh? PLAY investigates whether this brick-based tie-in is more than a lame excuse for using lots of blocky graphics...



[Above] A skateboard is standard equipment and holding the jump button can get you some big air.

"*LEGO ISLAND* IS OPEN FOR PERUSAL FROM THE OFF, WITH A VARIETY OF VEHICLES AVAILABLE FOR USE"

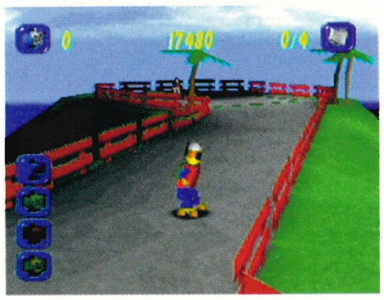
METTLE, NOT PLASTIC

Lego Island being invaded by a bunch of Robo-Lego-Men gives Pepper plenty of opportunity to test his pizza-flinging mettle. We're a little ashamed to admit it, but the robots' antics and mickey-taking ways had us chuckling...



As videogames stretch ever out towards the level of artistic standing achieved by film, it's strangely reassuring to come across games which, for all the right reasons, steadfastly defy the kind, rigorous exposition that the critical intelligentsia are so eager to bestow. Of course we could latch onto *Lego Island 2*'s main character, Pepper, and explore the coming-of-age pizza-boy-turned-saviour-man undercurrent which flows through the game; or how about the title's unerring promotion of the kind of social responsibility that drives our hero to pursue the villain, Brickster, who he unwittingly sets free? Weeeeell yes, we could go down that route, but immensely silly it would be, for *Lego Island 2* is simply a game for kids (6 to 12 years old it sez on the box, but we'll go into that later), obviously created free of the impetus to deliver snazzy-sounding technical achievements, radical gameplay mechanics or a depthy, insightful



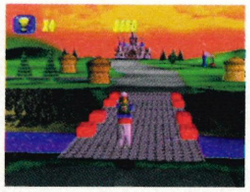


plot. And, thanks to the fact that the developer hasn't opted to rush out a shoddy piece of rubbish either, it's all the more refreshing for it.

MELLOW YELLOW

On the surface, Silicon Dreams appears to have steadfastly followed the Nintendo formula – *Lego Island* is open for perusal from the off, with a variety of vehicles available for use – but in fact it's much more linear than say, *Pilotwings* (not to mention forgiving – none of the vehicles can be wrecked!) or even *Super Mario World*, with sequential plot devices driving the player from challenge to challenge. Having to traverse the map to collect a specific item is a recurring theme for Pepper and hardly adds to *LI2*'s diversity; but then it's not supposed to, as such repetitious tasks are only the dangling carrot by which the game coerces one from location to location. Once you reach your destination, a number of sub-games must be completed before the primary item is acquired, and it's here, as with last month's *Emperor's New Groove*, that the game finds its appeal. You're never quite sure what will crop up next. Granted, not all of the sub-games are of comparable quality – the half-pipe section, for example, contains almost no game and veterans will find little to engage. Accept that





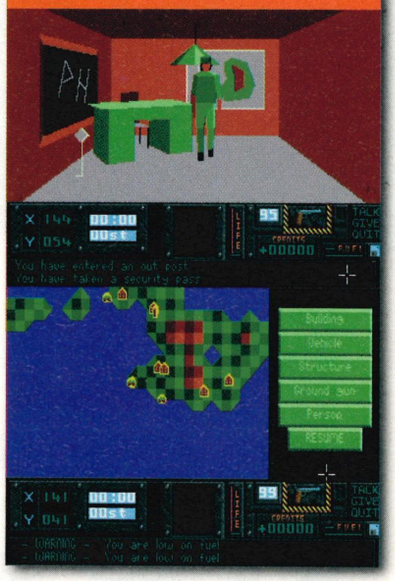




[Above] Pepper wasn't sure if he wanted to be next in the porta-loo.

DANGER ISLAND

It's surprising what can trigger a teary bout of nostalgia! Lego Island 2's water-bound bodies had our Graeme weeping for the long lost Amiga classic Hunter, which had the player traversing the map in a number of vehicles with far more mature, bazooka-employing intentions. The screenshots are therefore brought to you by Royal decree...



[Below] Pepper couldn't resist a quick pinch of that firm, plastic rear...



DID YOU KNOW?

- Lego is so-called due to the phrase people desperately cry out whilst attempting to separate two particularly awkward pieces.
- Everybody has at least two pieces of Lego with teeth marks in (see above).
- Smooth of head, Lego folk are a race of Bingoes. **PLAY**, a multi-head-types publication, finds such favouritism disturbing indeed.





Lego Island 2 has 'BEGINNERS' emblazoned across it however, and, whilst it becomes incredulous to believe anyone above the age of 8 will be stretched, its value to young newbies is more apparent – although we do have concerns regarding its suitability for those who have absolutely never wielded a Joypad before...

BLOCK HEAD

The technology on show, for instance, is adequate, but only just – whilst the gaming world is nicely lit, the restricted draw-distance makes familiarising yourself with the island's layout more difficult than it should be, and the vehicles themselves are a nightmare in tight-spaces (boats being noticeably easy to beach and even picky about letting you get on at times). The various cars and helicopters also have a disturbing habit of disappearing from the location where they were parked and, equally annoyingly, dialogue turns to dire-logue, with obviously desperate yoof-speak betraying an ill-advised attempt to appear hip – a bit like your dad trying to body-pop at the school disco. Loading times are also way out of sync – with the attention span of the target audience and, given that players will be novices, the save-data system should really have been automatic. Cutting edge *LI2* certainly isn't, but it nevertheless remains an endearingly honest attempt to give your kids something Lego-based in which to lose themselves and, in truth, few alternatives spring to mind where fledgling gamers are concerned – thus, well worth having in reserve for the school holidays.

LAY...REPLAY...REPLAY...REP

Travel back to Pepper's house and you can not only view any trophies acquired, but also opt to play any of the sub-games unlocked so far. The scuba-diving mission (based on an old Spectrum title) has to be one of our favourites. Pity it's so short.



PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

71 PERCENT

DIVERSE, BUT FOR YOUNG PLAYERS ONLY

ALTERNATIVELY:

Emperor's New Groove	82%
The Land Before Time: RTTGV	35%



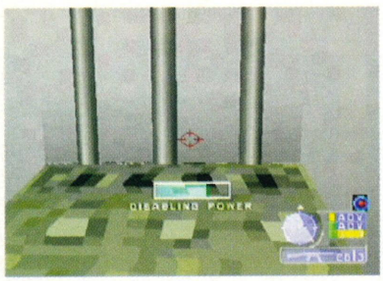
Writer Mark Crawley **Available** April 2001 **Weblink** www.redstorm.com

WAR-DROBE

One area in which Rogue Spear-but-on-PSone matches the depth of its PC brethren is in the armoury... there are plenty of weapons to choose from and even the choice of clothing can be critical to your mission.



RAINBOW SIX: ROGUE SPEAR



[Above & Below] Sneaky, cut the power then use night-vision for the edge. Bwa ha haaar... ugh!

PLAY
UK PAL
PLAYSTATION

PUBLISHER	UBI SOFT
DEVELOPER	SAFFIRE
PRICE	£29.99

1-2 Player | Memory Card | Dual Shock



"The title struggles to realise a coherent gaming world"

BUNGLE TAKE POINT, ZIPPY WILL BACK YOU UP. GEORGE GOES WITH THE FLASHBANGS ON MY MARK, GEOFFREY – GET THE HELL OUT OF THE CORNER...

The average gaming PC now has more memory dedicated to graphics alone than the PS2 sports in total – despite the console's power, converting a monolithic computer game to PlayStation2 therefore requires substantial finesse. Considering this, it's hard not to wonder how many times the idea of porting *Rainbow Six: Rogue Spear* to PSone invoked incredulity during its development period – the disparity in hardware is simply overwhelming... [pondering look as a *Wayne's World*-style 'wibble-fade' kicks in]

Can you imagine the board meeting that gave the project its green light? No portfolio of past successes, no multitude of binders stuffed with design notes, just a crumpled up bus ticket with the words '*RS* on PSone?!' scribbled on the back in pencil. Inspiration on the way to work – it hits us all. Sure, every boardroom has its fusty ol' nihilists – some idiot probably suggested a, heh heh, 2D interpretation of the original in the Sabre Team mould under the ridiculous notion that it would better suit PSone's ageing architecture – but all it takes is one smooth guy in a sharp suit to mention that "Hey, Lionhead's having *Black & White* ported" and "anything they can do... right?", and those egos would be back on their feet... [wibble-fade back to reality]

'Course, we can never know for sure whether *Rogue Spear*-but-on-PSone came about this way... it's just a desperate attempt to rationalise the thought processes behind such wild ambition. Ambition with which the developer (Saffire) has, understandably, had a little trouble keeping pace – *RS* necessitating some serious pruning in order to make the translation process as easy (or should that be 'least difficult'?) as possible.

FOUR PLAY

Most obviously, it's now only possible to take a squad of four team members into any situation and the environments, whilst reasonably construed, are thrown onto the screen as quickly as possible... resulting in a lot of graphical break-up as the camera pans. It's bearable, but lends the proceedings a laboured feel that permeates the entire product. Give credit where it's due though as, by and large, a decent stab at providing the breadth of the PC experience has been made. The surprisingly intact planning screen is a little fiddly without the benefit of a mouse and keyboard mind (a criticism which can be levelled at the entire game), and you'll doubtless be thankful of default plans whilst

RAINBOW SIX: ROGUE SPEAR





DID YOU KNOW?

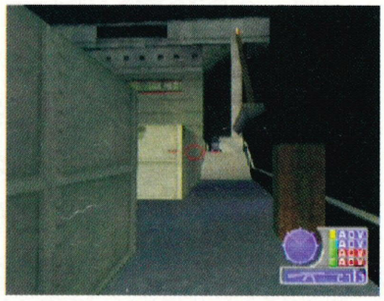
- The operatives featured in this tactical escapade never use spears to take out the enemy. They're all pretty disciplined too, now we mention it.
- Although it's a Rainbow Six game, you can't take six soldiers into battle and there's a healthy supply of back-up cannon fodder waiting in the wings.
- Erm, rainbows, sixes, rogues and spears... none of these things are included. What a swizz!



[Above] "Seriously mate, you keep walking in front of me, you're gonna get shot. Okay?"

[Below] It's true... you know when you've been tango'd.







GO! GO! GO!

Rogue Spear is a game of tactical military operations so, as you'd expect, planning before an exercise is key to a faultless performance. The map screen allows you to assign 'Go Codes' to certain actions for each team – these act as triggers when the operation is being carried out, allowing you to pace your squad's progress. Think on...

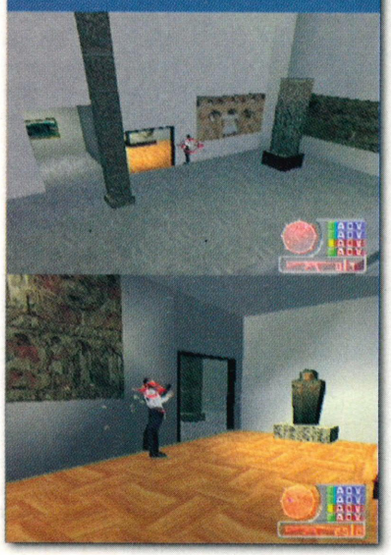


learning the ropes. To be honest though, the 'Go Code' based system pales in comparison to the directly issued commands of, say, SWAT 3 and, whilst it suits the subject matter more closely, it certainly doesn't feel right given the game's already klunky and overstretched feel on PSone. Never is this more obvious than when your team's AI crumbles and a trooper is left walking defiantly into a corner of the room – you can't control a squaddie directly whilst his Team Leader lives, neither can you issue a direct order to "Get the hell OUT of the corner, idiot!", so you're left considering the planning screen to coerce him back into the fray or, more favourably, a bullet in the back of his thick head. Enemies behave just as erratically too, and with such twitchy, unpredictable AI, it's often worth resorting to one-man missions just in order to get the job done yourself... effective, but not how the game was meant to be played.

We could have forgiven *RS* had it simply been poorly presented, but the title struggles to realise and maintain a coherent gaming world. The seams of its virtual reality tear and shred on a regular basis – not ideal for a game in which the slightest mistake can mean the difference between success and failure, and certainly not an ideal way to liberate your wallet of three tenners.

ONE-WAY WALL

Hello, what's this? Invulnerable to bullets eh? Often it's difficult to work out exactly what's wrong with RS – whilst it looks like the AI and collision detection are broken here, in actual fact it's the clipping... that guard is on the other side of the wall!



PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

47 PERCENT

2 LITRES IN A THIMBLE

ALTERNATIVELY:

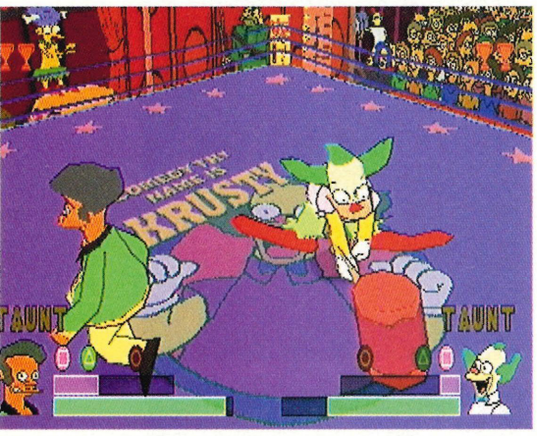
Space Hulk	84%
Rainbow Six	68%

"The Simpsons Wrestling is crap. Complete and utter crap"



Writer Roy Kimber **Available** 06 April 2001 **Weblink** www.ea.com

THE SIMPSONS WRESTLING



[Left] Krusty attempts to 'hammer' Apu into submission. Get it? A-hur!

PLAY

UK PAL

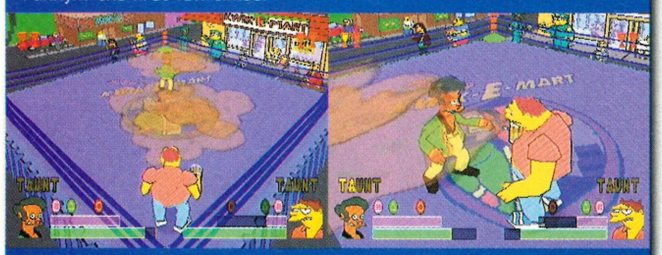
PLAYSTATION

PUBLISHER	FOX INTERACTIVE
DEVELOPER	IN-HOUSE
PRICE	£29.99

1-2 Player | Memory Card | Dual Shock

BARNEY'S BREATH

Each character has a specific move which is suitably themed to match their personality. Barney, for instance, has a rather amusing 'belch' which leaves noxious brown clouds floating in the ring. Funny... the first few times.



"The gameplay has all the depth of a toddler's swimming pool... after it's been drained"

WE'VE WAITED A LONG TIME FOR A DECENT SIMPSONS GAME TO REACH THE PLAYSTATION... UNFORTUNATELY WE'RE STILL WAITING!

Simpsons... meet the *Simpsons*, they're a modern stone-age family! Oh hang on, no... that's the *Flintstones*. Bugger. Let's face it, there aren't many people who are gonna make that mistake. *The Simpsons* TV show been around for the best part of 12 years now and – aside from a few notable exceptions – the episodes are still as funny as they ever were. It's one of the few programmes that you can watch time and again without ever getting bored and as such, would seem to be the perfect candidate for a game licence.

However... well, let's not beat around the bush here, *The Simpsons Wrestling* is crap. Complete and utter crap. Not even serial optimists will be able to find much that's good to say about the game. Why, you ask? Well, we'll tell you...

CARTOON CALAMITY

You can see how someone obviously thought that a beat-'em-up would be a good format for a *Simpsons* game. After all, next to the satirical humour, the series is probably best known for its physical jokes. There are so many possibilities! As for wrestling... well, this isn't it. Wrestling – even the loosest American definition of the sport – generally involves locks and holds and throws and grapples and all sorts of other strange activities. This is just two characters slapping each other about inside a ring. The only actual concession to the sport of wrestling is the fact that the competitors have to 'pin' the opponent (read: lie on top of them) to win a round. Aside from that, it's more like two camp schoolchildren having a fight in the playground.

The graphic designers have attempted to recreate the look of the actual cartoon, in that rather than have 3D characters, they've tried to make the characters look like flat drawings, no matter which way they happen to be facing. Unfortunately, the result is a shoddy selection of graphics with fairly average animation.

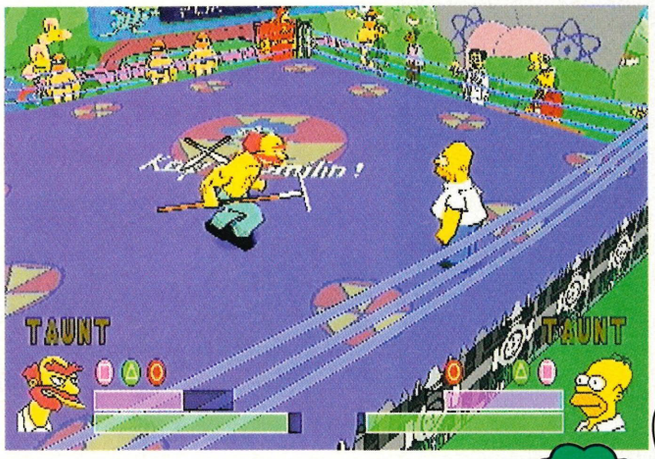
Audio-wise, there are a reasonable selection of voices – which seem to have been done specifically for the game – but these soon start to repeat, and the rest of the in-game audio comes down to some fairly dull slapping sounds.

Obviously the most important element of any title is the gameplay, and if *The Simpsons Wrestling* was strong in this department then the graphical and audio failings would be forgivable... sadly, though, the game is about as much fun as stamp

DID YOU KNOW?

- Homer and Bart are currently starring in a 3D movie called Cyberworld at IMAX cinemas across the country!
- In one episode of The Simpsons, the family adopted a cool teenager... called Roy!
- 9 out of 10 cats will eat anything their owner puts in front of them.

THE SIMPSONS WRESTLING

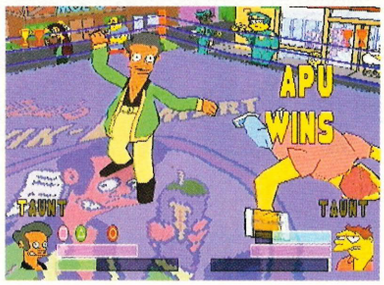




GET USED TO IT...

Itchy and Scratchy beat one another on the loading screen. This might not sound very exciting, but you're going to see rather a lot of it and to be honest, watching this pretty quickly becomes more enjoyable than playing the game.



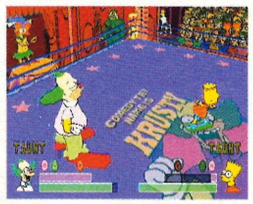




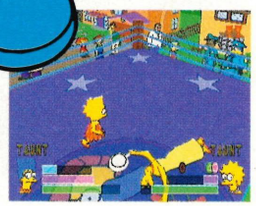
CHILD ABUSE, SURELY?

Marge has a rather disturbing special move – she throws Maggie to her opponent and then pummels them while they stand frozen holding the baby. Surely this can't be legal!









collecting, and a darn sight less thrilling. Each of the characters has various special moves – Krusty has a comedy hammer, Homer a bowling ball and so on – but the standard move set is limited to punching, kicking, jumping and the occasional throw.

TV TRAVESTY

It's a real shame that this game is so bad because the subject matter deserves to be treated far better. If you buy it, you'll get a few laughs from the visual jokes (the first time you see them) and then you'll quickly realise that the gameplay has all the depth of a toddler's swimming pool... after it's been drained. To put it quite simply, if you're thinking of buying this game, just don't.



[Above] Is it right for a mother to fight with her daughter? We at **PLAY** magazine say... yes. Probably. Only not in this game.

COME ON THEN!

By landing a decent move, or collecting the little exclamation marks in the speech bubbles that appear randomly in the ring, you can light up the letters of the word 'taunt'. Once they're all lit you can perform a taunt by pressing R1, at which point your character says something challenging and becomes invulnerable.



PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

25 PERCENT

TOTAL WASTE OF A FANTASTIC LICENCE

ALTERNATIVELY:

Dead Or Alive 91%

Watching Paint Dry



Writer Mark Crawley **Available** 30 March 2001 **Weblink** www.thq.co.uk

"Remake *Rambo* in the PlayStation era and the result would be akin to Loaded..."





RUGRATS IN PARIS

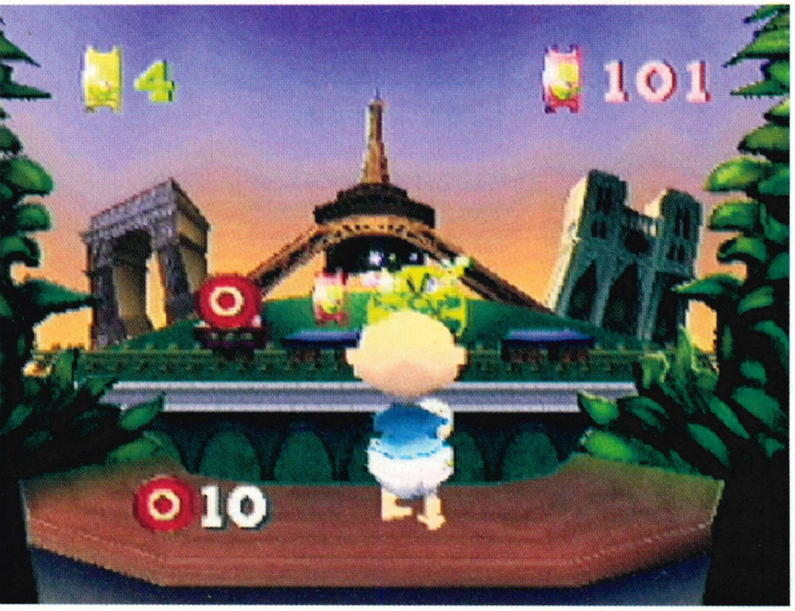


[Below] Do you understand?! We're in FRANCE! Look! These are LANDMARKS!

PLAY
UK PAL
PLAYSTATION

PUBLISHER	THQ
DEVELOPER	AVALANCHE
PRICE	£29.99

One Player | Memory Card | Dual Shock



UH OH – THQ GO POO POO...

It's funny, but the original generation of videogamers, though young at the time, didn't grow up playing games tailored towards some market-analyst's vision of what children's software should be. Sure, there were cutesy games, but the successful ones contained unforgiving yet compelling play mechanics (*Bubble Bobble* or *Mario*, for instance) and were augmented on the shelves by licensed titles such as *Rambo* and *Cobra*... films that many gamers weren't technically old enough to have seen. Despite the concern caused by *Renegade*, 8-bit systems didn't really have the graphical umph required to truly offend, of course, but increases in computational power have seen a steady change in the tenor of games deemed suitable for the young... hence the current rating system. Remake *Rambo* in the PlayStation era and the result would be akin to Loaded... visceral to the point where only adults need apply. Cue a worrying number of, ahem, 'kids' games designed to fill a gap that, as long as developers and publishers refrain from polarising content completely, need never actually exist.

RUG MUNCHIN'

The first thing to note is that *RIP* (har har!) is not a game for gamers. Sound weird? Well, consider that *The Care Bears Adventure In Wonderland* wasn't a film for movie-buffs and you'll understand why this isn't necessarily a crime. Rather than provide an exposition of sterling and progressive game design, *RIP* is regressive, intending to be bought for quite young children who, whilst having no special interest in videogames, would find a Rugrats title distracting enough to give mum a few hours of peace. What stands out, unfortunately, is that such a project is every bit as demanding as the next highbrow classic, and this is where *RIP* falls down, ripping chunks of skin out of its knees whilst sliding along the gravel, screaming for dad.

RAT KING

Essentially what we have here is a number of sub-games connected within the context of a strangely deserted theme park. Atmosphere may not be the game's strong point, but when you see the battle the code is having just to shift scenery you'll understand why your chosen character toddles alone. Not that simply moving about the environment is particularly pleasant – the overall impression is that Avalanche has quickly thrown the 3D engine together to get the product through the door, something completely at odds with the need for a novice-oriented piece of software to provide a superlative experience. The sub-games themselves typically fare a little better, but still range from Net Yaroze-style efforts to mildly entertaining, if quirky and short-lived,







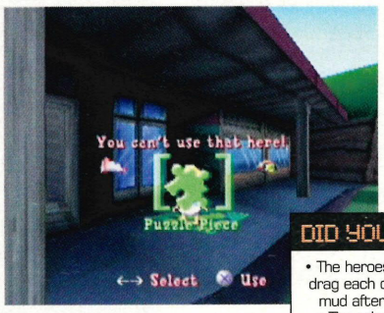
'attractions'. Notably, either through design or a complete lack of it (depending on the activity in question) few of the sub-games patronise with ridiculous ease, though given the code's general quality this can do little to rescue the title, and the erratic difficulty sits at odds with that target audience.

Our biggest problem with *RIP* is quite selfish, however, because it's possible that a fragile mind could be put off gaming forever if subjected to [holds CD up as if it is made from the mould that you'd find on three-week-old coffee] this – and we want that about as much as kids want to be tortured with sub-standard software.

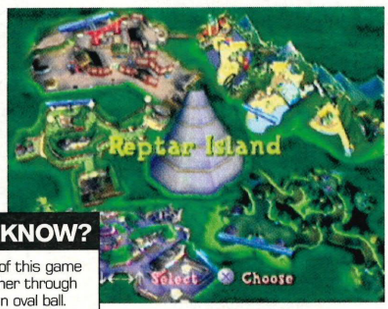
[Below] Yup, gathering those red tickets really is quite inane.



[Below] Eh, the activity tile is green, the jigsaw piece looks green. Let me play!

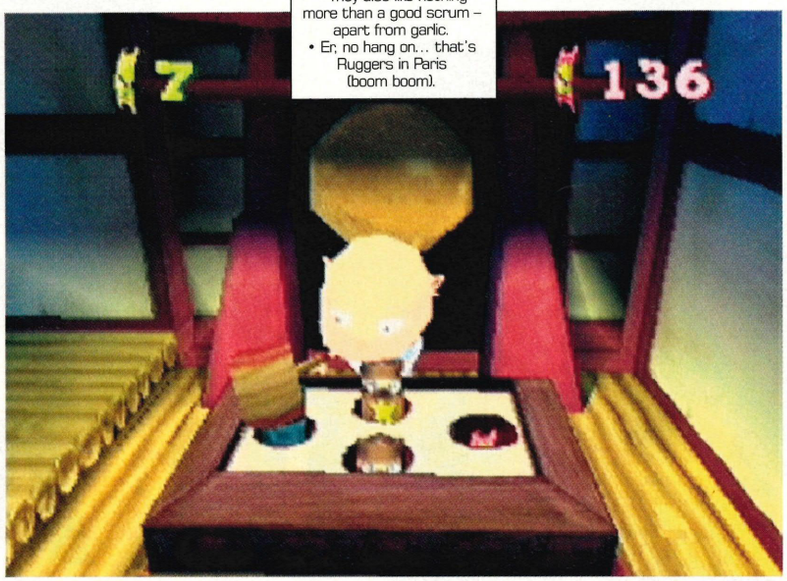


[Below] The park is pleasingly sprawling, but each segment is a little empty.



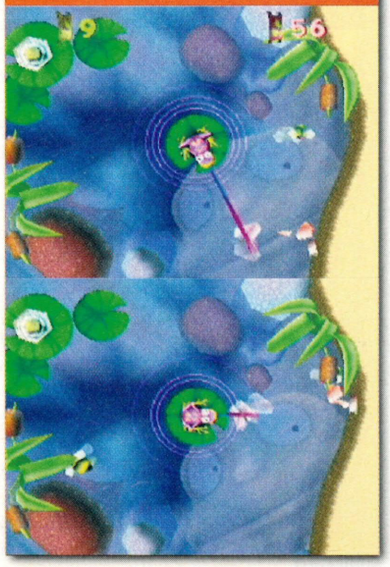
DID YOU KNOW?

- The heroes of this game drag each other through mud after an oval ball.
- They also like nothing more than a good scrum – apart from garlic.
- Er, no hang on... that's Ruggers in Paris (boom boom).



GET IT LICKED

Ah, pink froggy – the only reason why this rickety ol' game gets out of the 30% zone! Sitting in the centre of a pool, your frog must rotate and grab yummy insects with his tongue whilst avoiding eating bees by mistake – providing precious snippets of old-skool gameplay. 'Lick 'Em Stick 'Em' really needed expanding and releasing for a tenner instead of the meat by-product that houses it. If you made the mistake of buying this for your children, give the frog a go once they fall into that inevitable coma.





PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

40 PERCENT

DESIGNED BY RUGRATS, APPARENTLY

ALTERNATIVELY:

Emperor's New Groove	82%
Muppet Monster Adventure	86%



PLAY
UK PAL
PLAYSTATION2

PUBLISHER	3DO
DEVELOPER	IN-HOUSE
PRICE	£39.99

1-2 Player | Memory Card | Dual Shock2



Writer Mark Crawley **Available** Out Now **Weblink** www.3do.com/products/playstation/airattack2

ARMY MEN AIR ATTACK: BLADE'S REVENGE

THE LATEST ARMY MEN GAME LOOKS SUSPICIOUSLY LEAN AS IT LIMBERS UP TO RUN THE PLAY ASSAULT COURSE...

It doesn't matter how badly one judges the viability of new console hardware, the world of videogames will always forgive you (just ask Jeff Minter), nay, perhaps even laude you as a man before your time, an entrepreneur, a visionary guru, maybe even [hushed tones] a god? Umm, okay, definitely not a god... but it's interesting to note the contrast in attitude our industry carries towards those who, conversely, sully themselves with shaky software.

Take Trip Hawkins for example. A man who, not so long ago, exuded enough charisma and passion to sell the idea of a console with next-generation storage to investors but not, unfortunately, the 3DO platform to the masses. Still, that's okay because a hardware failure (especially one which acts as a litmus test for Sony, Sega and Nintendo) still gets you favourable coverage in the most prestigious industry journals. It's when you begin projectile-vomiting *Army Men* games in convulsions of rabid terror that things start to go awry. For an idea of just how far the now-software-oriented 3DO's standing has slumped in recent times, consider page 19 of PLAY #74 a fitting barometer... little wonder then, the scramble for this review was not a large one.

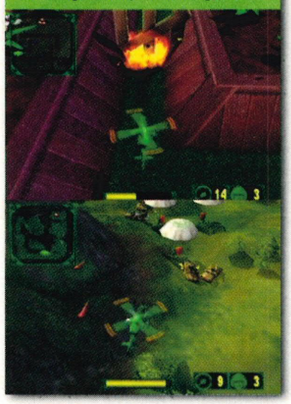


Don't misunderstand... as your trusty dismissers of the digitally deficient, we leapt upon this disc as it appeared in the office, all of us yelling about how it was our turn to 'go over' an *Army Men* game because, y'see, to reviewers these things are like road accidents – we know it's going to be a mess but somehow we're strangely compelled to have a look anyway. How foolish though, not to check which *Army Men* game this was first, because as the title-screen flickered in to view, it suddenly dawned that, rather than be presented with a laughable shambles, we could actually be in for a half-decent game...

Every rule has its exception (er, although by definition, that rule itself

NAPALMY ARMY

Maybe we're just sick, but AA2 certainly appealed to our 'adult' sense of humour, with your wingman able to drop napalm on the enemy troops or, depending upon who you pick to sit in the rear, call in Kamikaze death troops and the like... it's amazing what becomes acceptable when you're only dealing with plastic figures!







[Above] That'll be the object manipulation then.

[Below] Heavy objects can be winched across the landscape and employed as effective weapons. Cunning...



[Above] We're so agog at the inclusion of switches that we're in no state to criticise it. What the...?
[Below] Shoot matchboxes and 'roaches will scurry out. Eugh!



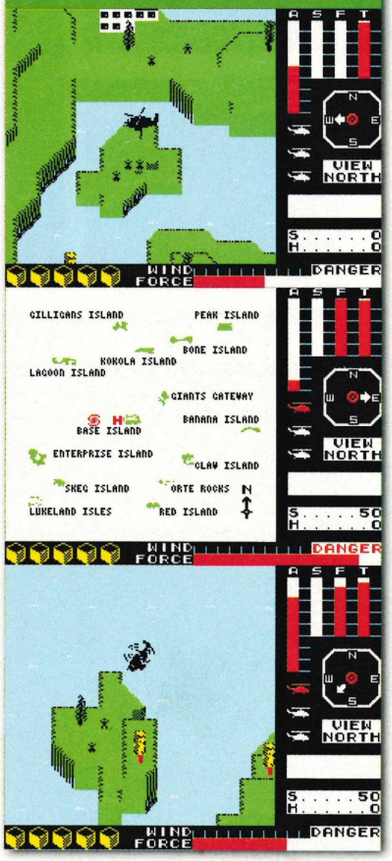






A WINCHING WE WILL GO...

The Strike series may be synonymous with top-down tom-choppery, but the genre's roots can be found far back in the 8-bit realm. Unlike Choplifter's side-on view, Cyclone sported a view from above – though the jump to an isometric 3D perspective had yet to be made. It would be some time before EA was to shift the camera, add weaponry and exploit a crass Gulf setting, but winching crates filled with Graeme's dodgy eastern imports to safety (hey, you made up our own scenarios back then!) in a force 10 is tricky enough on its own.

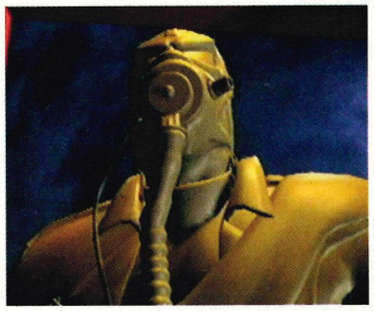








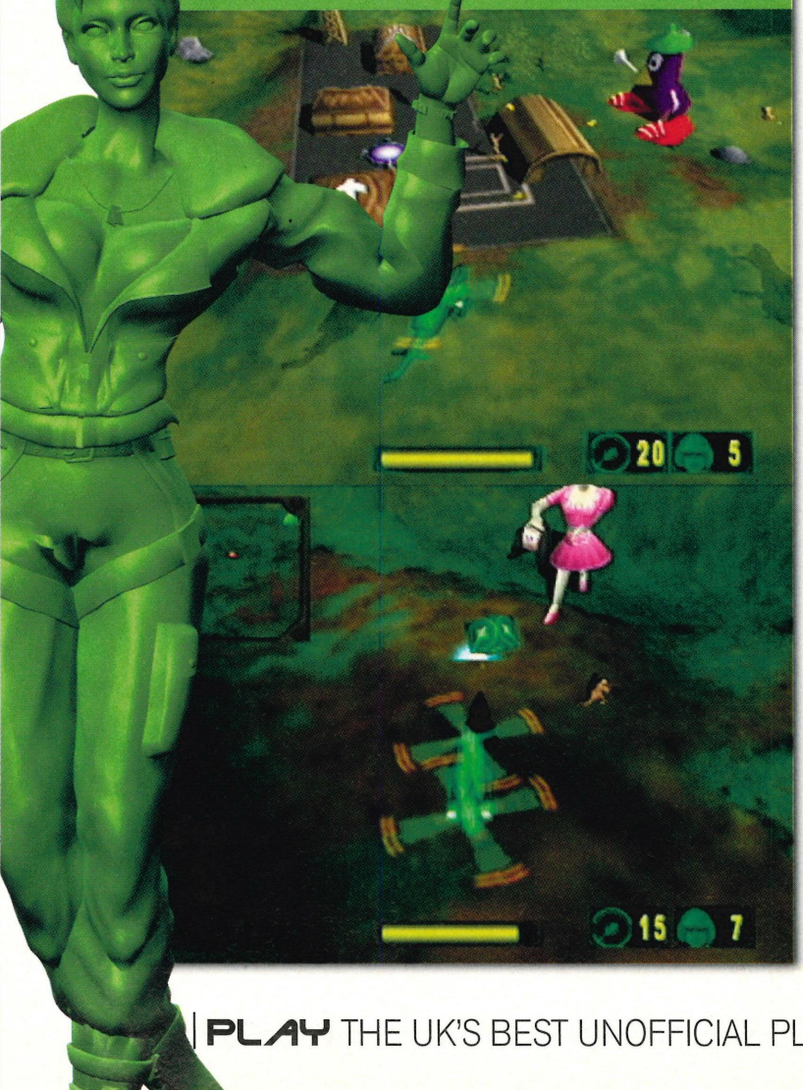






THE SURREAL DEAL

The Army Men universe is freakishly odd in places – Black & White-style titans (which are actually reconstructed toys) will often accompany you into battle and, whilst hard to take seriously (come on, a giant stuffed penguin with kissy-kissy lips?), their ability to decimate the enemy is second to none. Just watch out for your enemy's own playthings...



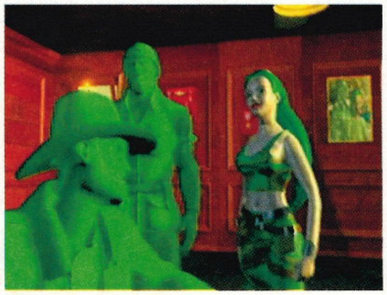
can't be 100% true... d'oh!) and the *Air Attack* titles (of which *Blade's Revenge* is the second) are *Army Men*'s. They present a pleasantly dumbed-down version of EA's *Strike* action, with embellished plot devices filling in the gameplay gap en mission. Whilst veterans will feel patronised by their 'bird's' inability to fly above the topography, essentially confining battle to a series of trenches, such a restriction suits the intended audience and has allowed a model of progression which would otherwise have been nonsensical.

BE RESOURCEFUL

Ammo and health are far more plentiful than in the *Strike* series too, though with incoming flak fairly difficult to avoid, this is a necessary concession. The resulting impetus to keep your chosen chopper as bullet-free as possible, as its condition steadily deteriorates, does much to alleviate the boredom that haunted areas of *Air Attack*'s inspiration. Swooping through an enemy settlement to grab an armour pick-up just before the craft expires, certainly manages to exhilarate those who have yet to realise that, should they die, they can simply continue (remember that demographic!).

Further making up for a cruising altitude of several centimetres, *Blade's Revenge* features a generous helping of undeniably good ideas, which serve to spice up proceedings and maintain interest. Sure, the usual 'collect X and take it to Y' and 'destroy Z' gameplay underpins much of what you'll experience, but it's so well dressed in its host's universe that it'll be a while before you notice, and even longer before you care. Particularly noteworthy is the section which has you attempting to power a toy digger back to base by dropping batteries on it, whilst enemy choppers try to do the same... but how can we mention that without also touching upon the level in which a base must be built whilst enemy forces are simultaneously repelled? *Blade's Revenge* is so much fun because it gives the player something meaningful to do and keeps you very busy indeed, all at the same time.

Perhaps it keeps you too busy though, as it's a shame to report that the game's update, whilst mostly fine, does become jerky occasionally. It's unlikely to see you dead, but is certainly off-putting and hints that 3DO's better teams still have a few things to learn. Considering that this is an *Army Men* game, the fact that we've been denied giving it a good ol' kicking should speak volumes – this is a well crafted game that pays respects to its franchise, drawing strength from it rather than using it as a prop. More like this please Trip.





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LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

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GunGriffon Blaze	83%
ZOE	80%



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Britney Spears - Oops I Did It Again: CODE 1133
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Darude - Feel The Beat (Version 2): CODE 3660
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DMX - Ruff Ryder's Anthem: CODE 1176
Dr. DRE - Forget About DRE: CODE 1179
Dr. DRE & Eminem - Whats The Difference: CODE 3663
Eiffel 65 - Blue: CODE 1186
Eminem - Guilty Conscience: CODE 1190
Eminem - Marshall Mathers: CODE 3664
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Eminem - Stan: CODE 1192
Eminem - Still Don't Give A F***: CODE 1193
Eminem - The Way I Am: CODE 1194
Janet Jackson - Every Time: CODE 1234
Jennifer Lopez - My Love Don't Cost: CODE 3570
Led Zeppelin - Stairway To Heaven: CODE 1428
Limp Biskit - My Generation: CODE 3671
Limp Biskit - Rollin: CODE 3670
Limp Bizkit - Mission Impossible 2: CODE 1261
Lou Bega - Mambo No. 5: CODE 1263
Madonna - Music: CODE 1270
Mya - Case Of The Ex: CODE 3560
N'Sync - It's Gonna Be Me: CODE 1302
Papa Roach - Last Resort: CODE 1306
Pink - You Make Me Sick: CODE 3571
Queen - Bohemian Rhapsody: CODE 1315
Queen - We Are The Champions: CODE 1314
R Kelly - I Believe I Can Fly: CODE 1316
Red Hot Chili Peppers - Scar Tissue: CODE 1321
Ricky Martin - La Vida Loca: CODE 1328
Robbie Williams - Rock DJ: CODE 3566

LOGOS - NOKIA ONLY

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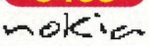
3463 

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2867 
3512 
3519 
2622 
2113 

2548 
3456 
3497 

3640 

3520 
3522 
2128 

2112 

3457 

...MORE CHART RINGTONES

S Club 7 - Reach: CODE 1332
Shaggy - It Wasn't Me: CODE 3676
Sonique - Put A Spell: CODE 3639
Spiller - Groovejet: CODE 3544
Tom Jones - Sex Bomb: CODE 1393
Toploader - Dancin' In The Moonlight: CODE 3677
U2 - Stuck In A Moment: CODE 3678
Vanessa Amorosi - Absolutely Everybody: CODE 3679
Westlife - Swear It Again: CODE 1413

TV RINGTONES

Adams Family: CODE 1434
Animaniacs Theme: CODE 1024
Armageddon Theme: CODE 1025
A-Team: CODE 3652
Austin Powers Theme: CODE 1026
Benny Hill Theme: CODE 1027
Bob The Builder: CODE 3636
Buffy The Vampire Slayer: CODE 1028
Charlies Angels Theme: CODE 1030
Colonel Bogey: CODE 1433
Coronation Street: CODE 3534
Dawson's Creek Theme: CODE 1033
Dirty Dancing Theme: CODE 1034
Eastenders: CODE 3632
Emmerdale: CODE 3537
ER: CODE 3536
Fraggle Rock Theme: CODE 3666
Hawaii Five O: CODE 3533
James Bond: CODE 1430
James Bond - Dr No: CODE 1435
Magic Roundabout: CODE 3553
Match Of The Day: CODE 1444
Mission Impossible: CODE 1421
Mission Impossible 2: CODE 1422
Monty Python's Flying Circus: CODE 3548
Muppets: CODE 1443
Pink Panther: CODE 1436
Pretty Woman Theme: CODE 1049
Red Dwarf: CODE 3539
Rocky Theme: CODE 1050
Roobarb: CODE 1440
Royle Family: CODE 3669
Rugrats: CODE 3530
Shaft: CODE 3527
South Park Main Theme: CODE 1052
Star Wars: CODE 1425
Star Wars Cantina: CODE 1424
Star Wars End: CODE 1423
SuperMan: CODE 1429
Tequila: CODE 1138
The Simpsons: CODE 1439
The Sweeney: CODE 1437
Thunderbirds: CODE 3529
Titanic: CODE 1420
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WWF: CODE 1062
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X-Men Theme: CODE 1064

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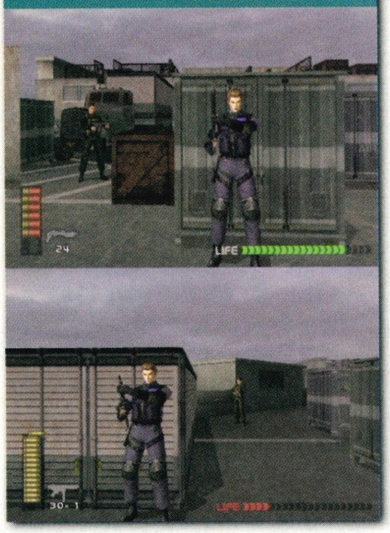
Writer Simon Cann **Available** May 2001 **Weblink** www.koeigames.com

WINBACK: COVERT OPERATIONS

COVER-UP

During a mêlée, Jean-Luc can exploit nearby walls, crates, trucks and such like to hide behind for cover. A quick tap of ■ presses him up against the wall, and from here you can dart out, fire a few shots and then duck back out of harm's way. Anyone who's played any of the Time Crisis games is likely to get a strong feeling of déjà-vu whilst performing this action.



PLAY UK PAL

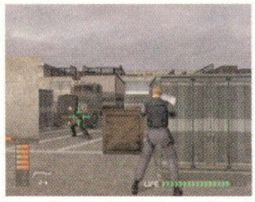
PLAYSTATION2

PUBLISHER	MIDIS INTERACTIVE
DEVELOPER	KOEI
PRICE	£39.99

1-4 Players · Memory Card · Dual Shock2 · Multitap

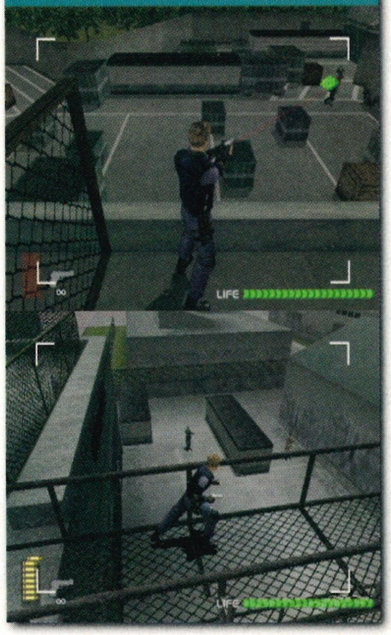
[Below] If all else fails and you're out of ammo, you can always resort to giving the enemy a good kicking.





SHOOTING RANGE

At certain points throughout the game the normally rotational camera sets itself to a fixed position. This typically happens when Jean-Luc has a clear view of a distant area, and allows him to take easy pot shots at the ant-like bad guys in the distance. This mode is signified by the appearance of a white frame around the edge of the playing area. That is all.



AS THE WORLD AND HIS BROTHER AWAIT THE ARRIVAL OF MGS2, KOEI STEPS IN WITH THIS STEALTHY PS2 UPDATE OF THE AGEING N64 TITLE.

This game originally appeared on the N64 towards the end of 1999, where it was met with a reasonably warm reception. The question is, can this update of what is essentially an 18-month-old game cut it on a Sony's 128-bit wonder machine? To cut a long story short, the answer to that question is no. However, with that said, the game may hold some limited appeal for those who can't wait to get hold of Konami's forthcoming *Metal Gear Solid 2*. As a third-person stealth-'em-up [sorry] *Winback: Covert Operations* unashamedly borrows gameplay elements from the *Syphon Filter* titles and *Metal Gear Solid*, with a dash of *Time Crisis*-style evasion thrown in for good measure.

SCATMAN JEAN

The plot centres on a special ops unit known as SCAT, which has been called in to reclaim a stolen military satellite from the clutches of the nefarious terrorist group 'The Crying Lions'. As is often the case, things don't go quite to plan and the team's helicopter transport crash lands, scattering the various members in different areas of the terrorist base. Taking control of the chisel-jawed Jean-Luc, the players' mission involves regrouping with the missing members of the SCAT team and disabling the terrorist forces. The main bulk of the gameplay is contained in the one-player Story mode, which is comprised of a series of fairly homogenous missions. In addition to this, a Tutorial mode and a variety of multiplayer Versus modes are also available, the latter containing a surprisingly competent four-player Deathmatch option.

Initial reactions to the game prove quite favourable. As you might expect, the visuals have been given a polishing during their transition to PS2 and whilst the game by no means looks breathtaking, each location has a fairly solid (albeit drab) look to it. Likewise, character animation is quite well handled, with the central protagonist ducking and diving about the place in a reasonably convincing manner.

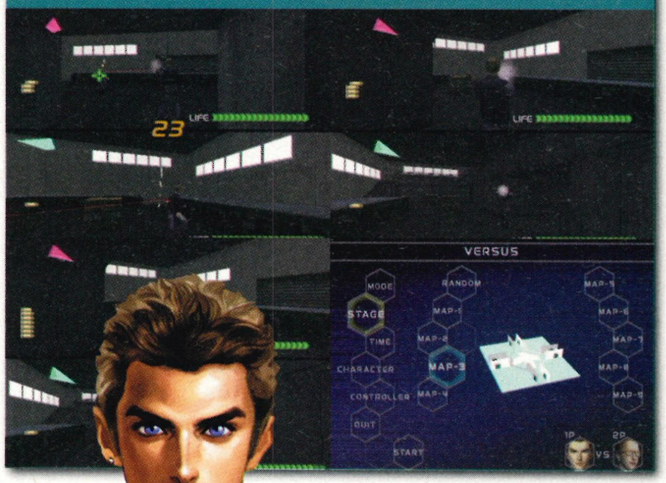
WINBACK ONCE AGAIN

Sadly, after just a few minutes of play, it becomes painfully clear that developer KOEI has neglected to address almost all of the gameplay flaws that tarnished the 64-bit incarnation of the game. Amongst the biggest culprits are the ill-conceived stage designs, poor enemy AI and extremely repetitive action. Let's start with the former problem, which is



MORE IS MORE

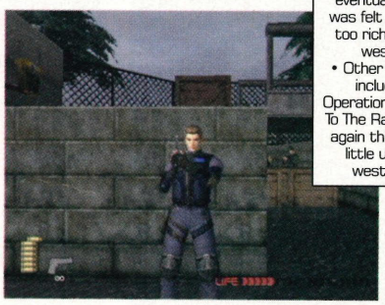
Winback: Covert Operations contains a veritable cornucopia of multiplayer game modes. Most of these matches only allow two players to compete – for example, in Cube Hunt a set number of cubes must be collected in order to win. The star of the show, however, is the four-player Deathmatch option. It doesn't exactly rival the mighty TimeSplitters, but it should keep more sociable gamers occupied for a good while.





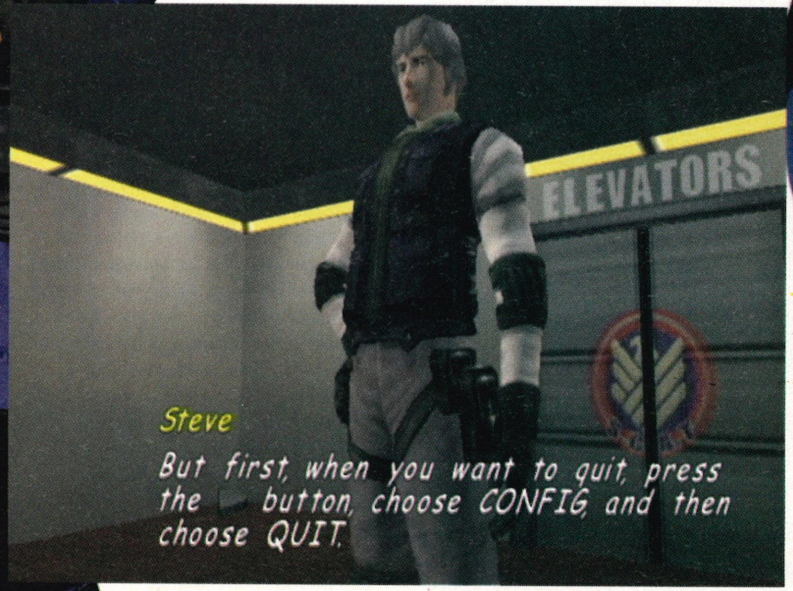
DID YOU KNOW?

- Winback: Covert Operations was originally set to be titled Operation Gun Bang Bang Duck Hide, but this name was eventually dropped as it was felt it would be a tad too rich for the delicate western palate.
- Other suggested titles included Winback: Operation I'm Tying My Dog To The Railway Track. Once again this was deemed a little unsuitable for a western audience.





(Above) Later on in the game you'll gain access to more powerful weaponry including this rather tasty rocket launcher.

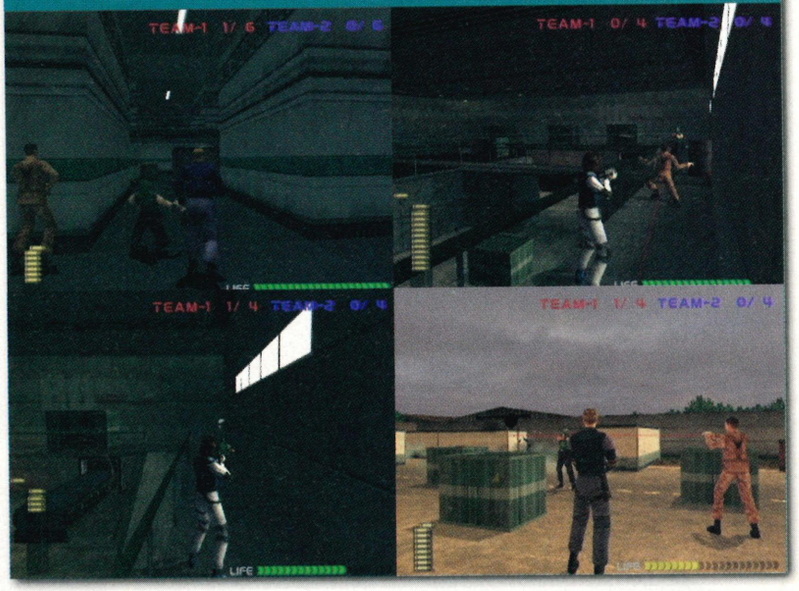






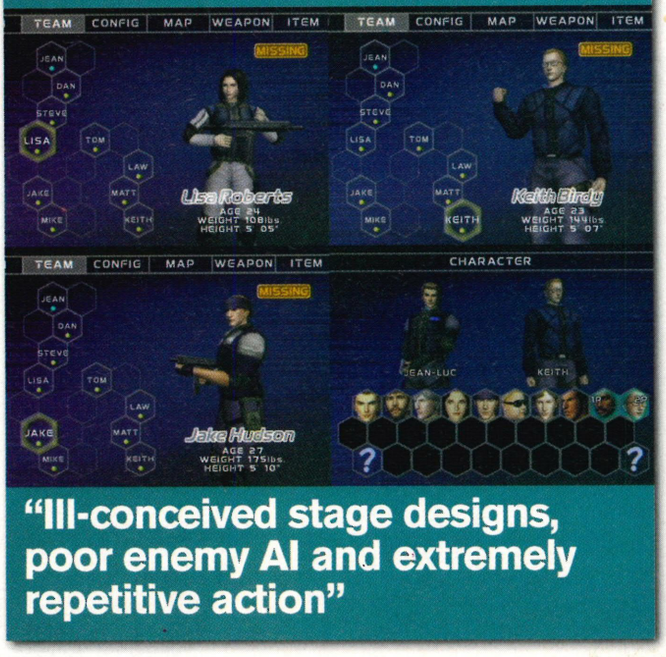
BOT ON THE LANDSCAPE

Yet another option available in the game is Bot Mode. Here you and a number of computer controlled allies must battle against a selection of increasingly tougher enemy units. Each level places you in the boots of a new SCAT team member, giving you a chance to acquaint yourself with the rest of the merry band of loveable, highly trained trouble-shooters.



TEAM PLAYERS

As you progress through the Story mode, Jean-Luc encounters his fellow SCAT team members (many of whom come to a sticky end by the game's conclusion) around and about the place. Unfortunately, you can't control any of these characters during the main game, although they can be used during the multiplayer modes. It should be pointed out that your choice of character has little bearing on gameplay, with each one sharing much the same abilities as the next.



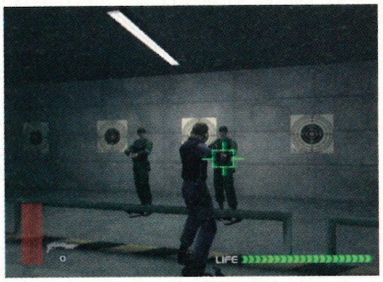
"Ill-conceived stage designs, poor enemy AI and extremely repetitive action"

"KOEI has neglected to address almost all of the gameplay flaws that tarnished the 64-bit incarnation of the game"

incidentally closely linked to the main character's bewildering inability to climb over or drop down from even the smallest of obstacles (what kind of special operative is he?). Level one provides a good example of this. At one point in the stage your progress is barred by a laser security system. To disable this device you must make your way to a point above, behind the lasers, and shoot the control unit powering them. This begs the question: Why can't Jean-Luc simply drop down (the drop being about his own height) behind the lasers and continue on his way. Instead, having disabled the system the player must double-back over previously covered terrain. Unsurprisingly this proves to be both frustrating and (before long) very boring.

NO WIN SITUATION

Next we have the laughably poor enemy AI. Having tangled with the exceptionally smart enemies of *Metal Gear Solid 2: Sons of Liberty* (we're still playing the demo now), the enemy troops of *Winback* appear positively moronic. Jean-Luc can hide behind parts of the scenery then duck out to fire a few shots, fine. However, having exposed yourself (ooer), the enemy makes no attempt to close in on you, instead just retaliating with a few delayed shots of their own and then going back to sleep. Add to this the repetitive nature of each mission – disable a few lasers, kill a few bad guys – and you've got a title that few players will bother seeing through to its conclusion. Admittedly the aforementioned multiplayer modes manage to entertain for a while, but they still can't justify the purchase of this at full price.



[Above] A tutorial section allows you to acquaint yourself with Jean-Luc's repertoire of attacks and moves.

PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

60 PERCENT

FLAWED BUT TOLERABLE STEALTH TITLE

ALTERNATIVELY:

X-Squad	59%
Oni	72%

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Writer William Johnston

Ape Escape

The nature of monkey was irrepressible

INFORMATION

UK PAL

PLAYSTATION

PUBLISHER	SONY
DEVELOPER	IN-HOUSE
PRICE	£9.99

1-2 Players | Memory Card | Dual Shock

Apes get fitted with smart implants, try to take over the world and Charlton Heston is nowhere to be found. Let's not mess around here, *Ape Escape* is undeniably the finest PSone platform game you can buy, and for this price only heavy sedation or death should prevent you from ownership. The game's premise is simple softly softly, catchy monkey stuff. You see monkey, you take out huge butterfly net, you catch monkey. The game features a unique control system where one analogue stick governs movement, the other the swing of your net or other anti-monkey device. Now these are no dumb, tyre-swinging simians you have to deal with, oh no. If they sense you coming they'll run, so stealth is certainly the key to their apprehension. From the outset, this game is a leap above the rest. It handles, looks, and has a greater sense of humour and more style than all the *Spyros* that have been or ever will be. Few games have managed to convey the fierce adrenaline rush dealt out when capturing monkeys across colourful and unusual locations. In fact there is only one. Can you guess what it is yet?

95%

[Below] This monkey's gone to heaven, this monkey's gone to heaven! La la la and indeed, la.



"These are no dumb, tyre-swinging simians you're dealing with here"

release date **OUT NOW**











"This is about as good an RPG as you can ever hope to immerse yourself in"

release date **OUT NOW**



Grandia

Big world, little kids, huge adventure

INFORMATION

UK PAL

PLAYSTATION

PUBLISHER	UBI SOFT
DEVELOPER	GAME ARTS
PRICE	£9.99

1-2 Players | Memory Card | Dual Shock

There's no denying that *Final Fantasy VII* through to *IX* are impressive looking games. As a counterpoint to this visual feast we have *Grandia*, a role-playing game of the highest quality that suffers from looks that only a mother would love. This wonderfully engrossing epic is painted in bold manga that, although admittedly basic, still manages to capture the spirit of a long running but under funded Japanese TV series. Since the game's two discs don't waste much space trying to impress the player with glossy FMV, the adventure is afforded a huge amount of time, clocking in at a more than impressive sixty hours of play. In a lesser game, this fact would be meaningless, because without an incentive to carry on, the actual playtime would be around twenty minutes. But *Grandia* will never leave you cold. Its characters, comprehensive battle system and above all its expansive world are all beautifully realised and executed. This is about as good an RPG as you can ever hope to immerse yourself in. In the current climate of whiz-bang adventures that try to capture you with gorgeous graphics and thundering sound, it's reassuring to know that gameplay still wins hands down.

90%

Carmageddon

Atrocious Automobile Association

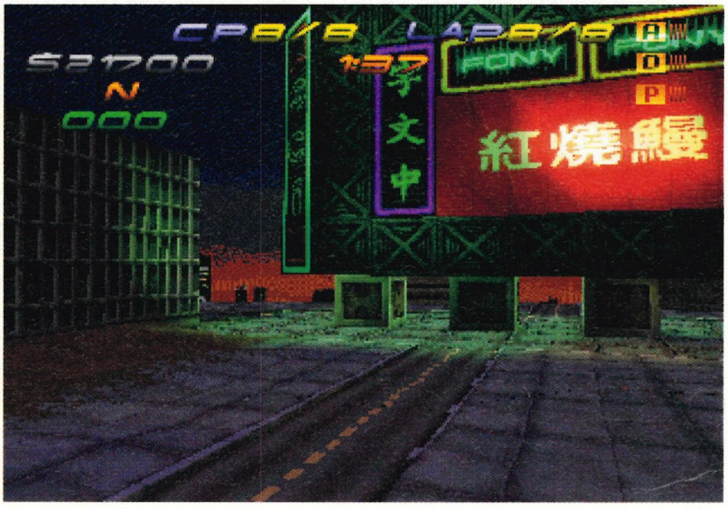
Welcome to the future, where the streets are alive with the sound of customised hot rods and the screams of freshly mown down pedestrians. Now this is where the 'gameplay' comes in, as you race around the 'city' in a *Death Race 2000* rip-off style. Victory is possible by performing one of three rudimentary tasks. There's the classic 'first past the post' system. You can ram your competitors to death and win by virtue of being the only driver left. Or you can win on points by running down as many pedestrians as possible. The 'cool' bit is, you get bonus points for how you kill the innocent. Push a granny into a building and it may provide short term satisfaction plus a point or two. Side slam another vehicle through an entire football team and it's mega points galore. Sounds good, right? Whoops, no. The least of the game's problems is that the pedestrians were turned into green blooded 'zombies' for the UK market. And from there it gets worse. If there is such a thing as an anti-driving game then this is it. A totally wasted concept that isn't even worth crossing the street for, let alone ten whole pounds. **30%**

PLAY INFORMATION

UK PAL	
PLAYSTATION	
PUBLISHER	SCI
DEVELOPER	IN-HOUSE
PRICE	£9.99

1-2 Players | Memory Card | Dual Shock

"The 'cool' bit is that you get bonus points for exactly *how* you kill the innocent"

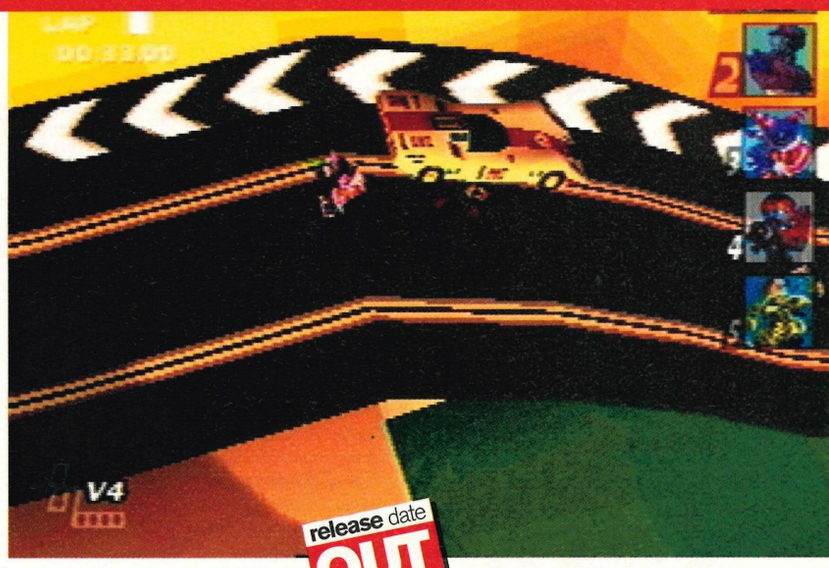






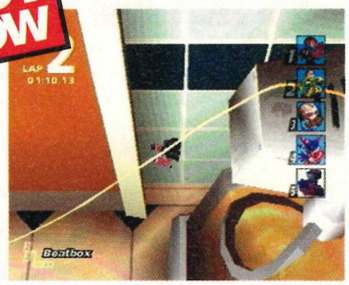
release date OUT NOW





release date OUT NOW





Micro Maniacs

Everything's falling apart

If you like to play your games in a strict solo mode, this one is certainly not for you. Huddle a few like-minded individuals around a multi-tap and you're in for many an evening of slick mutant sprinting. If you already own a *Micro Machine* style racing game, then there is little here to recommend, since *Maniacs* is exactly the same as those that have come before in every way, though decidedly more bipedal. Four minuscule racers rip their merry way around a variety of tracks, the gag being that they are so very small and the tracks are so very big. Funny, no? Not really, until you learn how to master each competitor's unique, and you guessed it, 'comical' weapons. Due to the speed of the game and the fact that you only see a small section of the track at once, manoeuvring is really just a question of memory. Only a player blessed with the power of precognition will be able to make it round the course without plummeting to their death a dozen or so times. But once you've mastered the track and get in the 'zone', the magic will begin to flow. Nice, simple and oddly addictive stuff indeed. **85%**

PLAY INFORMATION

UK PAL	
PLAYSTATION	
PUBLISHER	CODEMASTERS
DEVELOPER	IN_HOUSE
PRICE	£9.99

1-4 Players | Memory Card | Dual Shock



"You're in for many an evening of slick mutant sprinting"

[Left] Yes bee keeping fans, you can even race astride bees! Why, that's just bonkers etc...



Writer William Johnston

TOCA 2 Touring Car

Everything's falling apart!

PLAY INFORMATION

UK PAL

PLAYSTATION

PUBLISHER	CODEMASTER
DEVELOPER	IN-HOUSE
PRICE	£9.99

1-2 Players | Memory Card | Dual Shock

You're into car games, you just want the facts: Okay, *Toca 2* has fifteen cars available, ten from the off and five hidden. It has ten circuits, and there is even (ta da!) real-time vehicular damage. This no-holds barred driving experience takes itself very seriously, which by today's standards comes across as false pride. In the real world a race driver has a very small margin for error. *Toca 2* recreates this to the best of its ability by punishing you severely for sloppy motoring at the cost of intuitive control. Tracks have to be researched in minute detail before you're in with the smallest chance of keeping up with the pack, let alone gaining pole position. Visually there is nothing here that could be regarded as special and there are none of the lighting effects that are now standard. You know you're in for a cheap review when you're told that you could do worse for your money and that you should give a game a go if you are a fan of the genre. But in this case, it's an honest remark. If you're a total petrol head and can find beauty in a game that time has been less than kind to, take your tenner to the store and do what you know must be done. The rest of you would be well advised to track down the far superior *Toca 3*. **70%**

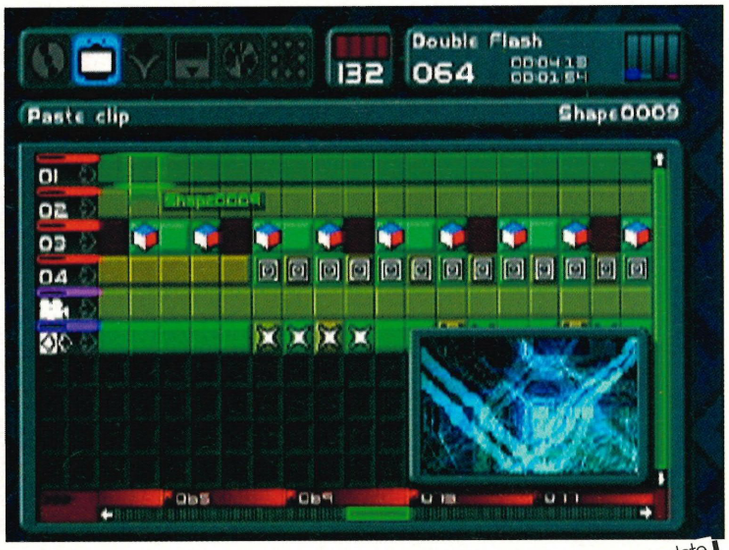
[Below] Don't walk on the grass they said, well wait till they get a load of this!



"Visually there is nothing here that could be regarded as special"

release date OUT NOW





"Give it an hour and you'll find you're easily cranking out reasonable tunes whose artistic merit is up to you"

release date OUT NOW



Music 2000

We said dance you mother, dance!

PLAY INFORMATION

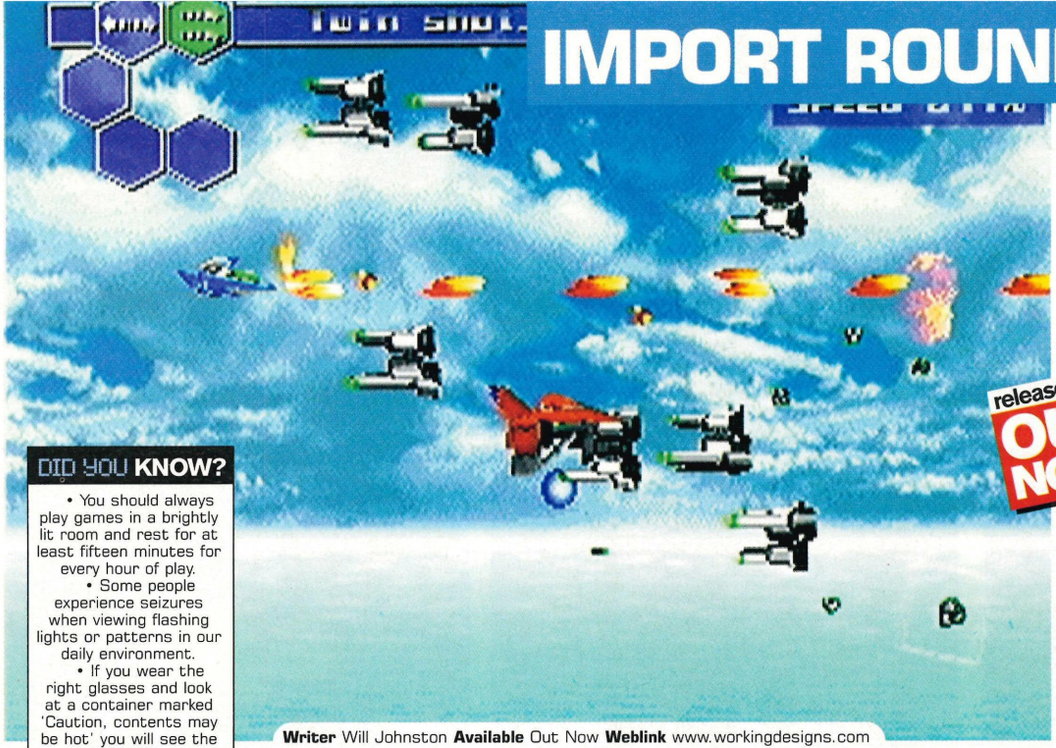
UK PAL

PLAYSTATION

PUBLISHER	CODEMASTERS
DEVELOPER	IN-HOUSE
PRICE	£9.99

1-2 Players | Memory Card | Dual Shock

What *Music* review would be complete without the regulation "If you fancy yourself as a budding Aphex Twin then this is the program for you" style comment. Of course the real answer is that if you want to emulate Richard D James, what you really need is a computer and some fancy software. PlayStation pads were never really meant to be used for utility software and so initial impressions will leave you thinking that it's too tricky to be worth your while. Give it an hour and you'll find that you're easily cranking out reasonable tunes whose artistic merit is totally up to you. *Music 2000*'s only real letdowns are to be found in the quality of the provided samples, which vary from slightly cheesy to something resembling ancient Stilton. Handily, you can sample sounds from any CD in your collection. This data is then saved to your memory card, so inevitably you won't be able to capture anything more than low-frequency snippets. Savoury nature of the tunes aside, anyone with more than a basic interest in electronic music production will find plenty to play with here, and at a cost that can't be ignored. **92%**







release date OUT NOW

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

Thunder Force V

As simple and satisfying as a shotgun blast to the face

Simplistic, anti-intellectual and superficial are just three words which you could use to sum up the shoot-'em-up. Of course, such a statement says a lot more about the orator than the genre, since gamers have been hypnotised by the delights of streaming gunfire since 1978 and some of these deluded addicts have gone on to flying yet underpaid careers in videogames journalism. [You're this close Johnston – Ed]. *Thunder Force V*, originally to be found on the Sega Saturn, is a prime example of how fresh this style of game can still feel. True, essentially what we have here is just a two-dimensional sideways scrolling blaster dressed in three-dimensional clothing. But behind the basic nature of this set-up you'll find a game of richness and diversity which reminds that less is often more. Obviously the *Army Men* games are an exception to this statement.

Where *R-type Delta* had its detachable weapons pod, *Thunder Force* has its shoulder button fire power selector. As you progress through the levels you pick up power-ups and upgrades. Instead of insisting that you stick with one over another, you get to keep them all.

INSERT COIN

Thus, you can instantly choose which particular mode of death you wish to dish out at any time during combat. One second you'll want to hose a stream of condensed pain into the chest of a robotic ape, the next you'll be filled with the need to use rear-locking pulse lasers against a swarm of homing missiles. And the execution of your desire is only a tap away from being fiery reality – brilliant. You can even change the speed of your craft as you see fit. Slow for fine adjustments, 100 per cent thrust for a hasty avoidance of a close encounter of the terminal kind. With more levels and an ironing out of the game's occasional slow-down, we'd be talking a classic. As it is, *Thunder Force V* still deserves a place in history as one of the better examples of this wrongly ignored genre.



[Above] That'll be ten points for accuracy and a big zero for subtlety then.







DID YOU KNOW?

- You should always play games in a brightly lit room and rest for at least fifteen minutes for every hour of play.
- Some people experience seizures when viewing flashing lights or patterns in our daily environment.
- If you wear the right glasses and look at a container marked 'Caution, contents may be hot' you will see the word 'Defoliant'.
- Working in a dim office, while looking at a bright screen, playing videogames and drinking from the mentioned container can invoke a sensation of bliss, oneness and the feeling that your heart is made of coal.

PLAY INFORMATION

US IMPORT PLAYSTATION

PUBLISHER	WORKING DESIGNS
DEVELOPER	TECHNOSOFT
PRICE	£CALL

One Players | Memory Card | Dual Shock

PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

84 PERCENT

RELENTLESS BLASTER – BIT SHORT

ALTERNATIVELY:

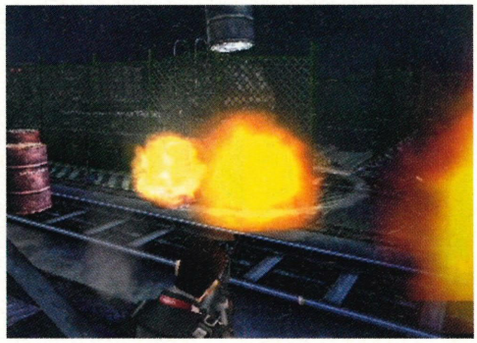
R-Type Delta	90%
Salamander Deluxe Pack	74%

WIRED UP

INCOMING GAMES LATEST REPORTS **NEWS**







EXTERMINATION

AND NOT ANYTHING RESEMBLING A DALEK IN SIGHT.

expected release date
APRIL 2001

PUBLISHER
Sony

GENRE
Survival Horror

1 **Player**

90% **Complete**

Anticipation
★★★★★



Having already targeted *Metal Gear Solid* on PSone with the similarly styled *C-12*, Sony is already ensuring that it mops up all the overspill fans from *Sons Of Liberty* by readying a formidable counterstrike, *Extermination*, on PlayStation2.

There are more tunnels to worm through ("Now I know what a TV dinner feels like") and a strongly featured pre-occupation with the upgrading, performance and use of firearms. In practise, *Extermination* is much closer to a third-person, over-the-shoulder variation on the *Resident Evil/Dino Crisis* theme; the focus is much more on Mikami's mutant-populated B-movie style than Kojima's stealth and technology-driven adventures. Our hero Riley has a two-way radio and a very nice laser sight on his assault rifle, but he's up against slobbering sci-fi monsters and oversized alien parasites – the kind that turn colleagues into gooey mumbling flesh bags that shuffle their feet.

The setting, too, has a *Resident Evil* feel about it. The disaster-struck laboratories of Umbrella are closely matched by a deserted military research facility, albeit one which was created to observe alien anomalies instead of supersoldier viruses. What you didn't have in *RE* was *Extermination*'s point-anywhere shooting system (use the left analogue stick in conjunction with that laser sight to pop off rounds at anything in the environment, in or out of first-person mode) or Riley's physical mobility. With the expected Sony polish, this could prove to be a worthwhile distraction until *MGS2* appears.

"What you didn't have in *RE* was *Extermination*'s point-anywhere shooting system"

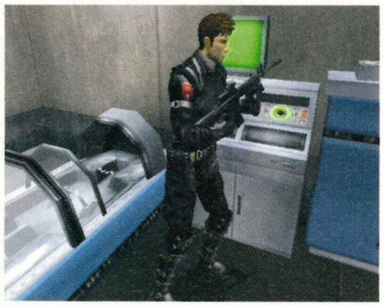


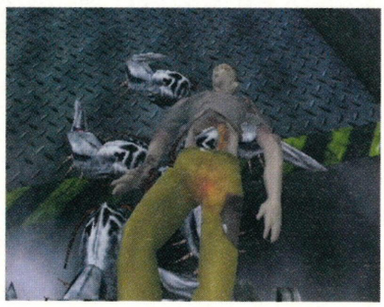






[Above] Here we have a fine example of why genetic engineering really must be stopped... at all costs!
[Below] As soon as you hear the slightest noise, just turn round and shoot. Bit like playing What's The Time Mr Wolf? really.





[Right] That rather unattractive mess on the floor used to be a human. Shame. Oh well. On with the shooting...





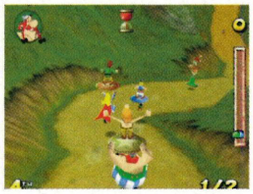


expected release date
MAY 2001
PUBLISHER Infogrames
GENRE Crazy Sport-event
1-4 **Players**
80% **Complete**
Anticipation ★★★★★

ASTERIX MEGA MADNESS

INFOGRAMES HAS GOT A LOT OF GAUL!





[Below] A small Roman troop being fired into the endless void of oblivion. Probably not yesterday.

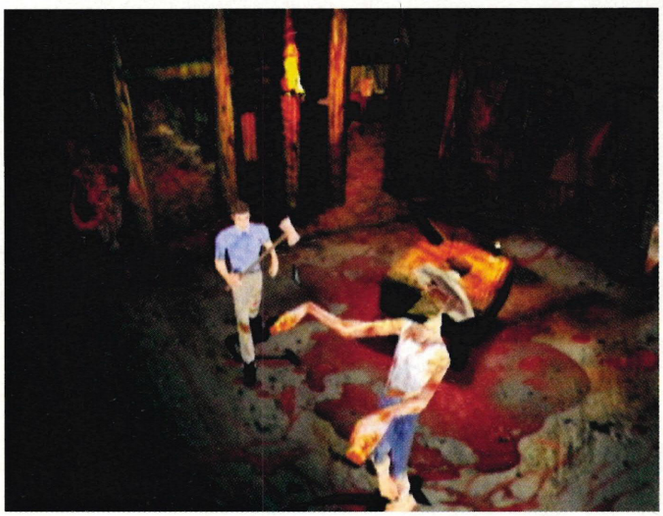
Previous attempts to bring the Roman mashing antics of *Asterix* and his chums to the PlayStation have proved underwhelming to say the least. Indeed, Cryo's astonishingly bad *Asterix & Obelix* must rank as one of the poorest PlayStation releases to have ever darkened the console's disc tray. However, with the forthcoming release of Infogrames' *Asterix Mega Madness*, this sorry state of affairs could well be redressed. The game's plot centres on the preparations for a great party that is being planned by the Gauls. The chief has organised a series of 'crazy' sports-like events to determine who will sit by his side during the imminent celebration. What this boils down to in gameplay terms is a series of madcap mini-games not unlike those featured in the enjoyable *Crash Bash*. The events on offer include an eating and drinking competition, a bizarre race where competitors are held aloft on top of shields and a stage where Roman troops must be catapulted towards incoming ships. The game's main attraction looks set to be its four-player mode, which should provide some enjoyable (albeit lightweight) après pup gaming. Visually, the game is looking good and retains the stylised look of its comicbook inspiration. Hopefully, if the gameplay matches up, then this could be a surprise hit when it arrives on the shelves towards the end of May.

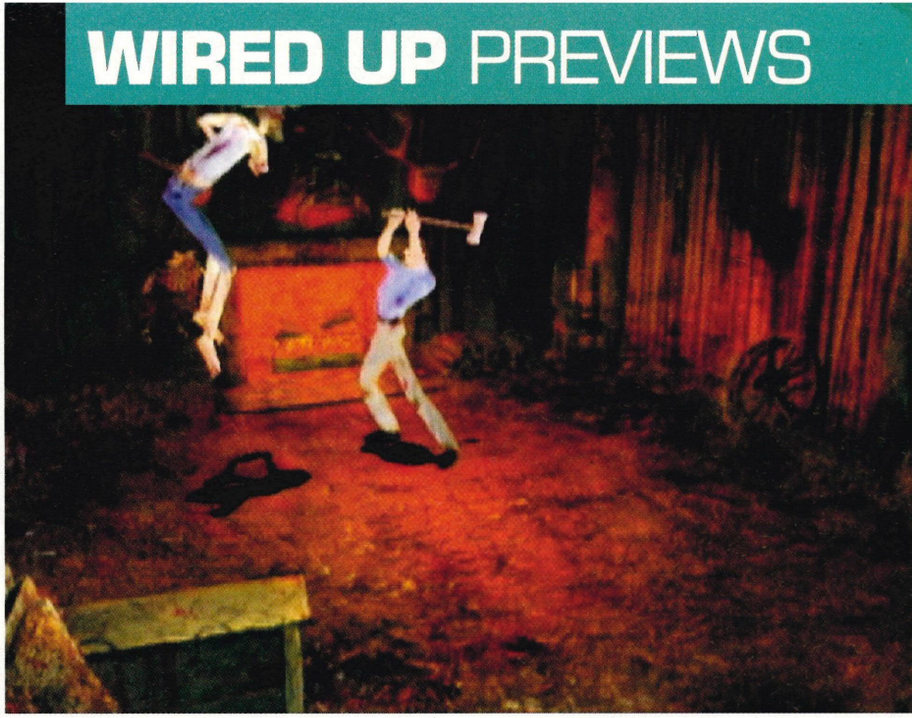
"The game's main attraction looks set to be its four-player mode"





[Below] Attacking Thunderbird's Parker with an almighty axe seems a little harsh. We know he was annoying, but still...





EVIL DEAD: HAIL TO THE KING

expected release date
MAY 2001

PUBLISHER
THQ

GENRE
Survival Horror

1 **Player**

85% **Complete**

Anticipation
★★★★★

WHAT DARKNESS HAS RESIDENT EVIL *RELEASED?*

Gamers are now familiar with survival horror to the point where, in order to garner any degree of anticipation, new challengers really need a USP beyond simply being a member of that specific genre. *Resi'* has its PlayStation heritage and continuing 'plot', *Alone In The Dark* its torch (not to mention a valid claim as *Resi*'s forefather), *Dino Crisis* brought us oversized and underfed lizards, whilst *Evil Dead* brings... well, let's just have a look shall we...





[Above] It was only gonna take a few more minutes, just to get it exactly right... couldn't risk missing now could we... and Campbell was going to pull that trigger.





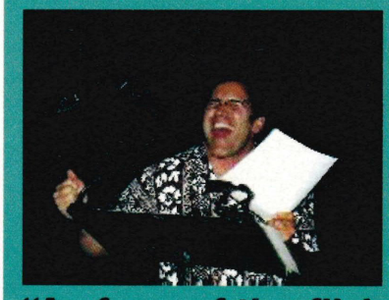


Chief amongst *Evil Dead*'s charms must be the sheer pulling power of its cult-status franchise – the chance to take on the role of Ash (the films' eeeevil-banishing hero) will appeal to anyone who's ever settled in front of the video for a bit of B-movie bliss on a Friday night. As fans of the flicks may expect, the plot centres around the Necronomicon, the ominous Book Of The Dead which has a nasty habit of invoking unspeakable (but not unsplatterable) evil on a regular basis. Somewhat hilariously, Ash must once again visit the woodland cabin with which he's so familiar, in order to vanquish, in the most gore-soaked manner possible of course, Deadites and other such forces of darkness.

With animated backdrops à la *Fear Effect*, upgradeable weaponry and replay value enhancing non-linear design, *Hail To The King* certainly sounds like a game of the times rather than one that's way behind them. As soon as we find out if it truly plays like one, we'll let you know. Now where'd we put that darned blood-drenched chainsaw?...

"WELCOME TO SPLATTERVILLE..."

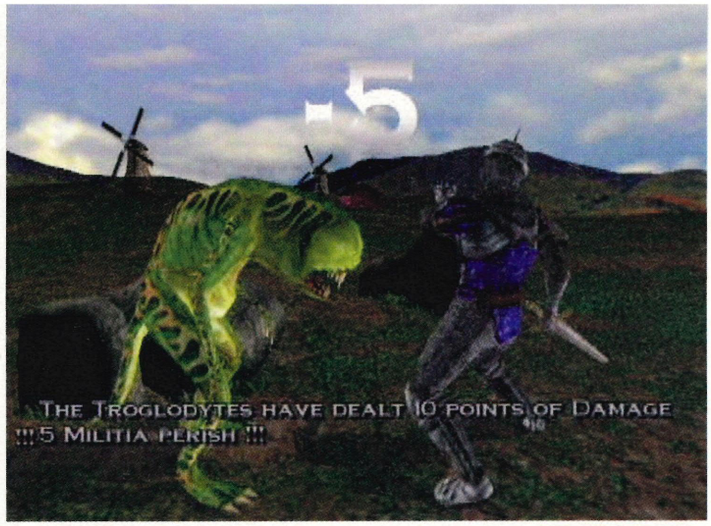
There's some serious effort going into ensuring that Evil Dead fans get the real deal from Hail To The King. Bruce Campbell, the cinematic star of the series, has even been drafted in to provide one-liners for the game – expect some seriously cheesy quips of Schwarzenegger-like proportions!





"As fans of the flicks may expect, the plot centres around the Necronomicon, the ominous Book Of The Dead"





HEROES OF MIGHT AND MAGIC:

QUEST FOR THE DRAGONBONE STAFF

WHICH PART OF THE DRAGON ARE WE AFTER AGAIN?

expected release date
APRIL 2001

PUBLISHER 3DO

GENRE Battle RPG

1 **Player**

90% **Complete**

Anticipation ★★★★★

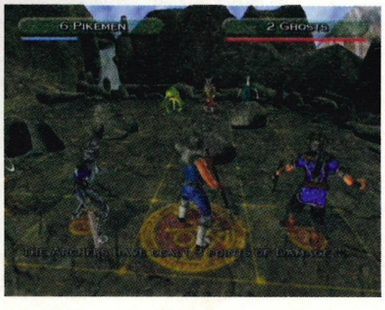
It's instantly clear with *Quest For The DragonBone* [titter] *Staff* that 3DO is attempting to capitalise on the beauty of simplicity – indeed it's not beyond the bounds of reason to assert that a fairly accomplished hobbyist coder, aesthetic fripperies aside, would be able to replicate its core engine, in BASIC, in a handful of days. Don't turn the page just yet though – simplicity CAN be beautiful and the hallmark of a classic game has never been that it was inextricably awkward to program.

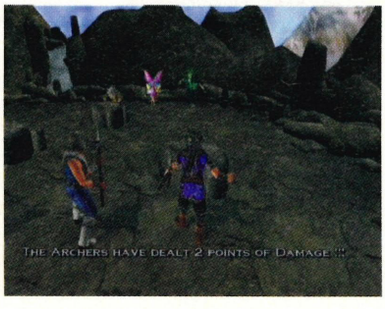
The king is ill, in desperate need of the DragonBone [titter] Staff, so as one of a quartet of trusty subjects (Sorceress, Barbarian, Knight or Paladin) you set off to search for the four pieces of an ancient map which will reveal the artifact's location. Okay okay, technically you would only need the quarter on which the DragonBone [guffaw] Staff's hidey-hole was actually marked, but play along because there are four continents which require you and your army's attention here. Indeed, you won't get very far on this particular quest without a hefty force to back you up – after initially recruiting some cannon-fodder from the royal barracks, a few run-ins with the locals (you know the sort – ogres, ghosts, damned elves with their ridiculous ears etc) will make topping up your army a pressing concern. Fortunately a cyclic system of regeneration ensures that there are always plenty of people (and bizarre-looking creatures of course!) willing to join the cause, although monsters can also re-populate areas to cull any excess from your brigade.

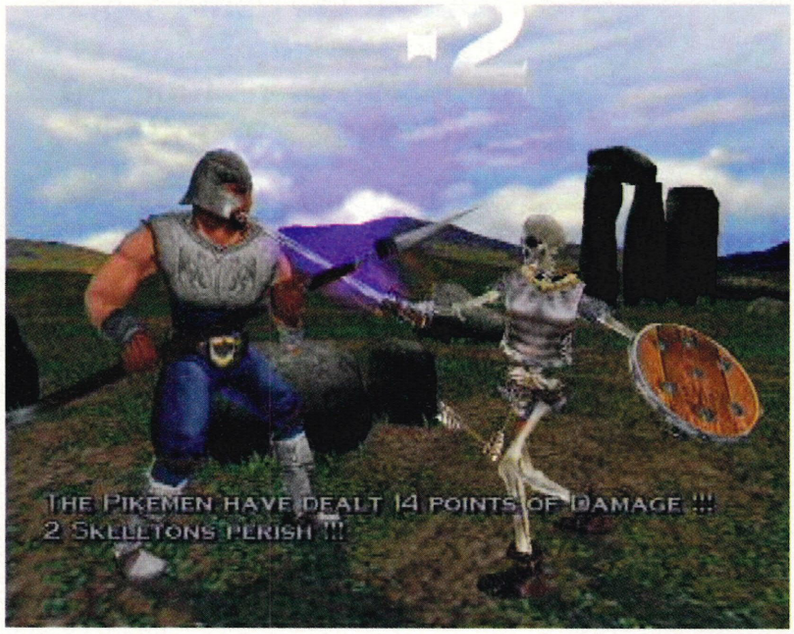
Combat itself is the one area in which 3DO runs the risk of being labelled lazy. It apes the approach of *Shining Force III*, but only very loosely, and the scenes which PLAY has been privy to so far were noticeably small. Of note is the game's insistence that all your units of a particular type be represented by a single figure, reducing strategic elements to the order in which enemy units are engaged rather than deploying any fangled formations. If you have the biggest army, you tend to win, period. We were also disappointed that upon getting to lay our first siege (after purchasing 'special' equipment no less) we were simply transported to a typical combat arena to



"Combat itself is the one area in which 3DO runs the risk of being labelled lazy"

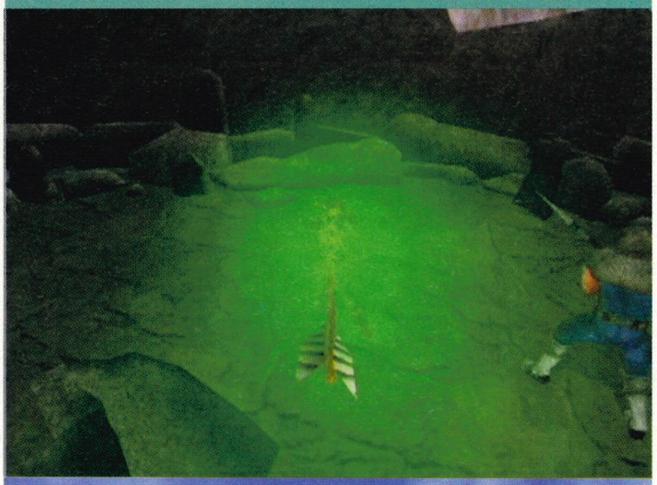


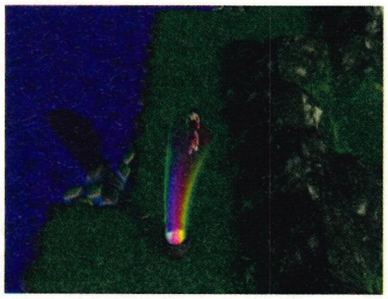


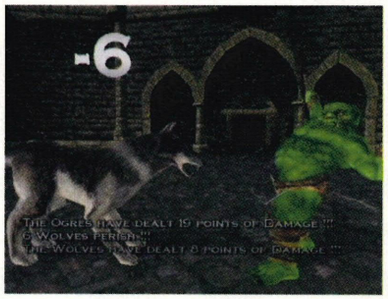


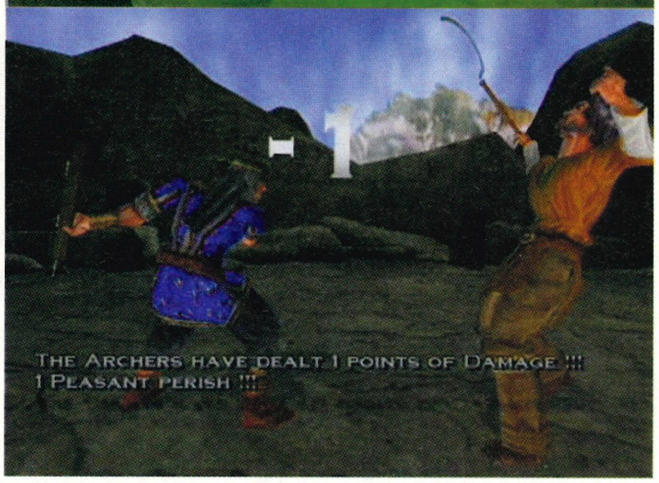
ARCH ENEMY

Be sure to keep those archers topped up in Dragonbwa-ha-ha-one, as they provide an excellent means of getting the first strike in, and you'll suffer should your opponent make extensive use of bowmen. They swing a mean knife too, so watch it!





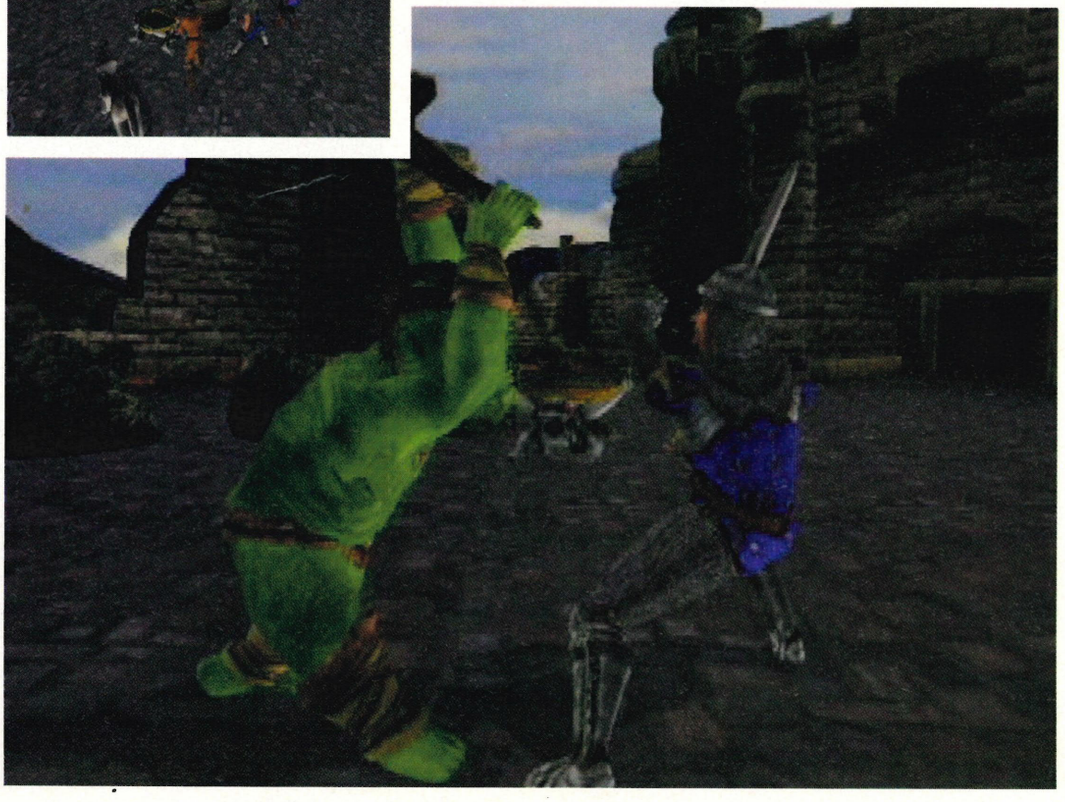


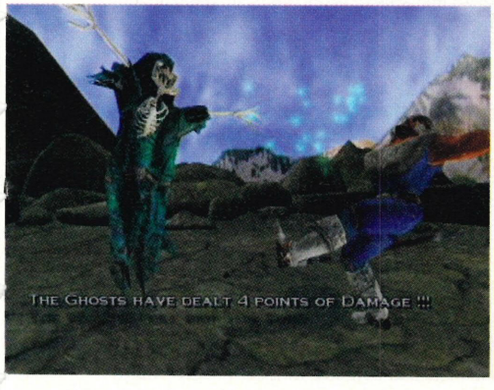


battle in the normal way. Hopefully a little more variety is going to be adorning the finished product.

Whilst basic, *DragonBone* [titter] *Staff* is not cripplingly so. In fact it rather inoffensively harks back to the days of Games Workshop's standalone board games such as *Kings & Things* and *Dungeonquest* – offering a forum for adventuring that is both randomly generated AND coherent each time one plays. In a larger, more linear game, such would have been impossible and anyway, considering the company's current state, 3DO needs to be able to turn out products with the briefest of development cycles. The modest design behind *DragonBo*... ahur-aha...ne, ahem, ensures that, minimal combat animations aside, it fails to appear overly rushed and gains merit for simply not being *Army Men*. Stay tuned...









"One of the game's 'many' unique selling points is the inclusion of a simplified control system option"



INTERNATIONAL LEAGUE SOCCER

FOOTY FOOTY FOOTY, BALL BALL BALL!

expected release date
APR 2001

PUBLISHER
Eon Digital Entertainment

GENRE
Sport

1-4 **Players**

99% **Complete**

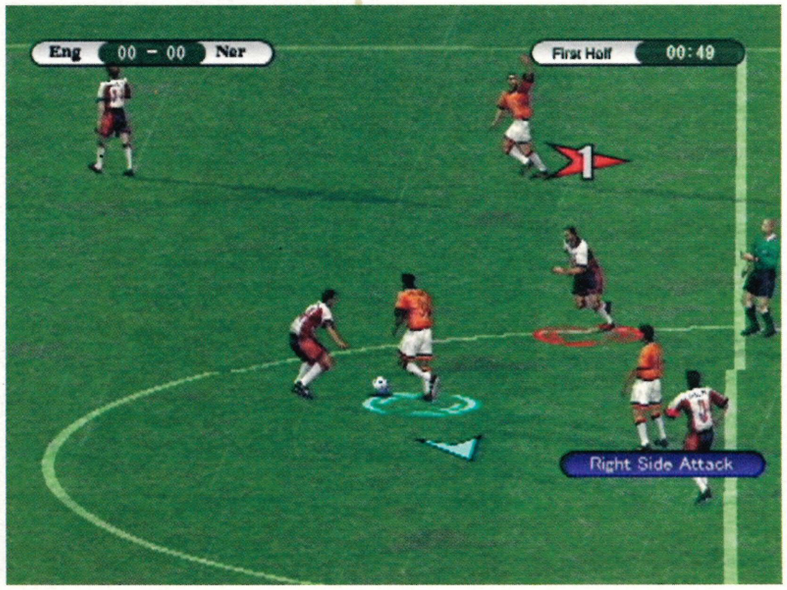
Anticipation
★★★★★

Regular readers (or people who bought the magazine last month) may recall that we covered this potential footballing extravaganza in the news section of PLAY issue 75. Back then it went by the name of *Greatest Striker*. Now, thanks to the miracle of the space/time continuum, we can confirm that the UK incarnation of the game will be entitled *International League Striker*. This Taito-developed kick-about lacks genuine player names (anybody heard of D Backham or P Scahles?), but makes up for this deficit with the backing of the all-powerful Pepsi Chart Show.

One of the game's 'many' unique selling points is the inclusion of a simplified control system option. This allows novices to get into the action straight away via a minute-to-learn, lifetime-to-master one-button user interface. Fortunately, a more sophisticated system is available for footy veterans, which allows for more flamboyant attacking and defensive manoeuvres to be pulled off. Aside from this, the game is to all intents and purposes your common or garden football simulation. Graphically, things are looking quite nice, but the slightly turgid gameplay could do with a little tightening up. With the disappointing PS2 instalment of *International Superstar Soccer*, this could prove to be just the right tonic for the next-gen football fanatics amongst you. We shall see next month, when we give it the once-over.

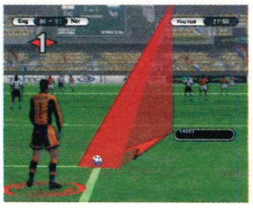




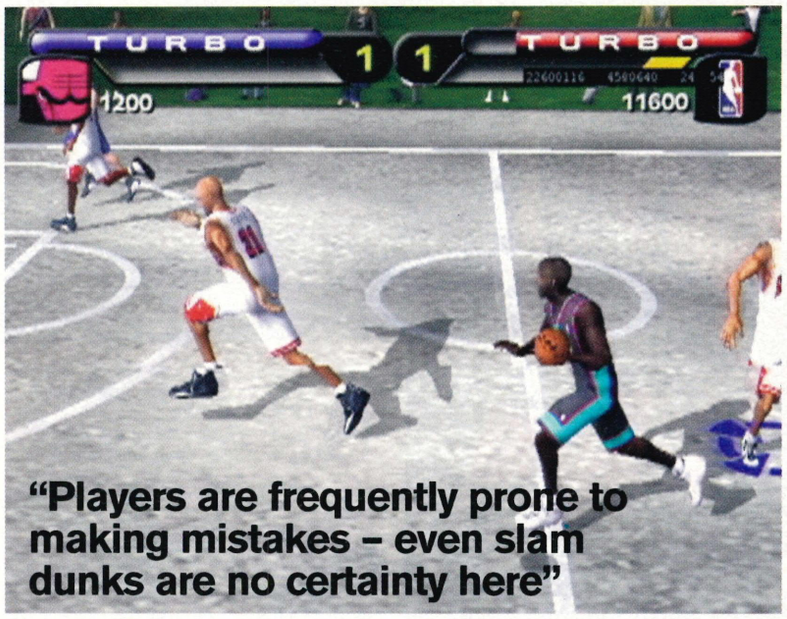


[Below] Needless to say, the Scottish player went on to miss the crucial penalty. A little too much whisky perhaps?





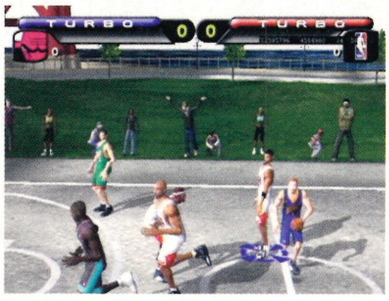
[Right] Unlike other titles, goaltending is not only permitted but actively encouraged. Which buffoon stated that "cheats never prosper?"



"Players are frequently prone to making mistakes – even slam dunks are no certainty here"









NBA STREET

expected release date
APR 2001

PUBLISHER
Electronic Arts

GENRE
Sports Sim

1-2 **Players**

90% **Complete**

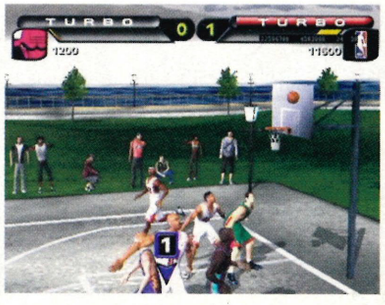
Anticipation
★★★★★



EA TAKES BASKETBALL BACK TO THE STREETS, WORD!

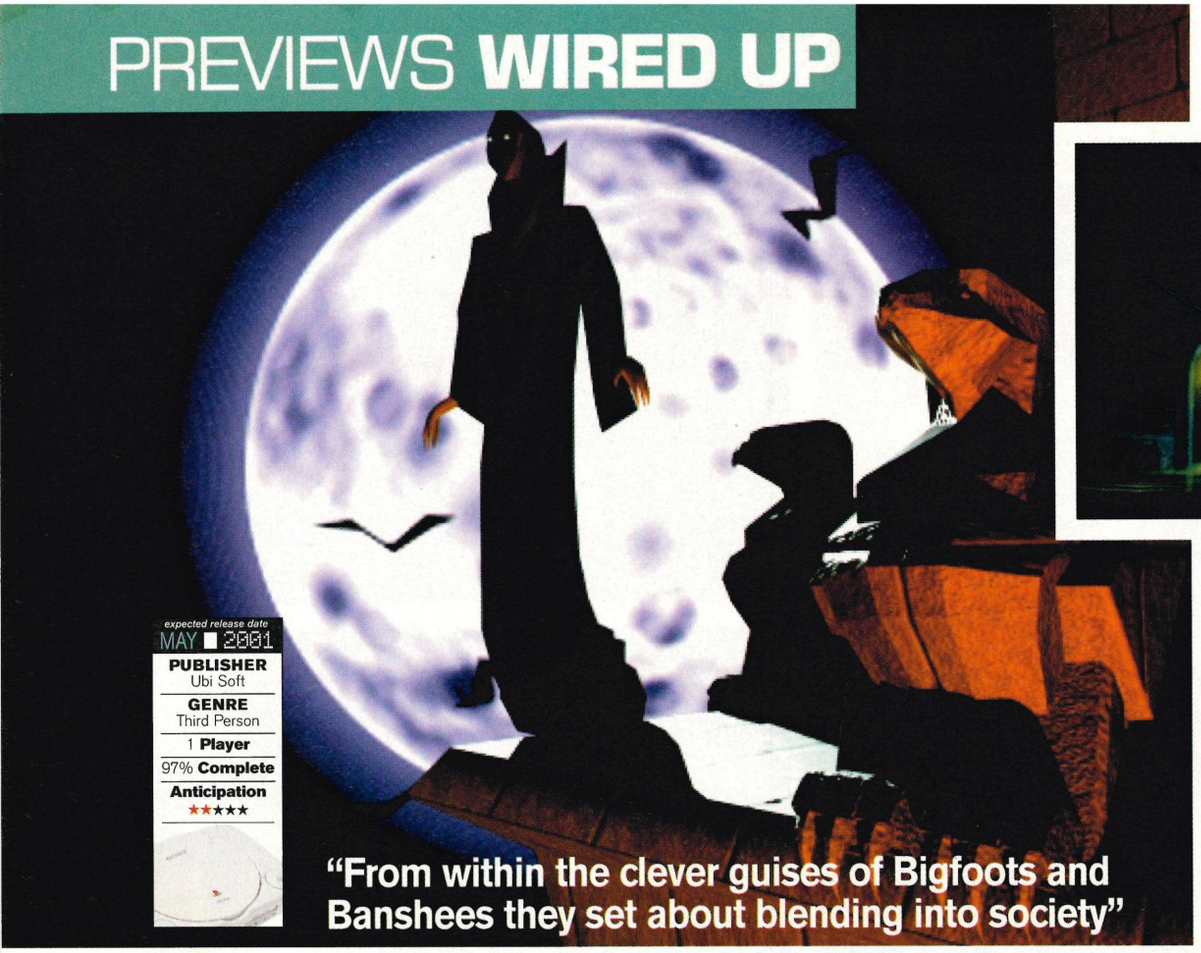
The PlayStation2 has already played host to a healthy selection of basketball games, but with the forthcoming *NBA Street*, Electronic Arts is hoping to carve itself a niche with a street-based take on the popular sport. The game will feature three-on-three action with a comprehensive selection of NBA players and street basketball legends to choose from. Play modes on offer include Hold The Court (first team to reach 21 points), Showoff (most entertaining team wins the match) and the single-player City Circuit option, which requires players to climb their way up the rankings ladder. In addition to this a 'create your own character' option has also been included. Here you can tailor both the appearance and abilities (3-point shots, stealing, passing, dunking and so forth) of your character to suit your own playing style.

In terms of gameplay the action has an arcade feel to it not unlike that of Midway's *NBA Hoopz* (only more enjoyable). However, unlike the majority of titles in the genre, players are frequently prone to making mistakes – even slam dunks are not a certainty here. Whilst this goes against the rules of the genre, it makes for unpredictable and tension-packed games. Graphically the title looks to be functional, but it is in the crucial area of gameplay that *NBA Street* has focused on keeping things very 'real'. Word on 'da Street' will reach you next issue, in the form of our 'slam dunking' review.









expected release date
MAY ■ 2001

PUBLISHER
Ubi Soft

GENRE
Third Person

1 **Player**

97% **Complete**

Anticipation
★★★★★



[Above] Mulder and Scully, having filled out round the waists, opted for a Seventies revival in the new series.
[Below] Courtney Love's Oscars dress was definitely better than last year's.

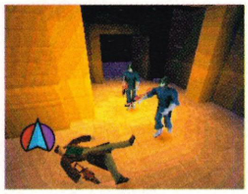


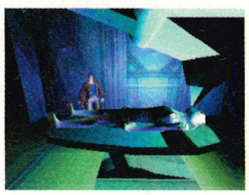
ROSWELL CONSPIRACIES: ALIENS, MYTHS & LEGENDS

IS THE TRUTH REALLY STILL OUT THERE?



[Below] It tends to be slightly comical when characters get wiped out!





Aliens exist. They do, really. But not only do they really exist, they hide their presence on Earth by cunningly disguising themselves as trees? No. Members of the world's governments? Be serious. They hide in a far more ingenious way, by garbing themselves up as mythological creatures. From within the clever guises of Bigfoots and Banshees they set about blending into society while preying on humans for food, sport and other reasons best left to the reader's imagination.

Roswell Conspiracies is based on the BKN television series and allows you to take the role of the animation's main character, Nick Logan. Those of you not familiar with the show won't know that Nick is a member of an elite squad of extraterrestrial investigators who run under the handle of The Global Alliance and operate from a hidden base in Roswell, New Mexico. The game is aimed at a younger game-playing audience, but it doesn't let this fact rob it of novelty. Eight separate first-person sub-games have been designed to break up the action. One current favourite allows our hero to man remote machine guns via a monitor, as he protects his unarmed partner, Sh'lainn Blaze, as she legs her way through an underground complex and is set upon by an army of evil. Next month we'll tell you about the game's unique 'squatting' feature. No, honestly.



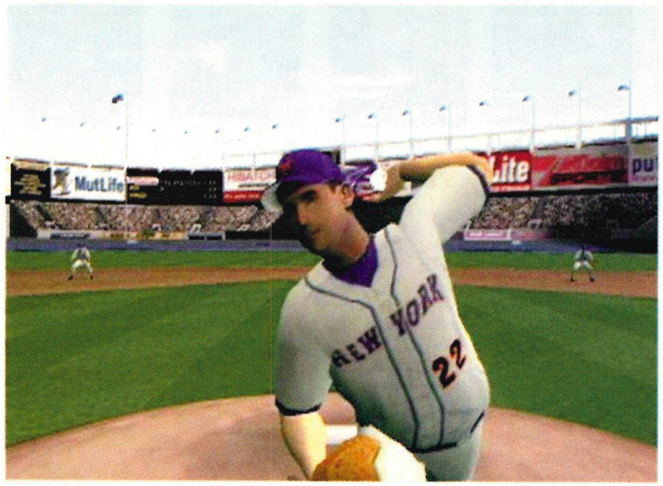
[Below] The classic big, scary hallways help enhance that element of terror...

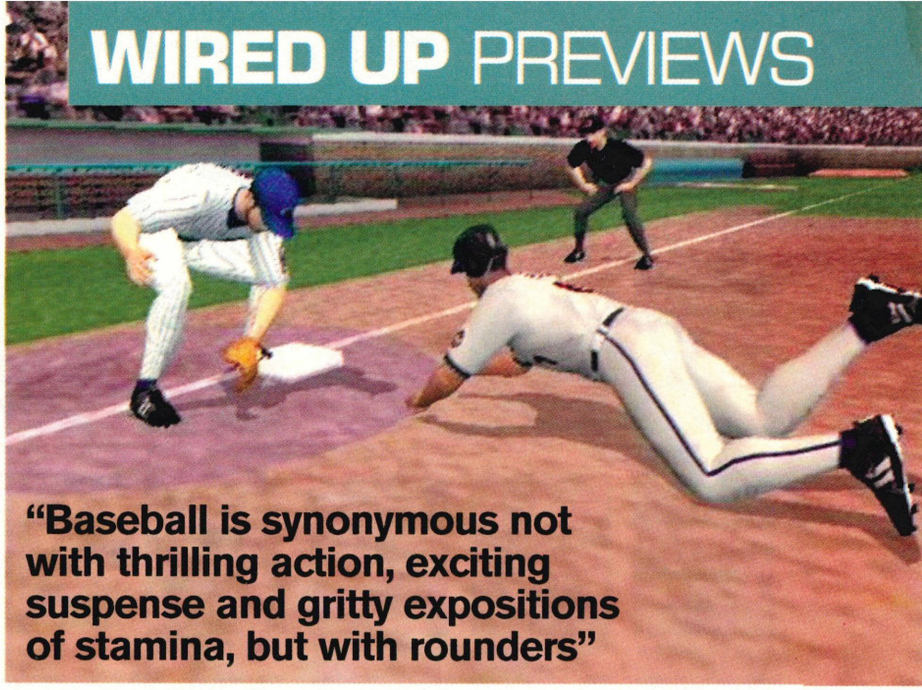




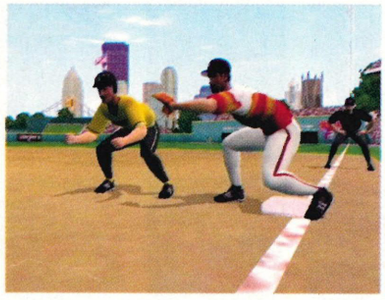


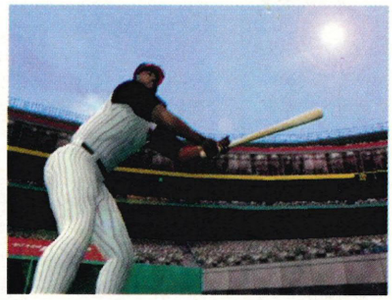
[Right] The level of detail lavished on the stadium... [Below] ...is equalled by that of the players.





"Baseball is synonymous not with thrilling action, exciting suspense and gritty expositions of stamina, but with rounders"





ALL STAR BASEBALL 2002

expected release date
MAY 2001

PUBLISHER
Acclaim Sports

GENRE
Sports Sim

1-2 **Players**

90% **Complete**

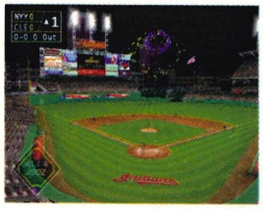
Anticipation
★★★★★

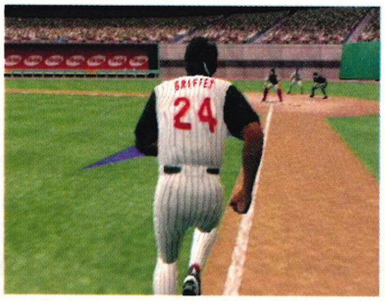


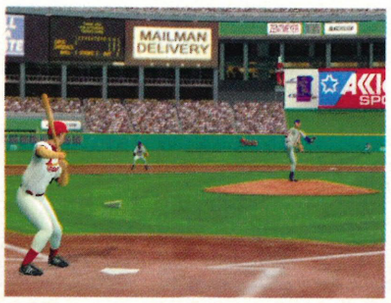
A BASEBALL GAME! HAS ACCLAIM GONE BATTY?

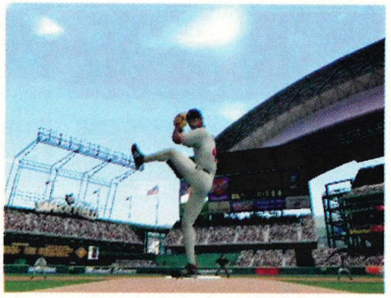
Far be it from PLAY to deride the more feminine sporty pursuits (indeed, one limping member of the crew still recalls the day he was nobbled on the hockey pitch), but to the average British gamer, baseball is synonymous not with thrilling action, exciting suspense and gritty expositions of stamina, but with rounders. Cue school-based memories of having to stand shivering in the rain for an hour, either fielding or waiting to flap a bat around in order to realise the spurious goal of running in a complete circle and ending up exactly where you started. Unsurprisingly, the famed British reserve rarely kicks in with more aplomb than when our gamers contemplate baseball... a situation which Acclaim is bravely squaring up to and eagerly attempting to alter in the sport's favour.

Inevitably *ASB*'s pre-match hyperbole does little to help the game's standing, offering a wealth of names and acronyms which, whilst doubtless impressive to those with American ears, mean next to nothing on this side of the pond. For example, much of the title's marketing drive is centred around Derek Jeter, ol' Bob Brenly has stepped in as commentator incidentally, and Chuck Morgan's even in there too. As if this wasn't enough, the game enjoys the backing of the MLBPA, MLB and... whaddaya mean who? Okay okay, unless it presents a radically innovative interface, any baseball game is doomed to a niche market upon release on a certain sceptred isle, but a playable experience which welcomes every level of gamer is promised by Acclaim and this, coupled with outstandingly atmospheric presentation, may just tip the scales. Perhaps baseball's time has finally come...









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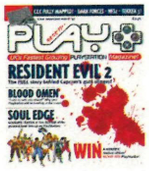
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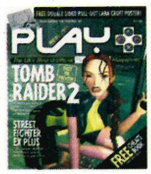
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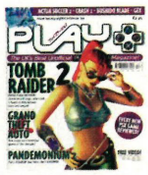
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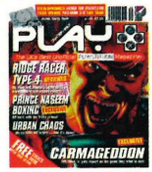
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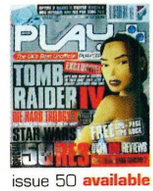
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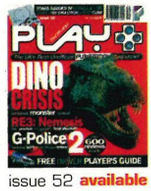
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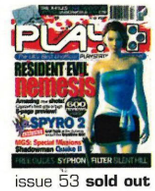
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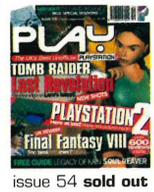
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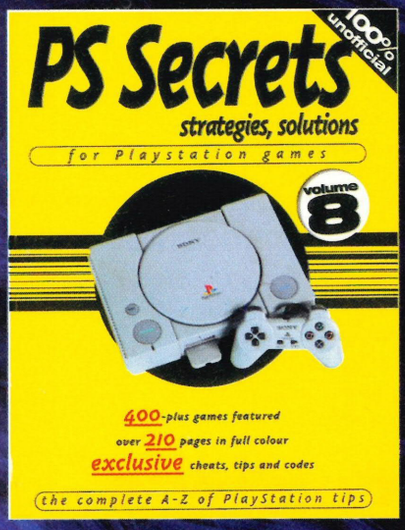

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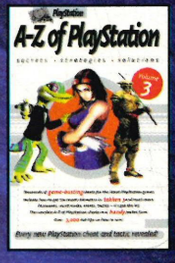

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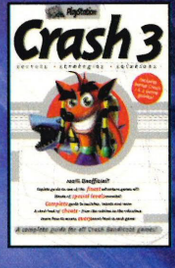

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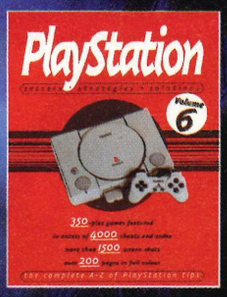

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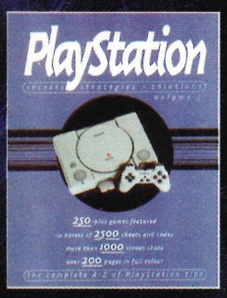

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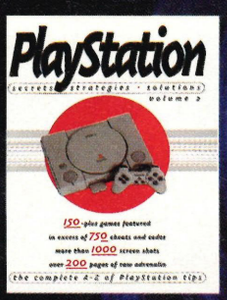

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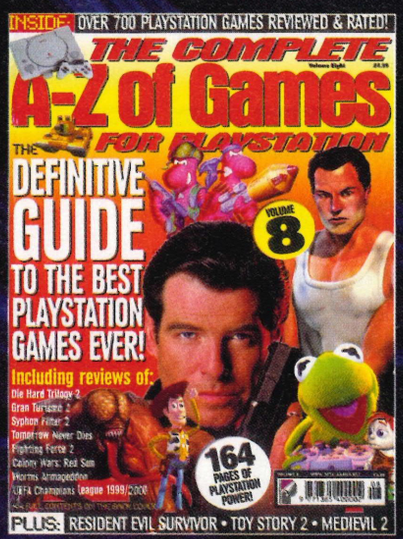

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StationMaster

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

Q&A
questions&answers

Q I have just got *Resident Evil* and I cannot find the four crests to open the door to the courtyard. Help me!
Ashley Judd, Yorks
A An oldie but a goodie, eh? Righty ho then...
Wind Crest: Use the Blue Jewel (from the breakable statue in the 2F Dining Room) to rotate the Tiger Statue and get the Crest.
Star Crest: In the Large Gallery, flick the switch on each painting in sequence, from youngest to oldest. Then go to the picture that is at the end and press the button to reveal the Crest.
Sun Crest: In the Armour Room, push the two statues over the small vents in the ground, then hit the floor switch between them. This opens the cabinet on the far wall, revealing the Crest.
Moon Crest: In the Attic, run past the giant snake and into the hole where it came from to collect the Moon Crest... then get out of there!

Q In *Silent Hill* I can't solve the puzzle of the Grim Reaper's list in order to get through the door in the Alternate Hospital. I have tried all sorts of different combinations of the names and ages of the people on the list, but nothing seems to happen.
Nyerk Van Hobbes, Lute
A If you arrange the people in order of age, from youngest to oldest, their first initials spell out ALERT. Enter this password in order to open the door!

Q I'm stuck on the third disc of *Fear Effect* right at the start, in the cell. I smashed the pot and got the cooking oil, but don't know how to beat the Chinese man. Could you help me?
Terrence Piedy, Scone
A Pour cooking oil onto the square plate in the middle of the room. Smash the vase to make the guard come in, then move to top left to lure him onto the oil... he will now slip over and break his neck!

Q In *Dino Crisis*, how do you work out the DDK code in Parts Storage? I have tried everything I can think of but I still can't work it out. This puzzle is driving



Contact the Master by letter
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Star Wars: Starfighter



DON'T GIVE IN TO HATE ETC...

MASTER CODE OVERSEER
Everything except the multiplayer levels will be unlocked.

SECRET SPACESHIP FOR BONUS MISSIONS
Enter BLUENSF as a code to unlock the Experimental N-1 Fighter. Alternatively, earn a gold medal in the Naboo Proving Grounds, The Royal Escort, Taking The Offensive, Midnight Munitions Run, Rescue On Solleu, and The Final Assault missions.

MULTIPLAYER LEVELS
Enter ANDREW as a code to unlock the two multiplayer levels.

SPACESHIP AND CAST PICTURES
Enter HEROES.

PROGRAMMER MESSAGE
Enter LTDJGD.

DEFAULT SCREEN
Enter SHOTS, SIZZLE, or HOTEL.

ALTERNATE CAMERA ANGLES
Enter DIRECTOR as a code. Use Select to cycle camera views or R1 to zoom in.

CHARM'S WAY MISSION
Earn a bronze medal in The Royal Escort, Contract Infraction, Piracy Above Lok, Taking The Offensive, The Resistance and The Final Assault missions.

OUTPOST ATTACK MISSION
Earn a bronze medal in all of the default missions.

CANYON SPRINT MISSION
Earn a silver medal in the Naboo Proving Grounds, The Royal Escort, Taking The Offensive, Midnight Munitions Run, Rescue On The Solleu, and The Final Assault missions.

SPACE SWEEP MISSION
Earn a silver medal in all of the default missions.

GUARDIAN MANTIS SHIP
Earn a gold medal in the Contract Infraction, Secrets On Eos and The New Resistance missions.

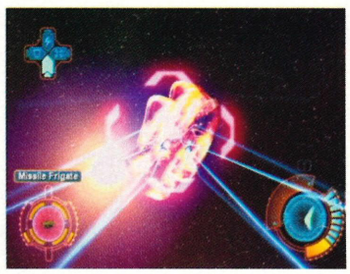
HAVOC SHIP
Earn a gold medal in the Piracy Above Lok, Valuable Goods, Eye Of The Storm, The Crippling Blow and Last Stand On Naboo missions.

DARTH MAUL'S INFILTRATOR SHIP
Earn a gold medal in all of the default missions.

GIANT HOT ROD
In the Canyon Sprint bonus level, finish before Essara and get a gold metal. A giant hot rod will appear when the canyon opens up after the finish line.







Kengo: Master Of Bushido

THE ZEN OF CHEATING

PLAY AS A STUDENT

Hold R1 + R2 + L1 + L2 when selecting a character. Different characters will result in different Dojos and students.

HIDDEN CHARACTERS

Defeat all the Dojos whilst playing in single-player mode. All of the silhouettes will then be replaced by the faces of the Dojo Masters.





me crazy! Please help me.
Chett Cheuteux, Hamps

A From the numerical code you're given, you have to eliminate the seventh and sixth numbers (as signified by the key, GF – seventh and sixth letters of the alphabet). Now turn the remaining numbers into letters (04 = D etc) to reveal the answer: DOCTOR KIRK.

Q I need more cheats for the excellent *Medal of Honor: Underground*. Please help me!
Lucy Dolittle, Cambridge

A Sure thang! To get the 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.

more **Q&A** next month

Zone Of Enders

BIG BOTS, NO PROBLEM!

VERSUS MODE

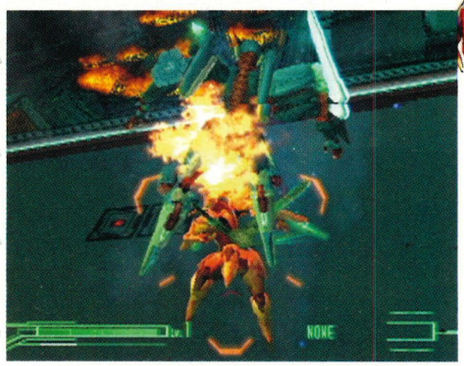
Complete the game on any difficulty setting twice.

ALL CHARACTERS AND LEVELS IN VERSUS MODE

Complete the game on the Easy setting and score at least a 'D' grade.

ALTERNATE ENDING SEQUENCE

Earn an 'A' rank in all SOS calls and new music will play during the ending sequence. Woo!





[Above] Play Fact: Some flies are born, breed and die in the space of 24 hours.

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TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

Tomb Raider 1-5	Spiderman	Alien Trilogy	Wu Tang
Driver 1 & 2	Resident Evil Series	TOCA 1, 2 & 3	Premier Man.'98
T.W.I.N.E.	Alundra 1 & 2	A.Kournikova Tennis	Time Crisis
Smackdown 1 & 2	Tom. Never Dies	C. McRae Rally 1& 2	South Park Rally
Tony Hawk's 1 & 2	FIFA Series	007 Racing	Abe's Odysee
Medal of Hon.1 & 2	Discworld 2 & Noir	C. & Conquer Series	Ready 2 Rumble1&2
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
Final Fantasy 7,8&9	Digimon World	Men In Black	Monster Rancher
Alien Resurrection	Vagrant Story	Galerians	FA Prem. Lgue Stars
In Cold Blood	Dave Mirra BMX	Player Man. 2000	Ace Combat 2 & 3
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Fear Effect	Rainbow Six	Blaze and Blade	Alone in the Dark 2
Blade	Army Men Series	Worms Series	The Lost World
Chase the Express	Soul Reaver: L of K	Mission Impossible	Koudelka
Tenchu 1 & 2	GTA 1, 2 & 1969	Ball Blazer Champs.	Civilisation 2
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Metal Gear Solid	A Bug's Life	Dune	Pac Man World
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Dracula Res.	Rayman 1 & 2	Shadowman	Brian Lara Cricket



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09066 095 443
CALLS ONLY COST 60P PER MINUTE TO THIS NUMBER

PERSONS AGED UNDER 16 MAY CALL THIS NUMBER
09066 095 742
CALLS ONLY COST 60P PER MINUTE TO THIS NUMBER
TO SAVE TIME DURING YOUR CALL YOU MAY PRESS
* TO RESTART SERVICE OR # TO MOVE BACK A STEP

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MDK2 Armageddon

MAKING IT BEARABLE

SLOW MOTION
Play as Max, then hold R2 and press ↑ ↑ ↑ ↑.

KURT IN BOXER SHORTS
Hold L2 + R2 and press ■, ■, ▲, ■

MIXED CHARACTER
Pause gameplay, then hold L2 + R2 and press ↑, ↓, →, ←, ✕, ▲, ●, ■, ■ + Start to play as a mixed up character.

PANNING CAMERA
Pause gameplay, then hold L2 + R2 and press ●, ✕, ●, ✕.

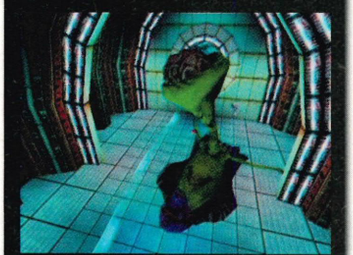
CRAZY CAMERA VIEWS
Pause gameplay, then hold L2 + R2 and press ✕, ●, ✕, ●

FART SOUNDS FROM DOCTOR HAWKINS
Begin gameplay as Doctor Hawkins, then press L2 + R2 + ← + ✕.









Oni

GIRL, GUNS AND NO GARTERS

MASTER CODE
Press Select during gameplay. Highlight Help then press L2, L1, L2, ■, ●, ■.

UNLIMITED HEALTH
Press R3, L3, R3, ●.

ONE-HIT KILLS
Press L3, R3, ●, ■.

LEVEL SKIP
Press L3, R3, L2, L1.

CHARACTER SELECT
Press L2, L2 , L2 , L2. Keep pressing L2 to cycle through the characters available on the current level.

TINY CHARACTERS
Press L3, R3, ■, ●.

BIG CHARACTERS
Press R3, ■, ●, L3.

BIG HEAD
Press Start, ■, ●, Start.

FISTS OF LEGEND
Press R3, L3, ●, ■.

GATLING GUNS MODE
Press L2, L2, L1, L3.

AVOID FALL DAMAGE
When you jump off or fall from a high area, press L2 to flip close to the ground.

UNLIMITED PHASE CLOAK
Press L1, R3, L2, L3.

GUT PUNCH
Press R1 + L2 for an unusual gut punch.









LMA Manager 2001

BECAUSE YOU'RE FOOTBALL CRAZY

Enter these codes as a name:

£500 MILLION
Enter FILTHY RICH as a name. A cheer will sound if you are successful.

INCREASE PLAYER RATINGS TO 90%
SUPERSTARS

FAST PLAYERS
AMPHETAMINE

AGGRESSIVE PLAYERS
HARD AS NAILS

QUICK INJURY HEALING
POTIONS

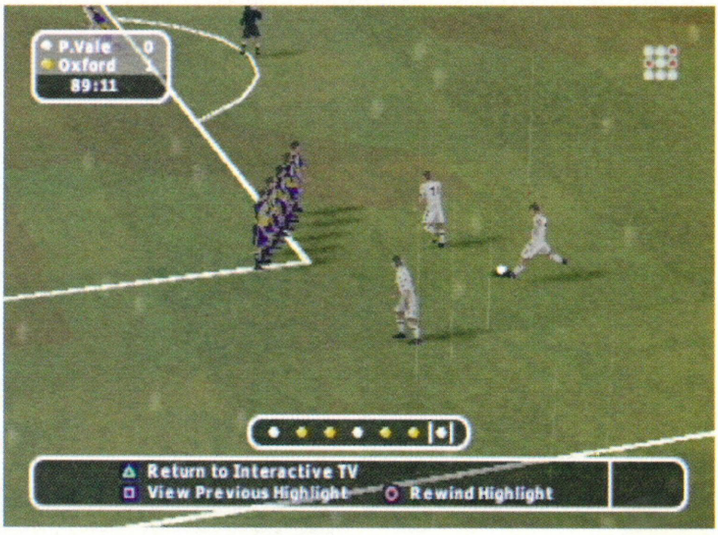
QUICK STADIUM BUILDING
NO CONSTRUCTION

WIN EVERY GAME
LUCKY STREAK

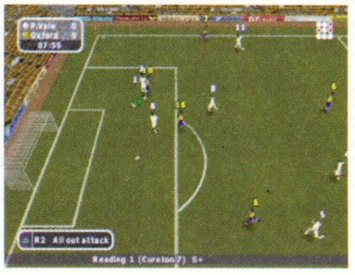
BEST TEAM AND TACTICS
EASY LIFE

FREE TRANSFERS TO TEAM
YOU THE DADDY





[Above] First reader to spot the ball can send in an entry and win nowt.



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

FINAL FANTASY IX

SLES-02965
NO RANDOM BATTLES (PRESS L1 + L2 + R1 + R2)
773C4A6FB234
874D8B184535
INFINITE GIL
8702E152C134
INFINITE MAGIC STONE ALL CHARACTERS
B7146AC63535
17B1A63CD298
B7BB77393436
17D154979835
B7BB77393436
17F374D48554
B7BB77393436
171217316673
B7BB77393436
1711C68E4792
B7BB77393436
1730E9EB28B1
B7BB77393436
174F884885D0
B7BB77393436
176DACA566EF
B7BB77393436
178C4B02470E
B7A377393436
17AB6E5F282D
ALWAYS WIN AT CARD GAMES
87DA7937B456
879BFA363735
87680711484A
878FE6322549
87B96460A175
87A6F9433436
87C615677288
8787E252353D
87AE0B29D815
779954637288
87545F205D35
77545F205D35
874C5F185D35
77545F205D35
8756591A5535
77545F205D35
876C433C4135

BEATRIX:
ALL ABILITIES UNLOCKED
3767202BC234
ALL ABILITIES ACTIVE
B7A878383535
17F80F28C134
STATUS: NORMAL
37B4F17A3535
TRANCE METER AT MAX (IF ACTIVE)
379D1241C234
MAX HP-ENHANCEMENT
878AE1DAC134
MAX MP-ENHANCEMENT
878CDFDCC134
MAX STATUS-ENHANCEMENT
87C601723598
87C8FF743598
MAX EXP
8753189B58B4
87D287C825CD
3704BBB0D298
INFINITE HP
8736393E5944
MAX HP
875E29465944
INFINITE MP
87843B38D51C
MAX MP
87AC2B40D51C
MAX SPEED
371D9EC9D298
MAX STRENGTH
371E9DCAD298
MAX MAGIC
371F9CCBD298
MAX SPIRIT
37209BCCD298
MAX DEFENCE
37A5B6FED298
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37229DCED298
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37239CCFD298
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3738ABC4D298

BLANK/AMARANT:
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MAX STATUS-ENHANCEMENT
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MAX LV
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MAX HP
87AF38B65944
INFINITE MP
87154AA8D51C
MAX MP
87FD3AB0D51C
MAX SPEED
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MAX STRENGTH
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37B4AB3FD298
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3789BA34D298

CINNA / QUINA:
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37CFC091C234
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MAX MAGIC STONES
376A5914D298

FREYA:
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MAX MP-ENHANCEMENT
874F9C9CC134
MAX STATUS-ENHANCEMENT
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37FB6884D298

MARCUS/EIKO:
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MAX DEFENCE
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3703BCAED298
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MAX MAGIC STONES
3719CAA4D298

PRINCESS GARNET:
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ALL ABILITIES ACTIVE
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HAVE BEST WEAPON EQUIPPED
37168D3A0274
TRANCE METER AT MAX (IF ACTIVE)
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872ABD7AC134
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STEINER:
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MAX SPIRIT
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MAX DEFENCE
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MAX MAGIC EVADE
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INFINITE MAGIC STONES
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VIVI:
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37970C3BC234
ALL ABILITIES ACTIVE
B7A878383535
17E8FB38C134
STATUS: NORMAL
37A4DD8A3535
HAVE BEST WEAPON EQUIPPED
37578ED9F383
TRANCE METER AT MAX (IF ACTIVE)
378DFE51C234
MAX HP-ENHANCEMENT
87BACDEAC134
MAX MP-ENHANCEMENT
87BCCBECC134
MAX STATUS-ENHANCEMENT
87560DE23598
87580BE43598
MAX EXP
878304AB58B4
870273D825CD
MAX LV
3734A7C0D298
INFINITE HP
8766254E5944
MAX HP
874E15565944
INFINITE MP
87B42748D51C
MAX MP
879C1750D51C
MAX SPEED
374D8AD9D298
MAX STRENGTH
374E89DAD298
MAX MAGIC
374F88DBD298
MAX SPIRIT
375087DCD298
MAX DEFENCE
37518ADDD298
MAX EVADE
375289DED298
MAX MAGIC DEFENCE
375388DFD298
MAX MAGIC EVADE
375487E0D298
INFINITE MAGIC STONES
372097CCD298
MAX MAGIC STONES
372897D4D298

ZIDANE:
ALL ABILITIES UNLOCKED
37E81BABC234
ALL ABILITIES ACTIVE
B7A878383535
17780BA8C134
STATUS: NORMAL
3735ECFA3535
HAVE BEST WEAPON EQUIPPED
3727DC0A3244
TRANCE METER AT MAX (IF ACTIVE)
371E0DC1C234
MAX HP-ENHANCEMENT
870BDC5AC134
MAX MP-ENHANCEMENT
870DDA5CC134
MAX STATUS ENHANCEMENT
8747FCF23598
8749FAF43598
MAX EXP
87D4131B58B4
8753824825CD
MAX LV
3785B630D298
INFINITE HP
87B734BE5944
MAX HP
87DF24C65944
INFINITE MP
870536B8D51C
MAX MP
872D26C0D51C
MAX SPEED
379E9949D298
MAX STRENGTH
379F984AD298
MAX MAGIC
37A0974BD298
MAX SPIRIT
37A1964CD298
MAX DEFENCE
37A2994DD298
MAX EVADE
37A3984ED298
MAX MAGIC DEFENCE
37A4974FD298
MAX MAGIC EVADE
37A59650D298
INFINITE MAGIC STONES
37B1A63CD298
MAX MAGIC STONES
37B9A644D298



C-12 FINAL RESISTANCE

SEND ET HOME IN A BODY BAG AND MAKE MULDER AND SCULLY PROUD WITH THIS FULL WALKTHROUGH TO THE ALIEN-BLASTING MAYHEM.

ALIEN FACTS

- A UFO sighting occurs somewhere on the planet every three minutes.
- A poll in 1991 found that four million Americans believed they had been abducted by aliens.
- A poll in 1996 said that 71% of Americans believe the government knows more than it's telling them about UFOs.
- The first documented Unidentified Flying Object sighting is in the Bible. The prophet Ezekiel described a "great cloud with fire enfolding itself, a wheel in the middle of a wheel that descended and fired lightning bolts into the earth".
- UFOs were often seen and photographed during NASA's space missions in the 1960s.
- William Shatner claims to have been rescued by aliens who pointed him in the right direction when he was lost in the Mojave Desert.

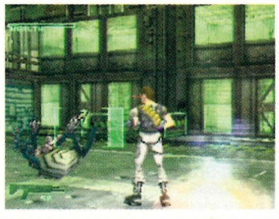
MIXING ALIEN SPORES

There are three different coloured Alien Spores that can be collected in the game. By combining various colours, you can create the following useful effects.

Red + Blue = Flare
If you're having trouble with spiders, mix these Spores to create a flare to stun the light-sensitive arachnid so you can shoot it easily.

Yellow + Blue = Corrosive
At certain points in the game you'll need to combine these Spores to create a corrosive substance to burn through wire mesh.

Red + Yellow = Flash-Bang
The most explosive reaction occurs when you mix these two Spores. The flash-bang will damage any enemies loitering nearby.



MAP ICONS



GUNS, GUNS, GUNS

There are six weapons in C-12 that all perform their task well...



ENERGY BLADE
This has a powerful swipe and also sends out a bolt of energy when charged up. It's useful for dealing with weaker aliens when trying to conserve ammo.



AG-35 MACHINE GUN
This is quite weak but rapid-firing. It also has a grenade launcher, which is good for those long-range attacks.



ALIEN PLASMA
This is the standard weapon of alien troops. It fires powerful bolts of plasma and can be charged up to fire multiple bolts in a wide arc.



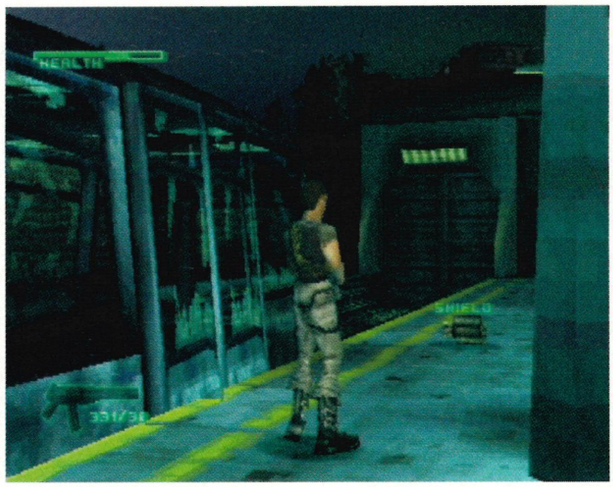
ION CANNON
This fires an electrical beam that is good for short-range attacks. It can also be charged up to fire a powerful electrical discharge.

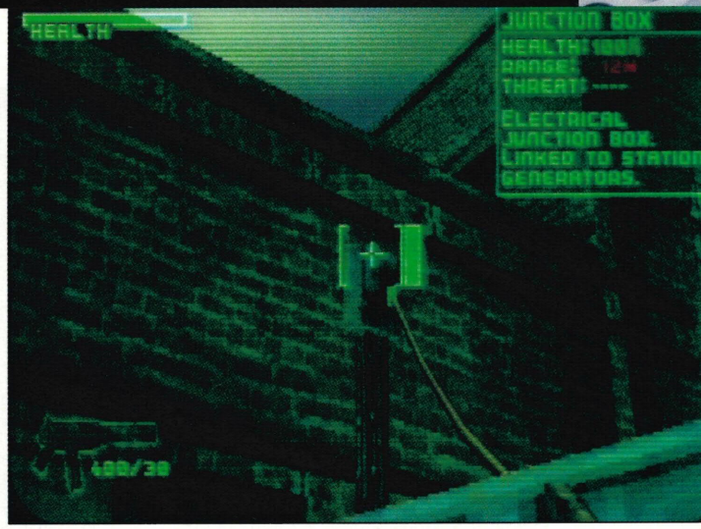


XK-50 LASER CANNON
This fires laser bolts at a rapid pace. It can be charged up to release a powerful laser bolt.



RV-40 ROCKET LAUNCHER
This launcher fires one rocket in a straight line, or five homing rockets that can home towards independent targets.





MISSION 1

(BELOW) These are the first bad guys you'll encounter.







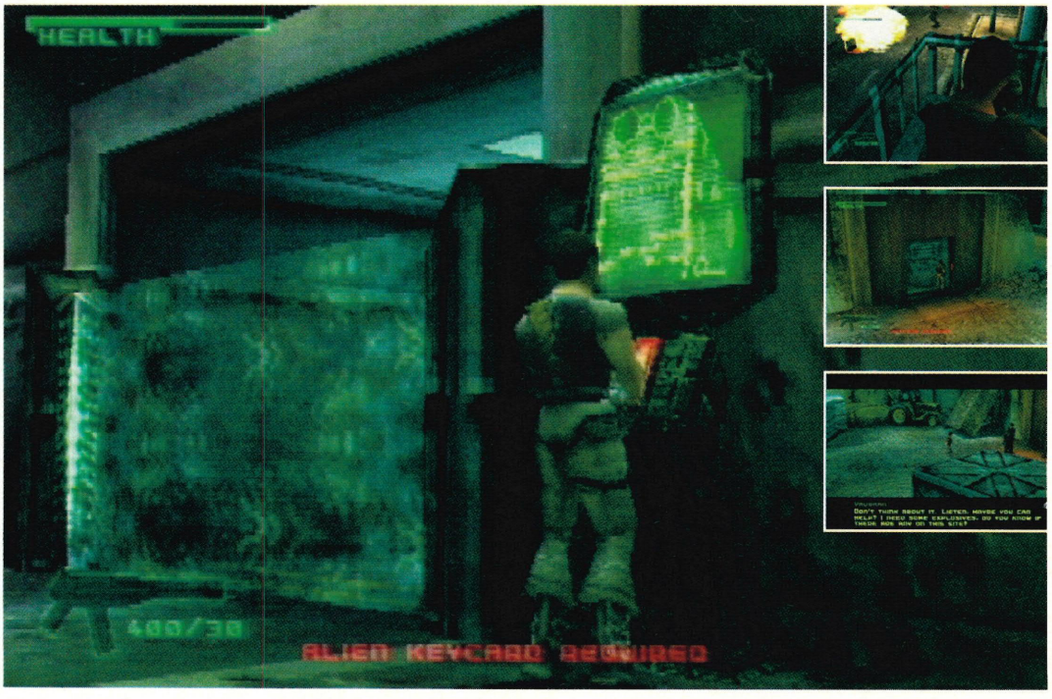
MISSION 1 OBJECTIVES

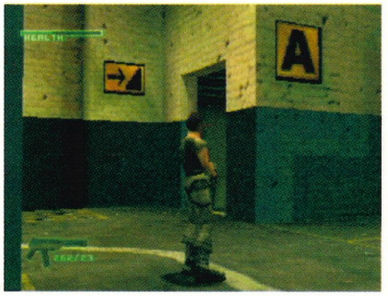
- Find the outpost and lost patrol
- Restore power to the train station
- Aid injured soldier
- Find explosives and detonator
- Destroy blockage preventing access to the outpost
- Rescue trapped civilians
- Rescue Recon 1
- Destroy alien presence in outpost

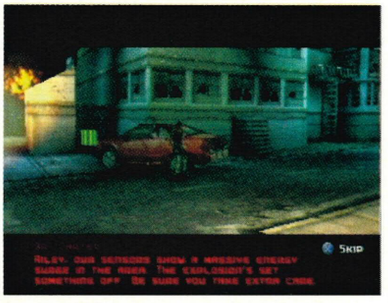
After the dropship leaves **[01]**, follow the road until you come to a large door, which two aliens will break down **[02]**. Kill them with your blade and go into the building they came from. Inside you'll find a **Machine Gun [03]**: equip it and exit through the door. Follow the road and you'll see a cut-scene of a communications tower being destroyed and blocking the path to the right **[04]**. Take the road to the left and take out the aliens. Follow the road, shooting the alien you encounter and picking up the Bullets it drops. Go into the Central Station on the right **[05]**. Take out the alien in front of you and the two up on the ledges. Listen to the message the use the **save point** on the other side of the room **[06]**. Turn left, then go outside to the monorail carriage and pick up the Shield. Go back into the main part of the station and turn left, then push the crate so it's under the ladder and climb up **[07]**. Walk to the end of the walkway and it will collapse. Drop down, turn right, shoot the alien and pick up the Bullets. Press both the buttons on the generator to restore power to the station **[08]**. Go back across the walkway – but before you do, shoot the junction box which is making it electrified **[09]**. Go back to the monorail and enter the carriage. On the journey, use the Shield to protect yourself from the steam.

When you arrive, talk to the injured soldier who you now need to find a Medibox for **[10]**. Go through the doorway and climb over the fallen lockers. Shoot the aliens and go down the corridor. Turn left at the end, shoot the alien and pick up the **Keycard**. Go round to the room on the other side of the desk and pick up the **Medibox [11]**. Take it back to the soldier and he will give you another **Keycard**. Go back to the room where you got the first Keycard and use the one the soldier gave you on the door. Go in and pick up the Health and Bullets. Now use the other Keycard in the alien force-field **[12]**. Shoot the Alien Surveillance Droid (ASD) and the two aliens, then use the **save point**. Climb up the ladder at the end and shoot the aliens below **[13]**. Climb down the ladder and use the **save point**.

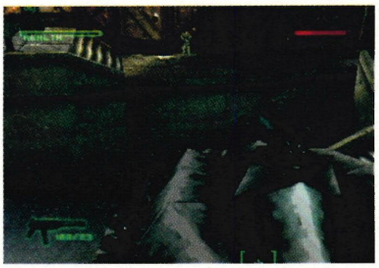
Now turn around to see a chain-link gate **[14]**. You'll get a new objective to rescue some civilians. Shoot all the aliens, then listen to the messages you receive. Use your blade on the alien coral covering the ladder and climb up to the gun emplacement **[15]**. Shoot the aliens, then pick up the **Keycard**. Use the gun emplacement and shoot any aliens that appear below **[16]**. Drop down and pick up another **Keycard**. Use your Blade on the door covered in alien coral, then use the Keycard on it **[17]**. Then use the alien Keycard on the force-field. The civilians will then give you some explosives **[18]**.







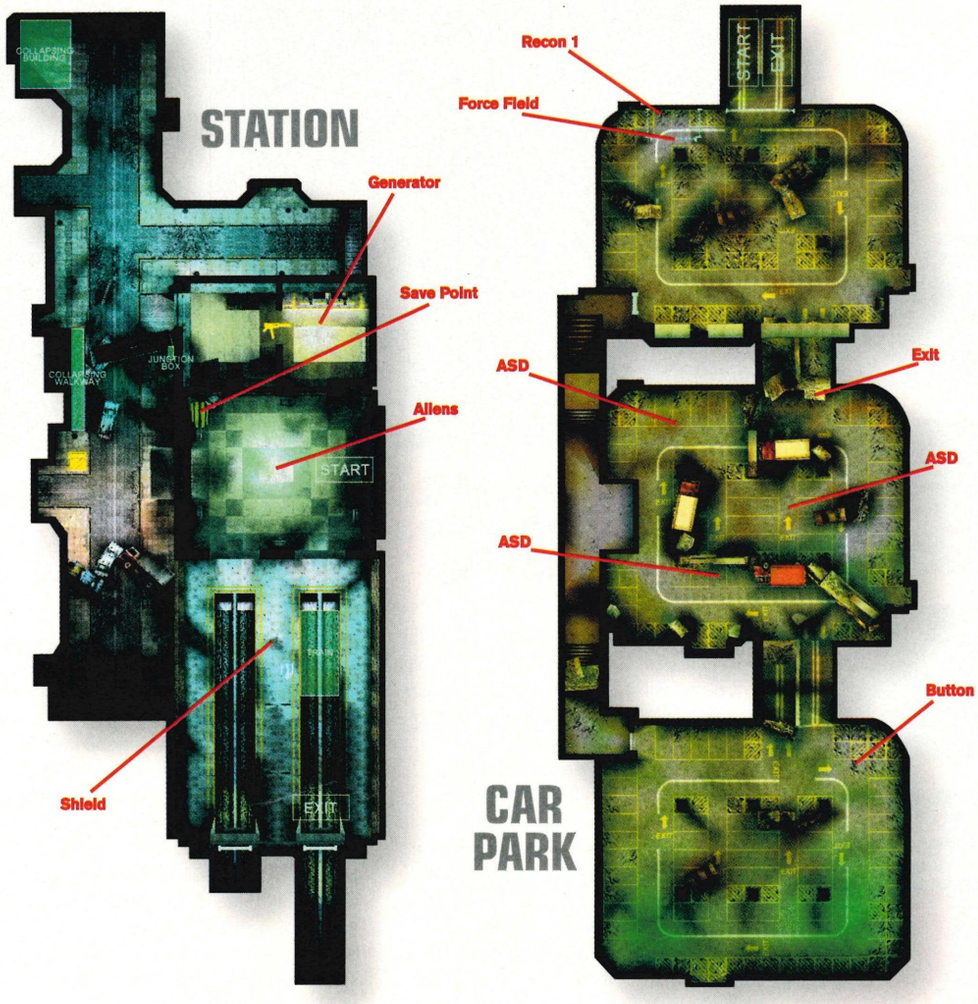
(ABOVE) After you've used the explosives on the blockage, go through to meet the first boss, a very nasty alien tank. The best way to defeat it is to use the gun emplacement.



Go back out and use the **save point**, then carry on down the road, shooting any aliens you see.

Turn left and go into the car park. Shoot the aliens and you'll see what's left of Recon 1 behind a forcefield **[19]**. Go over to where there's an A on the wall **[20]** and an alien will come through the door: shoot it and go through the entrance. Go down the stairs. At the bottom, shoot the alien and pick up the **Keycard**, then press the button and go up the ramp. If you are spotted by the ASD, the forcefield will be turned back on, so keep out of its line of sight **[21]**. When you see some rocks that look like they can be climbed, ascend them **[22]** and you'll find yourself back at the top. Use the alien Keycard on the card machine to free Recon 1 and they'll give you the **Detonator [23]**.

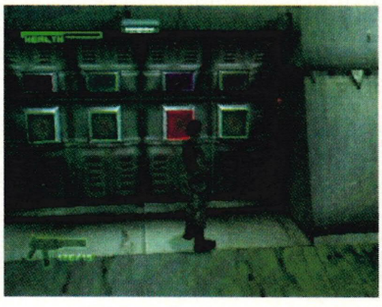
Exit the car park, return to the save point and use the Explosives on the blockage **[24]**. It's boss time now and there is a rocket-firing alien tank to destroy **[25]**. The best idea is to whack your Shield on and run up to the gun emplacement and blast away until it is eventually destroyed **[26]**.

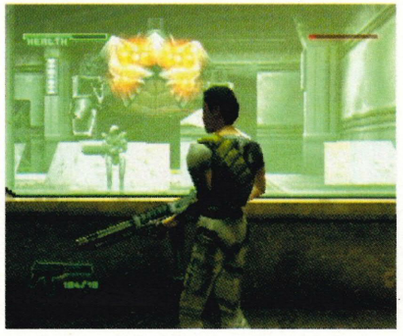


MISSION 2

Follow the soldiers and shoot any aliens you encounter. The soldiers will stop and wait for you to clear the area, then carry on **[01]**. When you reach the end, the soldiers will leave and you can enter the ammo stash to pick up Health and a **Rocket Launcher [02]**. Exit the ammo stash and go over to the keycard door **[03]**. Exit through the doorway to the right and start to cross the collapsed bridge. As you cross it, a gun emplacement will start firing at you, so drop down and shoot the aliens down there, then climb up the blocks to reach the other gun emplacement **[04]** and shoot at the one opposite. An alien tank will appear when you do this, so dispose of that as well. Drop down and go to the bunker entrance and input the colour code that is on the card **[05]**. Enter the bunker and use the **save point**.

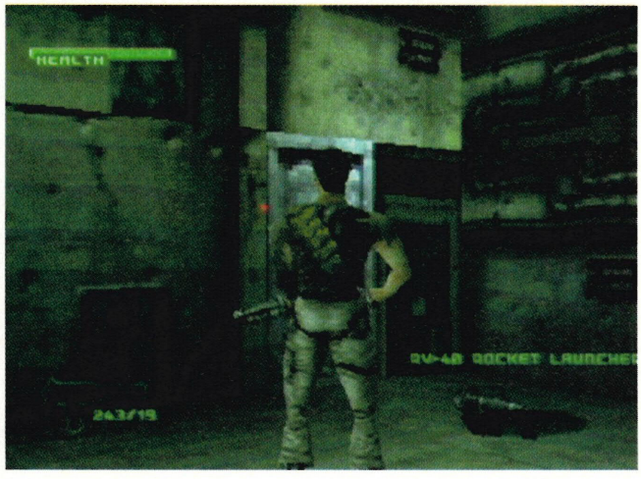
Proceed down the tunnel and shoot any defences that you see **[06]**. When you come to the security lasers, run through without touching them, otherwise the door closes and the floor becomes electrified **[07]**. Enter the next room and shoot the aliens, then watch out for the alien tank that crashes through the wall. Run into the small room with the window and use the gun-emplacement controls to destroy the tank **[08]**. Watch out for the aliens that may shoot you while you're using the gun controls. After the tank is destroyed, exit the small room and shoot any more aliens. You'll then see a cut-scene of the aliens plotting **[09]**. Go through the only open door, save your game in the small





MISSION 2 OBJECTIVES

- Safely escort soldiers to ammo stash
- Get into bunker and recover General Hammond's implant
- Align radar dish so that the self-destruct codes can be sent
- Rendezvous with Grisham and Carter in the main control area
- Realign power coils and restore the bunker's main power grid



Top 20 Tones

1	Pure & Simple	Hear Say	3729
2	It Wasn't Me	Shaggy	3705
3	Uptown Girl	Westlife	3719
4	Whole Again	Atomic Kitten	3670
5	Mr Writer	Stereophonics	3733
6	Clint Eastwood	Gorillaz	3721
7	Teenage Dirtbag	Wheatus	3690
8	Rendevouz	Craig David	3734
9	I'm Like a bird	Nelly Furtado	3713
10	I Wanna Be U	Chocolate Puma	3730
11	Still Be Lovin' You	Damage	3735
12	Best Friends Forever	Tweenies	3736
13	I Need You	Leanne Rimes	3737
14	Always Come Back	Samantha Mumba	3707
15	Waant You Bad	The Offspring	3738
16	Ms Jackson	Outkast	3706
17	Nobody Wants To	R.Martin/C.Aguilera	3712
18	The Storm Is Over	R Kelly	3739
19	Mr DJ	Blackout	3740
20	Here With Me	Dido	3698

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
0260 IT'S NOT RIGHT - WHITNEY HOUSTON
0211 LET IT BE - BEATLES
0217 LOSING MY RELIGION - REM
0236 SNOOP 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 - SISQO
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
0279 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 - SIZPENCE NONE THE RICHER
0339 LEARN TO FLY -FOO FIGHTERS
0340 LIVIN LA VIDA LOCA - RICKY MARTIN
0342 MAMBO NOS - 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 PRAY - 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 DONT 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 BAT 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
0068 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

4134	Glory, Glory	Man Utd, Spurs
3545	You'll Never Walk Alone	Liverpool
4140	Blue Is The Colour	Chelsea
4131	Coming Round The Mountain	Arsenal
3541	Marching On Together	Leeds Utd
3543	I'm Forever Blowing Bubbles	West Ham
3540	City Till I Die	City
3544	When The Saints Go Marching In	Southhampton
3546	Z Cars	Everton/Watford
3547	Fields Of Athenray	Celtic
4137	Keep Right On	Birmingham City
4130	Blue Moon	Man City
4132	Daydream Believer	Sunderland
3133	Delilah	Stoke
4135	Here We Go Again	Any Team
0221	Match Of The Day	Theme
4138	Nay Nay Never	Burnley
4139	Play Up Pompey	Portsmouth
1514	Vindaloo	England
3548	The Great Escape	Shef Wednesday

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Motorola: T250, V50 & V100, V8088, Timeport 260 & V2288 MODELS

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1. Call the number below
2. Quote the 4-digit code
3. Receive your selection – immediately!!

TONE OF THE WEEK
MR WRITER
STEREOPHONICS
Code-3733

GRAPHIC OF THE WEEK
Hear'Say
4117



Films/TV

		STUARTLITTLE 1671	THE ROCK 1835	POOH 0609
THE TOMB RAIDER 1716	X-MEN 1717	MISSION IMPOSSIBLE 1719	AUSTIN POWERS 1720	FAWLTY TOWERS 0635
SCREAM 1730	BLADE RUNNER 1725	ALIEN 1727	JEDI 1721	AMERICAN PIE 0699
STAR WARS 0675	007 0667	BEETLEJUICE 1726	THE BLUES BROTHERS 0677	TITANIC 0710
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OASIS 1672	MOLOKO 1673	MADONNA 1674	KYLIE 1675	IRON MAIDEN 1676
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FatBoySlim 1682	PULP 1683	smash!hits 1684	britneyspears 1685	the Corrs 1686

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		DERBY 1463	EVERTON 1464	LIVERPOOL 1466
Arsenal 1461	CHELSEA 1462	MANCHESTER UNITED 1650	MIDDLESBORO 1658	Charlton 1652
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FOREST 3937	FULHAM F.C. 3938	WEST HAM 1472	QPR QUEENS PARK RANGERS 3946	WATFORD F.C. 3959
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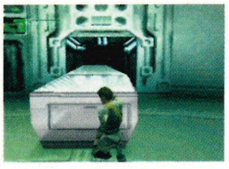




MISSION 2 CONTINUED



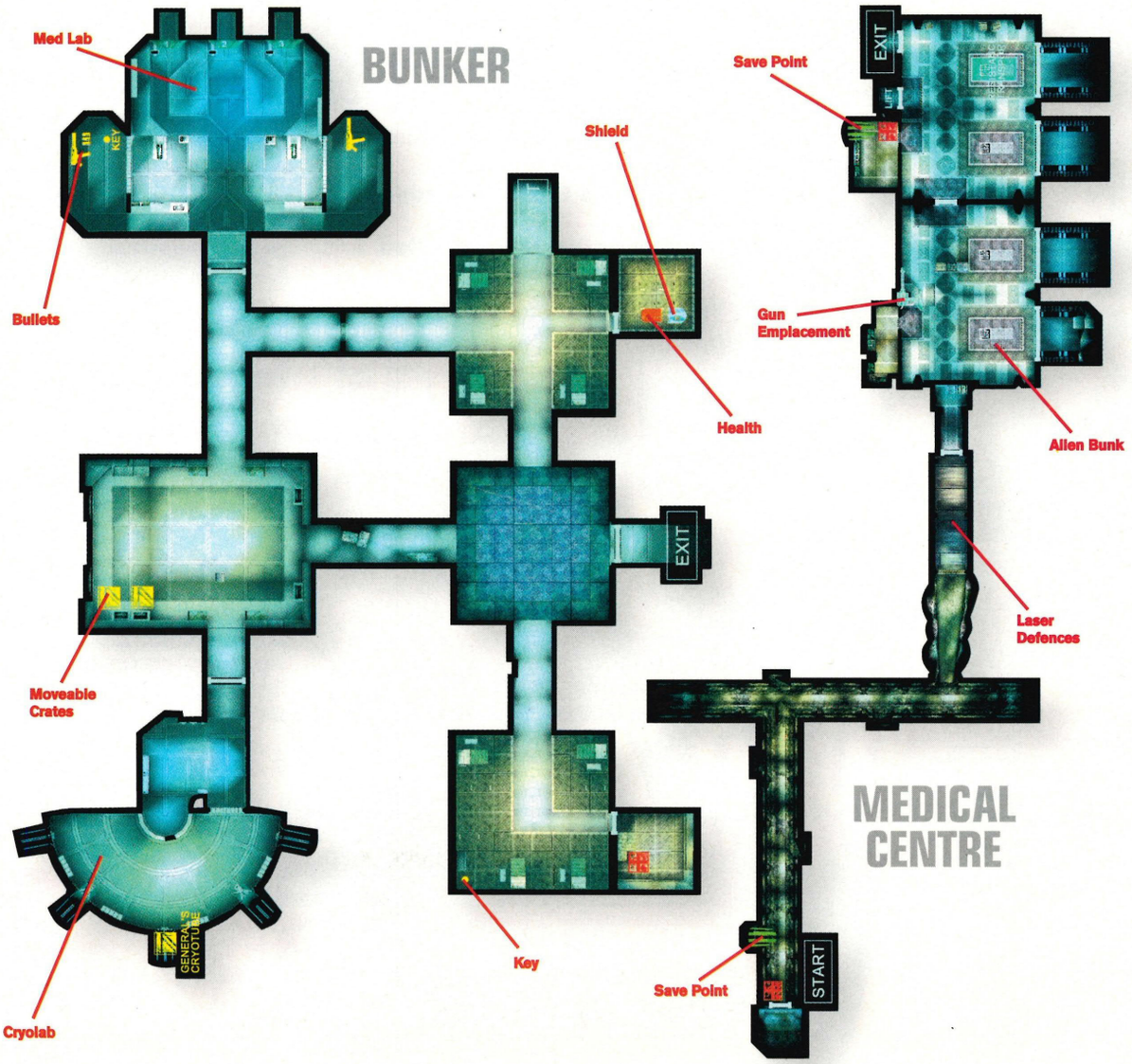

(ABOVE) **Once Grisham has told you about the implant, use it on the console. You then have two minutes to get out.**

room on the left and take note of the coordinates on the wall: 297 **[10]**. Then go into the lift, which you'll find is the next door along.

If you try to use the satellite, it won't work because you haven't entered the coordinates yet, so go down the stairs and kill any aliens. When you get to the tracking terminal, you find it's damaged, so set the numbers on the left and right first, then the one in the middle **[11]**. Go back up and activate the dish. Return to the hangar and turn left into another lift to reach the medical centre. Take the corridor on the right and turn right at the end to enter the medlab. Once inside, turn left and enter the viewing room to pick up some **Bullets** and the **Storeroom Key [12]**. Go back to the start, use the Key on the door and pick up a Shield and Alien Health 2. Take the other corridor and go straight until you reach a room with more beds; pick up the **Storeroom Key** from the corner and use it in the door. Collect the Health and go back to the room with the crossroads. Turn left and enter a room with two crates and two security droids, then push the crates into the lift doors to stop the droids from coming out **[13]**. Enter the Cryolab and talk to the soldiers. Shut down the two bays that aren't lit **[14]**, then grab the Cryotube; drag it to the medlab **[15]** and put it in the active bay, then press the button **[16]**. Go back to the Cryolab and talk to the soldiers who will give you a **Keycard**. Go back to the crossroads and use the Keycard on the door and enter.

Pick up the Health, use the **save point** and shoot any aliens, then climb the ladder **[17]**. Run forward through the laser security and into the next room. Turn left to find the room containing the power coils, then realign them **[18]**. Do it quickly otherwise they'll rise up again and you won't be able to lock them down. Exit the power coil room and use the **save point** that has now appeared, then go through the door at the end.

Shoot the aliens, then the power relays for the containment field. Go into the next room and shoot the aliens. You'll then see a cut-scene where Grisham tells you to use the Implant. Use the Implant on the console behind the glass. You then have two minutes to get out **[19]** so go back to the room with the ladder and exit through the hangar door.









MISSION 3

Turn left and proceed down the street, looking out for the aliens with rocket launchers. When you reach the building with two cameras outside, go in to find some soldiers who need help. Pick up the **Battery Pack** and go through the broken door to see the truck. Destroy the droids, then push the truck onto the platform and use the Battery Pack **[01]**. Return to the soldiers, who will thank you but remind you that they still need fuel. Go back outside and an alien flyer will attack. Shoot it down with your Rocket Launcher. Run to the broken bridge, avoiding the fire from the gun emplacements **[02]**. Drop down then run down the screen and up the ladder on the right. Go through the doorway and shoot the alien controlling the gun emplacement. Run across to the other doorway and shoot the alien manning the other gun **[03]**. Drop back down into the area under the bridge and push the crate at the bottom up so it's next to the other one **[04]**. Go back down the screen and climb the ladder on the left. Run up to the gate and pick up the **Fuel Can [05]**. (If you want to open the gate for any reason, the Key is located under the ramp you pushed the truck onto – push the button to raise it.) Go back and push the crate into the trench, then push it up to the others to form a bridge **[06]**. Return to the truck, use the Fuel and talk to the soldiers, then follow the route the truck takes.

Run upstairs, avoiding the cameras, and use the **save point**. Go back down and through the hole in the wall **[07]**. Push the crate up against the wall and crawl into the vent shaft. Go left and drop into the next room you come to. Pick up the **Yellow** and **Blue Alien Spores**. Get back in the shaft and go back the way you came **[08]** until you reach a right-hand turn **[09]**. Take it and, when you get to a wire mesh, combine the Yellow and Blue Spores to corrode it away. Drop down and pick up the **Lift Key [10]**, then push the crate up to the vent and enter. Crawl the length of the vent and drop into the next room **[11]**. Kill the aliens and open the door to find yourself back in the main entrance to the mall. Go to the lift between the stairs and use the Key. Turn left out of the lift and enter the room at the end to pick up the **Mall Override Codes [12]**. Go back out into the corridor and through the other door to meet the Mall Technician who will give you the **Master Keycard [13]**.

Go back up in the lift and through to the room with the raised round section. Crawl back through the vent to the previous room and use the Keycard on the forcefield. Put the colour code from the card into the console **[14]**. Leave the room quickly otherwise you'll start to lose energy from the cold. Go back to the main entrance to the mall and exit.

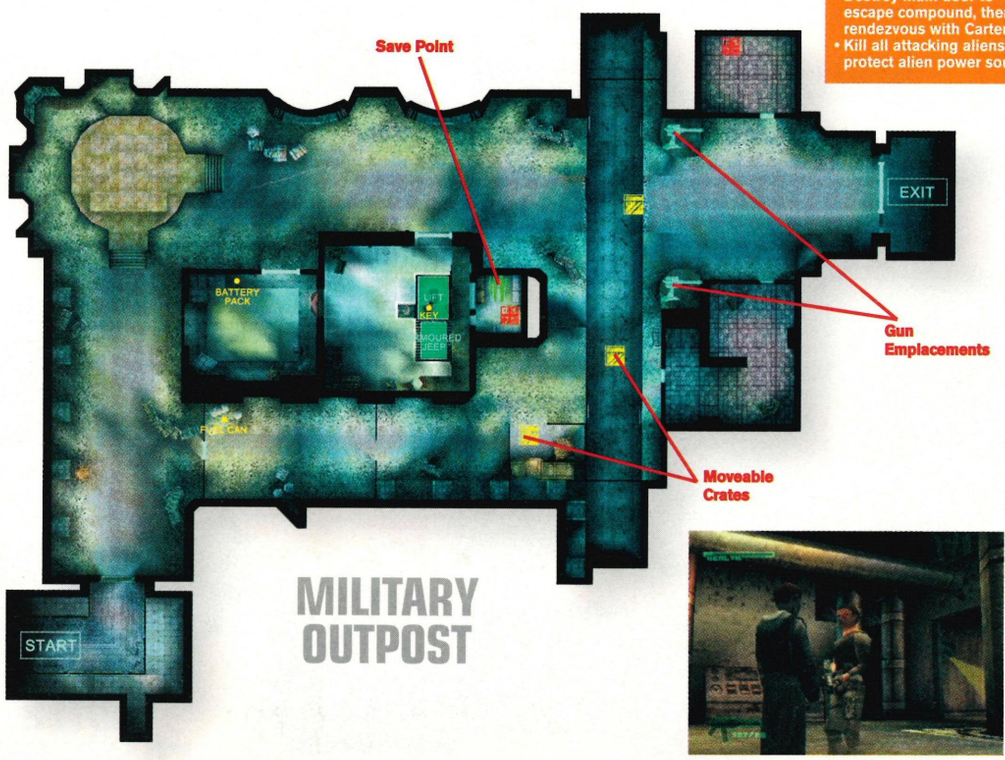
Shoot the aliens and look for the crane. When you find it, use the Blade to remove the alien coral. Enter the building, then go down the stairs to rendezvous with Carter **[15]** who'll give you the **Staircase Key**. Go back up to the ground floor and use the Key on the door. Go up the stairs and activate the crane so it lines up with the door on the right **[16]**, then cross. Go into the second room and pick up the Alien Health. Then push the crate out onto the crane so you can climb up to the platform with the ladder **[17]**. Do this and pick up the Alien Health 2 from inside the room, then drop through the hole. Move the crane so it's in front of the left door and climb on top of it **[18]**. Climb the ladder and shoot the alien in the room, then run up the stairs.

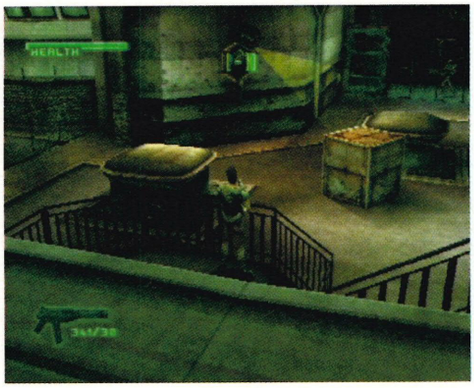
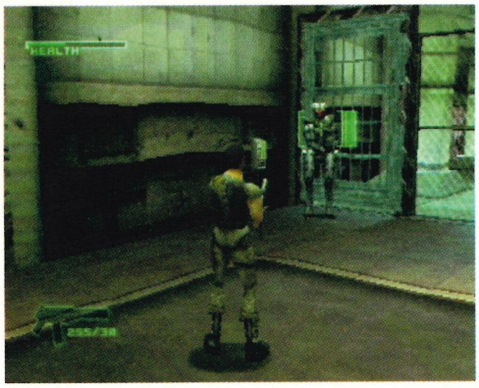
Pick up the Rockets and let rip on the flyer **[19]**. Once it is destroyed, use the

MISSION 3 OBJECTIVES

- Progress through the city, to rendezvous with Carter
- Refuel truck to help stranded resistance members
- Use the mobile construction crates to repair broken bridge
- Kill alien flyer to let truck escape safely
- Stop the turrets covering the bridge area
- Find out a way of shutting down mall defences
- Continue through city, and rendezvous with Carter
- Collect then use the override code to reset the mall computer
- Rendezvous with Carter in basement for briefing
- Break into alien stronghold and recover alien power source
- Meet resistance soldier in 2nd tower block
- Destroy attacking alien flyer
- Deactivate building's power supply to get past electrified cables, then use crane to get over compound wall
- Destroy housing to retrieve alien power source, then place on conveyor taking it out of building
- Destroy main door to escape compound, then rendezvous with Carter
- Kill all attacking aliens and protect alien power source





MISSION 3 CONTINUED



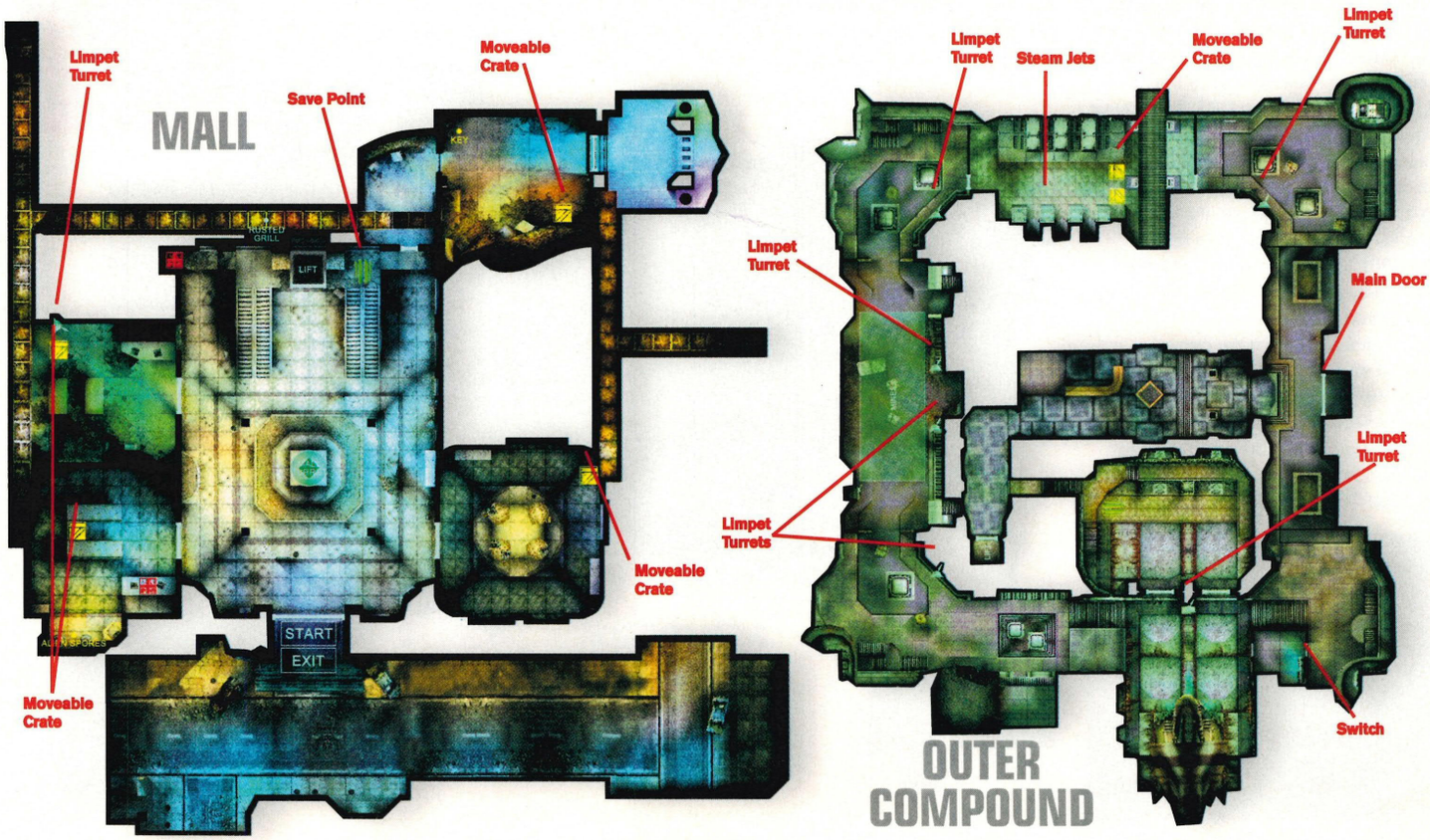

(ABOVE) The cut-scene will show you who is helping the aliens. Now it's time to protect that power source.

collapsed parts of the roof to climb up to the top **[20]**. Walk across the fallen tower to reach the other building, then drop down the hole. Go down the stairs and talk to the soldier **[21]**. Go through the doorway and round the corner to the **save point**. Go back to where the soldier is and down the stairs. Push the crate onto the water and climb onto it, then drop down and push the switch to turn off the electricity **[22]**. Go back to the soldier and through where the wires are. The soldier will then activate the crane **[23]**.

When you land in the room, immediately shoot the alien and proceed outside. Shoot the limpet turret on the wall and head down to the gate **[24]**. If you get caught in the camera's line of sight, you may be attacked by some attack droids. Carry on to the gate and shoot the alien when he comes through **[25]**, then pick up his **Gate Key**. Use the Key to go through the gate. You're now presented with two crates and four high-power steam jets. Push the left crate in front of the first jet **[26]**. Then push the right crate into the second jet and push it against the jet opening. Now pull the first crate to the third steam jet and push it up to the opening. Now pull the other crate into the path of the final jet and you'll be free to carry on **[27]**. An alien will open the gate, so shoot it and go through. Head round the corner and look out for the limpet turret. Head towards the open area and you'll receive a message telling you that there are mines ahead. Use your first-person view to see them and walk through **[28]**. Stop every so often to make sure you're not too close to any mines. Head for the crates **[29]**, climb over them and head for the other end. Take out the bad guys and run past the alien ship and up the stairs. Enter the door on the right and press the button, then drop out the window and through the open door **[30]**. Use the **save point** and go up the stairs. Get into the lift, then press the button and go through the airlock. Turn on the lasers and push one of the blocks so it aims the laser at the structure with the orange block inside **[31]**. The glass will break and you can drag the block out and onto the conveyor at the back of the room.

Head through the now open door and pick up the **Laser Cannon**, **Detonation Pack** and other goodies, then use the **save point [32]**. Go back into the laser room and through the airlock. Get in the lift and follow the corridor round to the right, then use the Detonation Pack on the main door **[33]**. Go through the main door and run across the street to use the **save point**. Turn left and follow the road shooting the aliens on the way. Carry on down the road and pick up the Shields on the way, then turn left and watch the cut-scene **[34]**.

Shoot down the flyer first; as this is the biggest threat to the alien power source, then finish off the troops.



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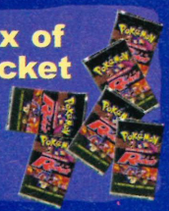

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MISSION 4

MISSION 4 OBJECTIVES

- Use underground railway system to get to alien transport terminal
- Find what happened to missing unit, and restore power to railway system
- Break into alien conversion facility building and find Dr Carter
- Free Carter and escape alien scientist lab

Proceed down the tunnel and shoot the droids, then pick up the **Service Door Key**. Go through the service door and meet up with the soldier **[01]**. Go through the door and pick up the items, then head down the stairs. Drop down onto the railway tracks and go right. Get up onto the left platform you come to and shoot the spider. Drop down at the back of the room and pick up some Alien Spores, then climb out and go up the stairs and collect some Grenades then the **Blue Regulator** from under the stairs. Go back and turn right onto the tracks and take the right turn. Shoot the spider and go up the stairs. Pick up some Spores, items and the **Black Regulator**. Go back down the tracks and turn left at the end.

When you reach the C junction, turn left **[02]**. Get up onto the platform and pick up the **Green Regulator**. Go into the room on the right, kill the spiders and pick up the **Battery Pack**. Now go to the room on the other side of the tracks. Kill the spider and pick up the **Red Regulator** from the bridge on the right **[03]**. Then go up the stairs to pick up some Alien Spores. Go back out to the tracks and carry straight on.

When you reach junction A, turn right **[04]**. Pick up the **Power Room Keycard** and use the **save point**. Use the Battery Pack and the Keycard on the door and enter. Look left and pick up the **Points Room Keycard**. Go up the stairs and insert the Regulators into the corresponding coloured holes **[05]**. Press the buttons on the panel in the order – 2nd, 3rd, 4th, 1st – to restore power to the tracks. You can't walk on the tracks any more as they are now electrified, so use the cargo carriage to go to the points room. Use the Keycard on the door and set the points like this **[06]**. Get back on the carriage and return to the start. On the way, go into the room near the start which was previously inaccessible (opposite the room where you got the Blue Regulator) to get the **Alien Plasma Gun [07]**. When you reach the end, get off the carriage and the soldier will open the door for you, so get on the other carriage and go forwards.

Shoot the aliens and run up the stairs, across the bridge and down the other side. Go through the entrance on the left and up the stairs and through the door straight in front of you. Shoot the aliens and pick up the **Red Security Bolt** and insert it into the console **[08]**. Then press the button on the panel to the right of it. You'll notice the markings on the panels correspond to the ones on the crates. Go over to the conveyor and press the button, which will stop the next crate from being filled so you can hide in it, but make sure the marking on the crate matches the one on the panel you pushed **[09]**. Once there is an empty crate on the way down, go back to the main warehouse and head for the conveyor with the same marking and drop into the empty crate.

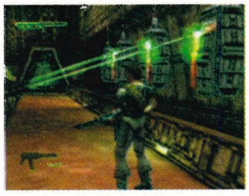
Climb out of the crate and use the **save point**, then run around to the side of the alien ship and press the button **[10]**. A lift will drop down nearby. Press the button again and run to the lift before it rises again, to be taken into the ship **[11]**.

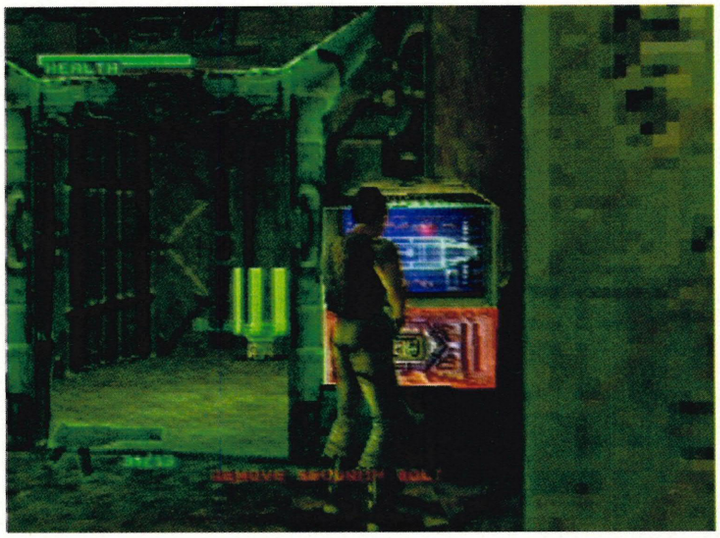
Run around the containers to the doorway on the other side and enter. Turn left and climb up the ladder **[12]**. Grab the side of the nearest crate **[13]** and jump off onto the stack of crates before it goes into the hole **[14]**. Grab hold of the next crate that comes out of the hole beside you and ride it to the stack next to the hole it disappears into **[15]**. Walk to the next opening and grab hold of a crate when one appears and ride it to the other side of the room. Drop off to the left onto the crates and walk to the end of the row to grab another crate **[16]**. Let go at the next row and grab hold of a crate travelling to the right. Let go when it reaches a platform and go through the door.

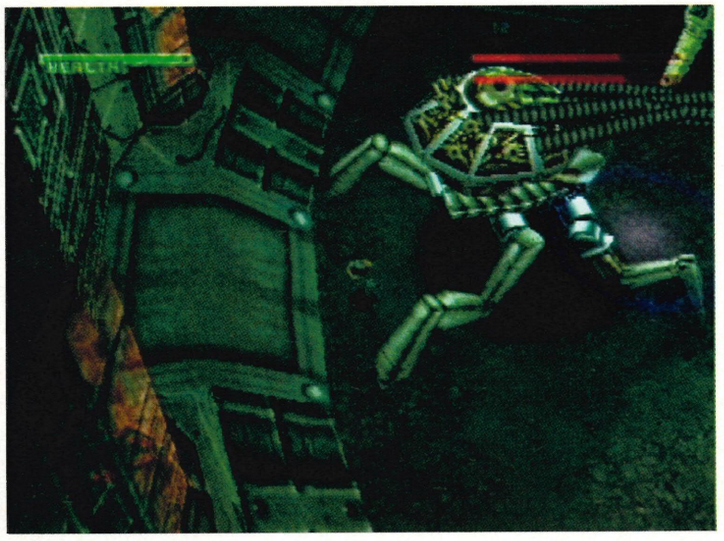
Drop down onto the floor and pick up the **Blue Alien Spores** from the crate nearest to you **[17]**. In the crate next to that you'll find some **Yellow Alien Spores**, and in the container at the end some Red Alien Spores. Go over to the fence and use the Yellow and Blue Spores to corrode the part that says 'rusted grill' **[18]**. Go through the fence, but watch out for mines. Use the first-person view and find a path around them. Then climb the fence at the end. Shoot the alien and drop off the wall. Go to the right and two aliens will come out of the door. Shoot them and pick up the **Cyan Security Bolt**. This bolt enables you to enter the door the aliens just came out of. However, the easier route is to climb up the crate and into the hole in the wall. Shoot the aliens and pick up the **Alien Keycard**, then use it on the forcefield. Climb up the ladder, avoid the electricity **[19]** and drop down to the other side. Press the button to turn off the conveyor and forcefield.

Go back and get the crate and use it to get to the high ledge. Go round to either side of the enclosure and shoot the aliens through the gaps, then drop down and pick up the **Alien Keycard**. Climb out, return to the previous room and use the Keycard on the forcefield. Run through and use the **save point**, shoot the aliens and take the entrance on the right to find yourself in a room with three lasers **[20]**. Wait for each one to stop before running past, then press the button at the end and go through the door. Shoot the alien and go into the next room, which contains more machines to get past **[21]**. At the end of the room, press the button to stop the production line **[22]**. Go back to the middle arm and get on top of it, then go through the opening in the wall **[23]**. Crawl through and turn right, then shoot the aliens. Drop into the room and go over to the power regulation console. Push the worn-out power regulator into the doorway **[24]**. Press the right arrow button so the moving arm is as far over as it will go, then press the middle button. Move the worn-out regulator all the way to the far left, then









get back into the vent and leave the factory by the same way you came in.

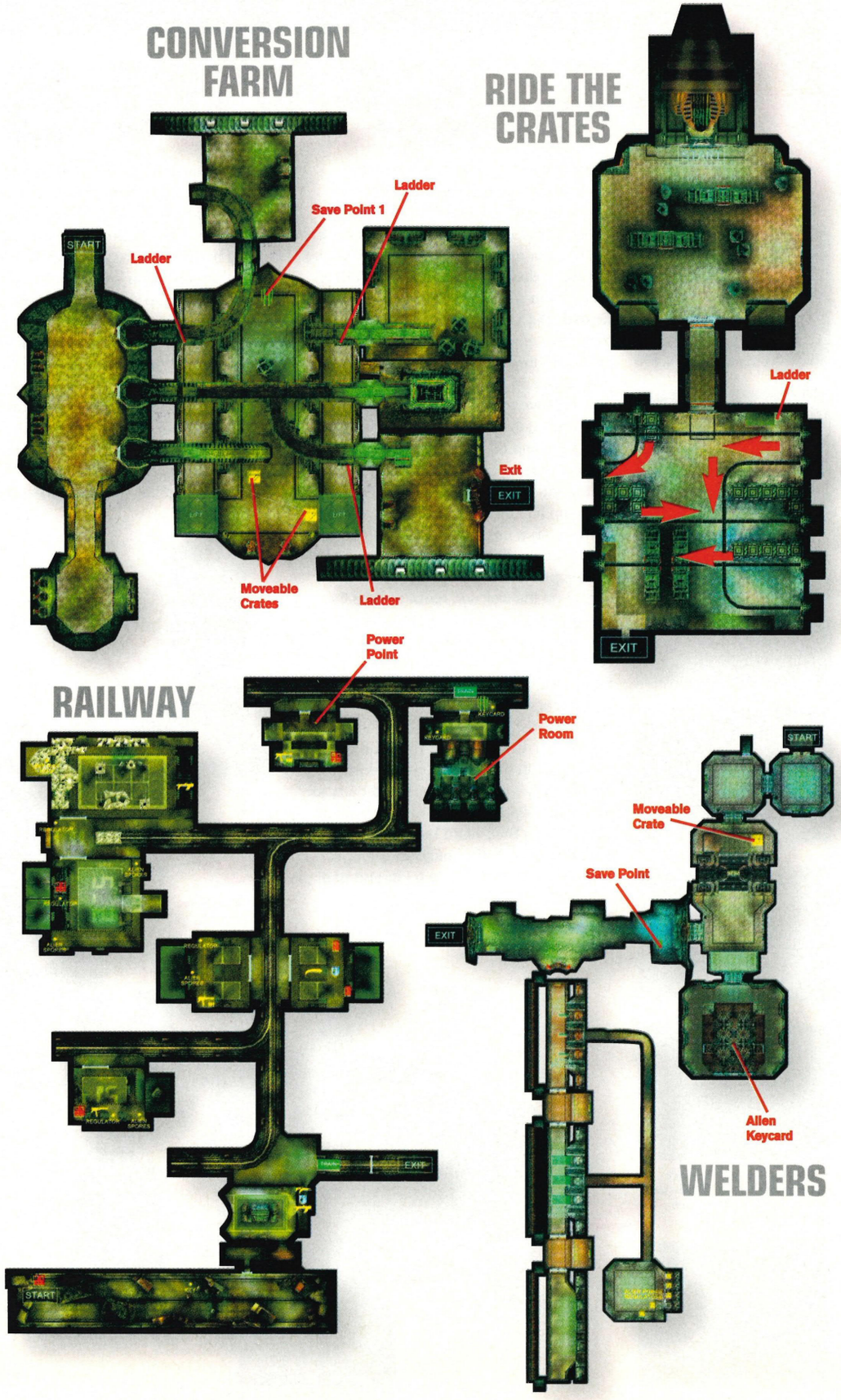
The forcefield over the other door should now be gone, so go through it **[25]**. Run through into the second room and press all the buttons to empty the tanks, then go through the middle one **[26]**. Take the tunnel on the right and drop down into the room below. Shoot the aliens and pick up the **Green Security Bolt**. Insert it into the green slot and climb up the ladder, then go through the opening. Drop down to the floor and use the **save point**. Use the lifts to take one crate up either side to reach the ladders. Climb up the ladder furthest from the lift on the side with two ladders first and go through the opening **[27]**. Shoot the aliens and drop down to pick up the **Red Security Bolt**. Climb back up the ladder and return to the last room. Now climb up the ladder on the other side of the room and go through the opening. Shoot the aliens and drop down to pick up the **Yellow Security Bolt**. Go back to the main room and use the crate to get back up the ladder where you first came into this room.

Back in the room with the slots for the security bolts, put the bolts in their corresponding holes **[28]**. The door to the right will then open so go through. Shoot the aliens on the left and right of you and pick up the **Red Security Bolt**. Find the moveable crate and climb up it to reach the vent opening. Walk along it until you drop down. Shoot all the aliens and pick up the **Blue Security Bolt** and **Alien Keycard**. Use the latter on the forcefield and go back to the crate. Pull it to the other end of the street where you'll find a ladder that needs a crate underneath to climb up it. At the top you'll find some nice goodies **[29]**. Use the Blue Security Bolt on the room with the **save point** inside and save your game **[30]**. Don't forget to take the Bolt with you when you leave the room. Go to the other area and use the Red and Blue Bolts on the door and go through it.

Go through the door ahead and dodge the manipulator. Hide behind something and fire at it **[31]**. Then avoid the other one, which is slightly easier because it only has a small flame, and destroy it. Use your first-person view and shoot the storage barrel. This will kill the alien behind the glass **[32]**. Get to where he was and pick up the **Alien Keycard**; use it on the forcefield below and go through. Run past the central tower and go through the doorway. You'll then see a cut-scene of Carter trapped **[33]**. Use the **save point** in front of you, then run round the other side, shoot the aliens and pick up the **Alien Keycard** and **Ion Cannon**. Use the Keycard on the door and shoot the alien scientist. Watch the cut-scene and get ready for a big fight **[34]**.

The best thing to do is to run around behind the war droid, as it then won't be able to use its guns and other front-mounted weapons **[35]**. Look out for the manipulators on either side and give it everything you've got. To finish the war droid off, shoot its power nodes **[36]**.

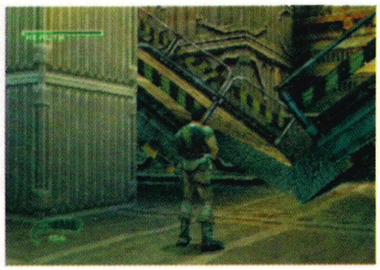


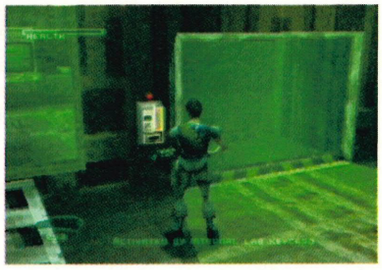


MISSION 5 OBJECTIVES

- Defend the base long enough to get alien power source online
- Repair broken sensors
- Repel flyer attack and destroy coral clogging up manual turrets
- Return to help Carter – labs are being attacked
- Retrieve analysis data and alien comms device from lab and return to the head scientist
- Block 4 vents leaking toxic coolant fumes
- Reconfigure substation from 10KHz to 20KHz, so alien power source can power forcefield defences





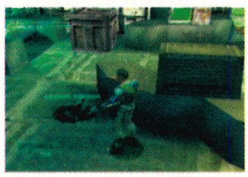


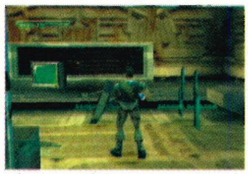
MISSION 5

Leave the room and head down the corridor. Go through the next room and down the stairs. Go into the room on the left and pick up the ammo. Carry on down the corridor and go in the next room on the left and collect the **Sensor Camera [01]**. Go into the small room and pick up the **Sensor Dish** and **Sensor Antenna [02]**, then carry on down the corridor and up the stairs. Go through the door and shoot the aliens. Run up the stairs on the right and use the **save point**. Grab hold of a crate when one goes past, ride over to the other side and jump off onto the walkway, then repair the sensor **[03]**. Take the door below and shoot some more aliens. Go up the ramp and free the gun emplacement from the alien coral. Go round the corner to pick up some goodies, then back down the ramp and use the crate to reach the sensor on the wall and repair it. Take the corridor on the left. Run up the stairs and shoot the alien flyer. Drop out the hole in the wall and shoot the aliens, then climb the ladder and run through the passage. Use the Sensor Antenna to repair the dish **[04]**.

Go back to where you removed the alien coral from the gun emplacement and destroy the alien flyer. Head back to where the level started and watch a cut-scene **[05]**, Then head back to the lab to talk to Carter. Go round to the right and through the door. Turn left and use the **save point**, then go to the lift a little further along. Go down the corridor and turn right to find yourself at the bottom of the room with the broken bridge **[06]**. Pick up the Red Alien Spore and leave to carry on down the corridor. Shoot the spider and pick up the Blue Alien Spore, then pull the crate out of the doorway and get in the lift. Talk to the soldier on the right, then head down the corridor. Run around the area closing all the blast doors and pick up the **Storage Disk** from the room with two holes in the floor. Go to the room containing the brute and the soldier will have opened the door for you. Kill the brute then use the Internal Lab Keycard to get into the small room **[07]**. Use the Storage Disk on the analysis computer **[08]**. Now head back to Carter. On the way, there is a coolant leak and you must cover the vents with crates before the oxygen runs out. There are four vents to cover and they are all easy to find: as wherever there is a moveable crate, there is a vent nearby and vice versa **[09]**. Once this task has been completed, carry on back to Carter **[10]**.

Once the cut-scene is over, head back to the area where you fixed the sensors and go through the door to area Q **[11]**. Pick up the **Red Regulator** and **Blue Regulator**, then take the regulators out that are already in the machines. Place the Red, Black and Green Regulators in the slots in that order from left to right **[12]**. Watch the cut-scene and exit the room.





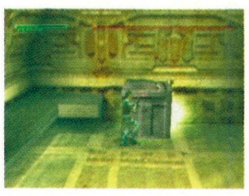


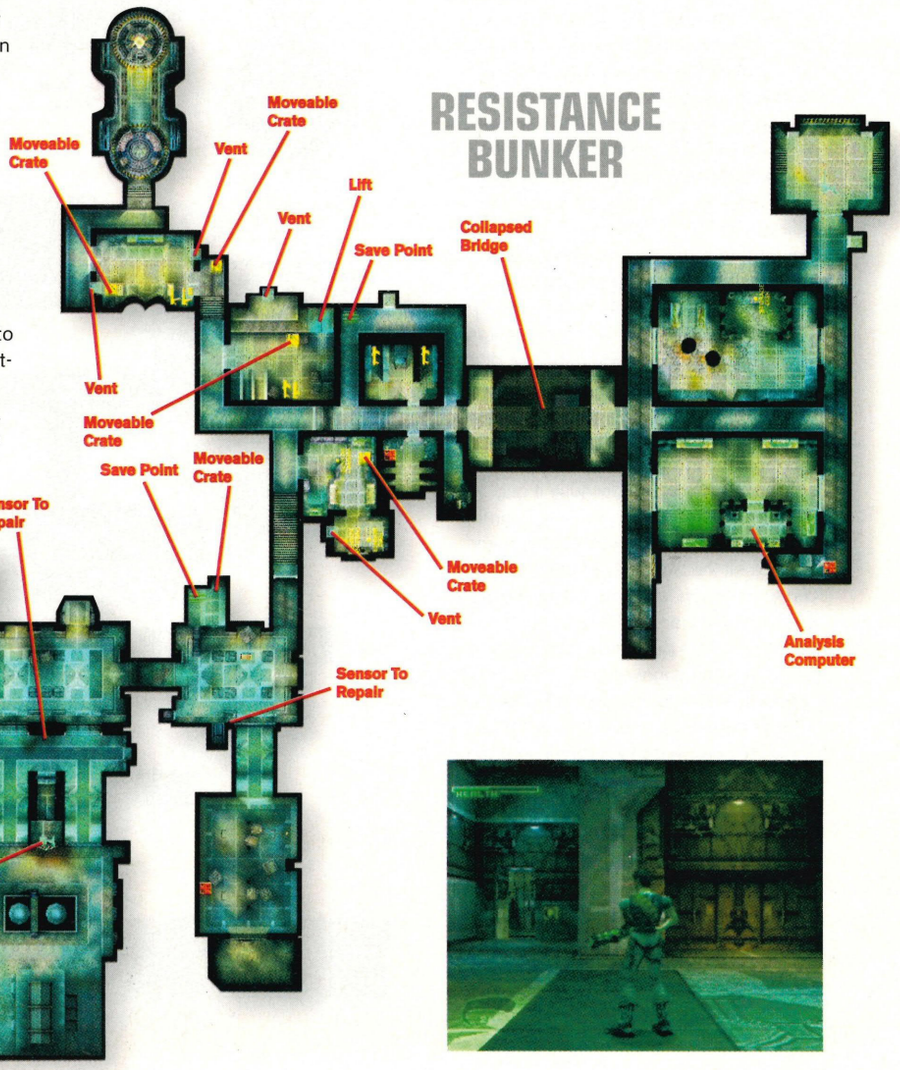




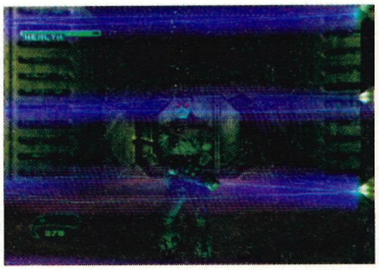


(ABOVE) Inside area Q, place the regulators in the machines in the order Red, Black and Green (from left to right).









MISSION 6

This is it, time for payback: they've shot the colonel and made you a damn sight more ugly than you were already **[01]**. Pick up the **Machine Gun** and **Energy Blade**, kill the aliens and exit the room. Run down the corridor and enter the next room. Shoot the aliens and pick up the **Yellow Security Bolt**, then save your game. Use the Yellow Bolt in the yellow console and go through the door. Run down the tunnel and through the door. Shoot the aliens, but watch out for the energy beams **[02]**. Remove the **Red Security Bolt** from the console at the end, then go up the ramp on the left and take the **Green Security Bolt** from the console. Go up the other ramp and through the doorway. Shoot the aliens and take the **Magenta Security Bolt** from the console on the left.

Go back and take the corridor on the left. You are now back in the room with the three bolt slots. Use the Red Bolt on the door on the left and go through. On the way, use the Magenta Bolt on a door to get some handy items (you can also do this in the first tunnel with the Green Bolt). Go to the end where you'll now encounter alien assassins who can cloak and have very effective shields **[03]**, so use your most powerful weapon to kill them. One of them should drop an **Alien Keycard**, which you can use to turn off the forcefield around the **Blue Security Bolt [04]**. Take the Bolt and run up to the left, then take the next corridor on the left. Take the Red Bolt from the tunnel entrance and save your game. Insert the correctly coloured Bolts into the slots and cross the bridge.

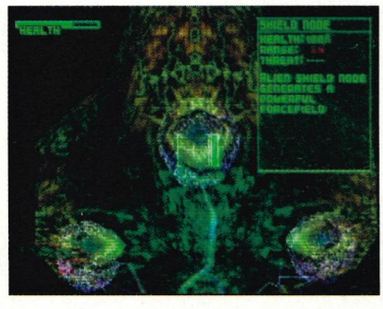
Time to kill that irritating henchman **[05]**. Shoot the aliens and pick up the **Alien Keycard**. Use it to turn off the forcefield over the button, then press it. Look up above the henchman to see a power node **[06]**. Shoot it to blow Dan to hell **[07]**.

Go up the ramp to where Dan was and go through the door. Shoot the aliens and go through the door straight in front of you. Kill the alien and the two Brutes **[08]** and pick up the **Red Security Bolt**. Push the moveable crate up to the door and use the Bolt. Push the crate into the doorway and take the Bolt out so the door closes on the crate, leaving you free to run through **[09]**. Use the **save point**, open the door at the end with the Bolt and go through it.

Shoot the spider, then climb up onto the beam **[10]**. Walk around the ledge to the next one and go through the opening. Look out for assassins in here. Walk along the ledge to the next beam and go through the opening. Drop down and take the **Yellow Security Bolt**. Climb back up and exit the same way you came in. In the next room climb up to the next beam and go to the opening it leads to. Drop down and get another **Yellow Security Bolt**. Now go all the way back to the area after Dan, taking the **Red Bolt** as you go. Turn right out of the lift and use the Red Bolt on the door **[11]**. Shoot the alien scientists and pick up the ammo. Exit and follow the corridor round to the other door and use the Yellow Bolts. Once inside, use the left set of buttons to select processors, and the right set to increase and decrease power. Reduce the power on everything but the orange and blue processors and give them half the power each **[12]** so they overload **[13]**.

Go through the newly opened door. Drop down and kill the Brutes. Push the moveable crate up to the platform with the security-bolt console and climb up. Take the **Magenta Security Bolt** and push the crate to the platform with the door and climb up. Shoot the alien scientists, then take another **Magenta Security Bolt** from the console **[14]** and go through the door. Pick up all the items and use the two Bolts on the door.

Save your game and carry on to meet the alien leader **[15]**. Kill the two alien commandos, then move onto the big guy himself **[16]**. He has plenty of attacks, so keep moving and pick up Health whenever you need it **[17]**. If you have any Alien Health left, use it if you need to. When his shield gets low, the boss will move into the centre to recharge it **[18]** – shoot the shield nodes so he can't do this **[19]**. Once you have killed him, sit back and watch the credits roll.

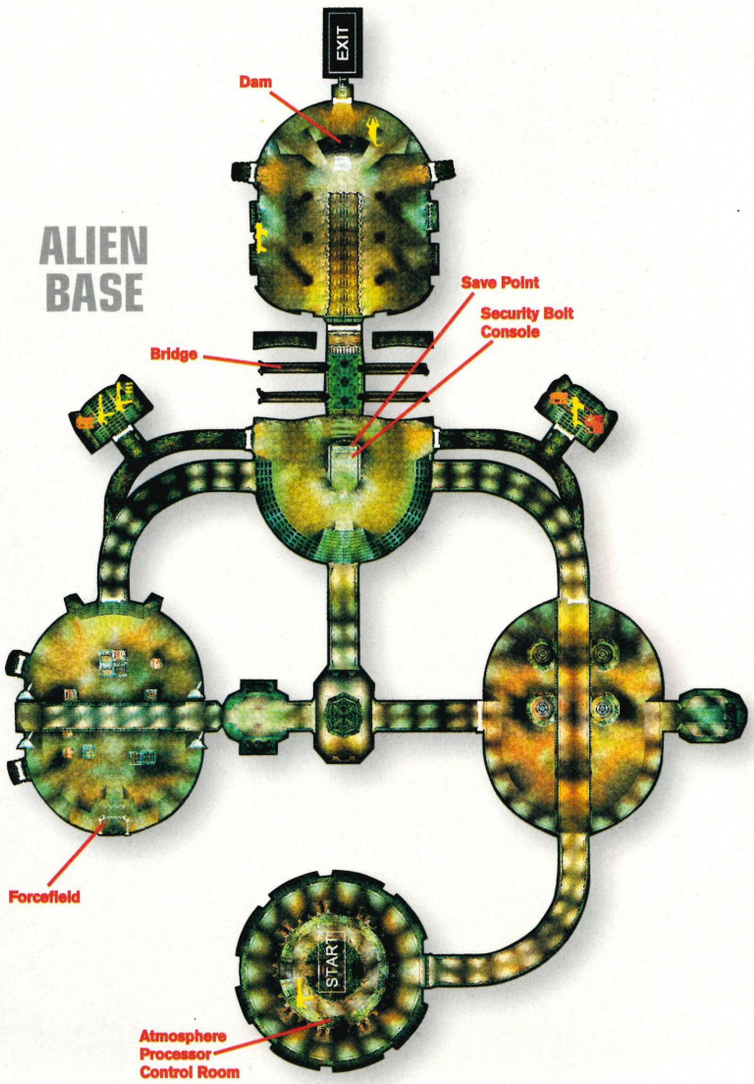




MISSION 6 OBJECTIVES

- Escape holding area and recover weaponry and comms equipment
- Find 3 security bolts required to activate forcefield bridge
- Kill the Henchman
- Overload atmosphere processors to start chain reaction
- Interrupt gas flow within both atmosphere processors
- Gain access to control room to overload atmosphere processors
- Find an escape route out of conversion facility





SHADOW Of Memories

LEARN THE WAYS OF TIME TRAVEL IN ORDER TO STOP THE HANDS OF FATE. JOIN US FOR THE FULL-ON GUIDE TO TIME TRAVELLING AND LEARN THE MANY WAYS THAT DESTINY CAN CHANGE.



SECRETS

Movies

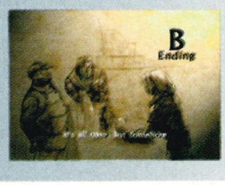
Complete the game once to get a movie from the spring Tokyo Games Show 2000. Complete the game with three different endings for the movie from Konami's Private European Show. Complete the game with all six endings, including the Extra Ending, for the final movie from the autumn Tokyo Games Show 2000.

MORE SECRETS

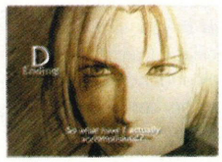
The Endings

There are a total of six different endings and three special movies for you to uncover. Complete the game with all five normal endings to get access to a special prologue where you can open the final Extra Ending.













CHAPTER 1:
Stabbed In The Back

Eike is stabbed in the back, and wakes to find himself in a strange place. After cutting a deal with the Devil he is given an opportunity to change the events leading to his death and receives a Digipad. Upon picking up the strange time-travel device, you are given instructions on its operation, and then the door opens. Walk through the door and you'll return to the coffee shop and get woken by the assistant. Once outside, head to the right and walk down the first path on your right, then check the road on the left to find a fortune teller. Inside, the mystic will inform you that the fated hour is 2:30 and that to prevent your death you must surround yourself with people.

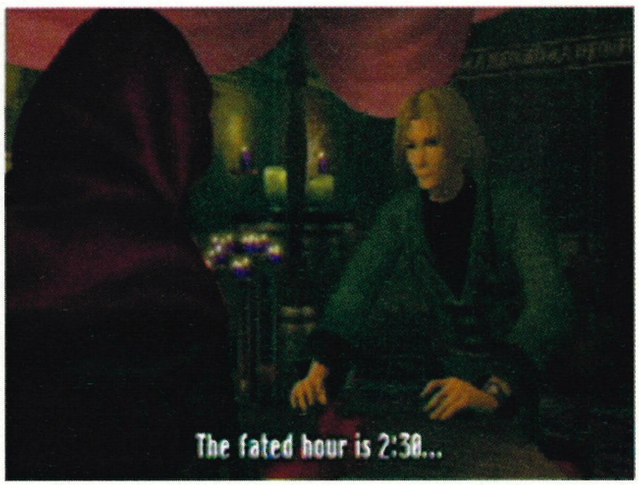
After learning a little about your fate, the Digipad will start to flash and you can use it to transport yourself back through time to an hour before the fated time. Enter the town hall in the square to grab an **Old Map**, then search the streets to find three local people to join you in the square at 2:30. As soon as you have spoken to them all, your Digipad will begin flashing again and you can return to normal time. Make your way back to the square and approach the performer to watch the show with the small crowd you have gathered. After the show, Eike realises that he has managed to change his fate and then remembers that the fortune teller asked him to return to her.

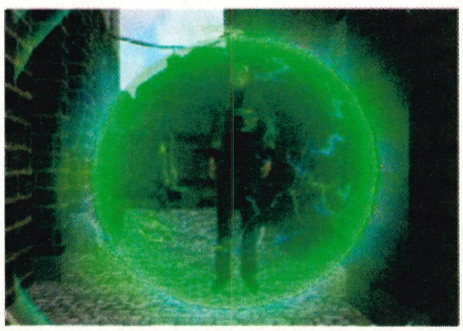
The fortune teller explains that although you have changed fate, you are still destined to die at 3:00. Leave the shop and collect the Energy Unit from outside, then turn to the left and walk to the end of the street where you'll discover a burning building. Speak to the lad who's crying and then try to enter the burning building. The flames overwhelm you and you are carried back to the strange room, but this is not the time for you to die and you'll then return to the flaming bar. Use the Digipad to travel to the time before the fire started and then run around the back of the bar to interrupt the arsonist. You are unable to see the culprit but arrive just in time to put out the burning paper which started the fire. Now use the Digipad to return to your own time and move onto Chapter 2.

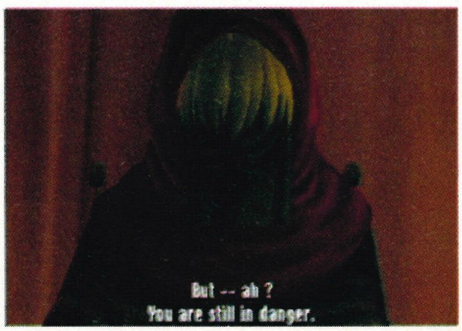


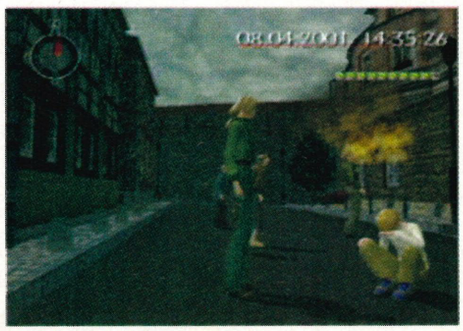












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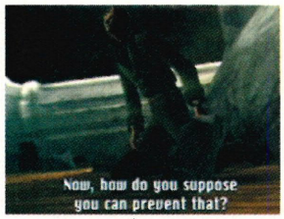


(ABOVE) **Once again Eike finds himself in the strange dark room – which is nice!**

CHAPTER 2:
Behind The Tree

The young girl who woke you from your slumber in the coffee shop runs over to you and asks if you left something behind. She returns your **Lighter** to you, and then you offer to make a Necklace from the **Red Stone** which she also found in the shop. After the conversation, someone behind the tree stabs you with a pin and you'll return to the strange room only to be resurrected again.

You find yourself outside the coffee shop again, so speak to the manager and then make your way back to the Town Square. Dana rushes over to you and hands over the **Lighter** and **Gem** again, only this time your Digipad is activated and you can jump back in time. Dana is transported with you, but when you arrive in the past there is no sign of her anywhere. The locals will stop you from running away, so use your Lighter to frighten them off. Margarete introduces herself and then invites you to accompany her back to her house a few streets away. Follow her and speak with Margarete's family, then make your excuses and leave to try and find Dana. Head back to the square and speak with the gardener, then walk around the town to find the guard outside the squire's manor. Speak to the guard twice and then show him the Postcard in your pocket to gain entrance, then walk through the gate to the squire's manor.





Once inside, you'll see the squire's Crest on the ledge high above, but there is no way to reach it at this time. Use the map to make your way to the butcher's shop, and then grab the **Ladder** propped up against the wall outside. Make your way back to the squire's manor and use the Ladder near the front door to retrieve the **Crest** from the wall. Now head back to the square and show the Crest to the gardener and tell him that the squire does not want a tree in the square. Choose a suitable replacement to be placed there instead, then use your Digipad to return to normal time. Unfortunately Dana has been lost somewhere in time.











MEMORIES







CHAPTER 3:
Falling Vase

A falling vase smacks you on the back of the head and once again you are returned to the strange room. The Devil is being friendly and returns you to the world. You then get a phone call from Mr Eckart reminding you that you need to visit the museum. Continue along the path and turn left, then run up the hill and through the gate to reach the art museum.

Wander around the museum to locate the stairs, then knock on the door directly ahead to meet with Mr Eckart. During the meeting, Eike asks about alchemy and Mr Eckart kindly gives you a **Book** about the subject. After leaving, check the paintings in the nearby rooms and then head back down the stairs and meet Homunculus. Ask for proof and Homunculus will trigger another trip through time where you'll meet a young Mr Eckhart shouting for joy at the birth of his first child.

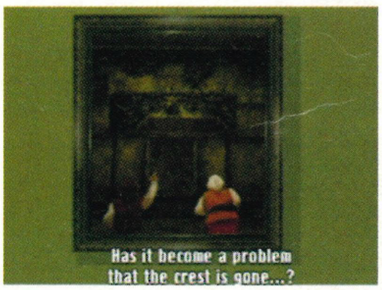
Homunculus has removed all your energy, preventing you from using the Digipad, so set off into the town and look around to grab an Energy Unit. As soon as you find one, use the Digipad to return to normal time and then head up the stairs to pay Mr Eckart a visit again. When you quiz him about his daughter, he will accidentally smash the vase on the side and then explain how a madman grabbed his child shortly after her birth. At the bottom of the stairs, Homunculus is waiting for you and tells you to keep an eye open for the Red Stone. She asks you to hand it over to Dr Wagner if you find it and then disappears into thin air.

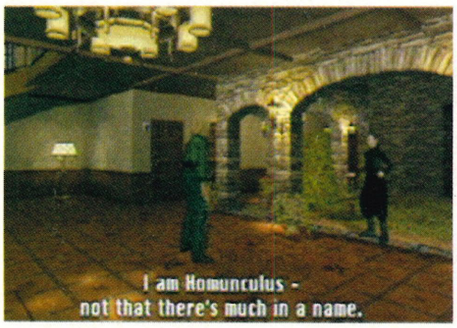


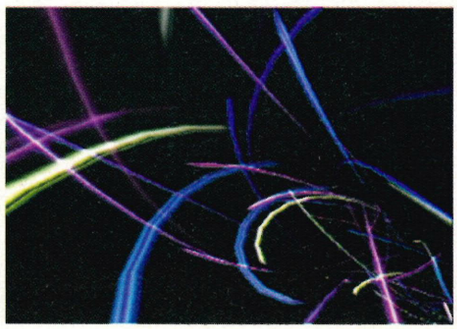


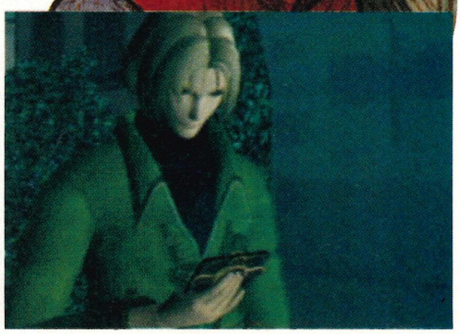












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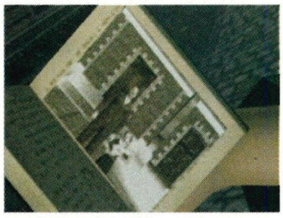




CHAPTER 4:
SHOT IN THE DARK

Once again you find yourself back in the strange room after getting wiped out in a few short seconds. Homunculus suggests that placing a metal object under your clothing may help you to avoid getting shot and you are then returned to the streets. You notice a strange picture inside the Book and then your Digipad begins to flash, inviting you to travel back in time to 1902.

Turn around and look underneath the sign to collect an Energy Unit, then head up the slope and speak with Alfred Brum. After a short discussion about his large house, Eike speaks passionately about Karl Franson's paintings and convinces Alfred to open a museum. Alfred invites you in for tea and then leaves to find the local photographer. While he is gone, his daughter offers to mend your ripped jacket and Eike changes into the costume on the chair. Search the lounge to find a strange **Egg** and the young girl will allow you to take it. After another short conversation, Eike decides to look for a Frying Pan and remembers that there were several hanging in the burning bar. He puts on the mask and leaves the house,and then travels back through time dressed up as the juggler.

Stand in the square and juggle the Balls in your pocket and you'll then toss the Egg at yourself watching the performance. Eike reads the message you have written for him, and then you time-travel back to Alfred Brum's house. The photographer has arrived and, when the whole family has gathered, the photo is taken and Eike can change back into his normal clothes. As he puts on his jacket, a **Frying Pan** falls from inside and you leave the room to make your way back to normal time. Before using the Digipad, quickly grab the Energy Unit from beside the door, then travel forwards in time to the present day. When you arrive in normal time, the clock starts to count down and you have but a few seconds to use the Frying Pan to deflect the killing blow. After the attack you can get back to your feet and progress onto Chapter 5.

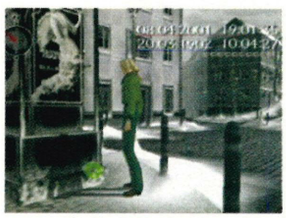




CHAPTER 5:
POISONED

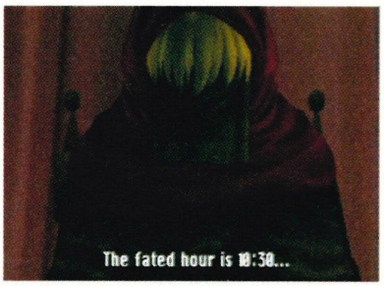
Eike is a little hungry and sets off around town to try and find some food. As you stroll the streets, stop by at the fortune teller and she'll inform you that you are still in danger and that the fated hour is now 10:30. Leave the mystic and grab the Energy Unit from outside, then search the town to grab some more Energy Units. When you are ready, head to Bar Zum Ei and walk inside, where the barman will offer you a seat and something to eat. As you wait for the food to arrive, Eike starts to study the Alchemy Book and reads about the magical properties of the Red Philosopher's Stone. As the bartender brings your meal, a young girl sprinkles something into it – but whatever it is, it has no immediate effect. Outside the bar, Eike bumps in Homunculus again and they discuss the Book and the Red Stone. Homunculus will disappear and then the poison takes effect and Eike is returned to the strange room.

Homunculus explains about the poison used and suggests that Eike takes a look at the library. When you return to normal time, use your Digipad you travel back to Alfred Brum's house. Walk up the slope to the house and speak to Alfred, who is standing outside, and he'll ask your opinion about turning the house into a library instead. Agree with him that a library would be a good idea, then leave the area and locate the local butcher's shop, where you can obtain a cut of **Meat**. When you are ready, use your Digipad to travel back in time again to 1584, where you lost Dana before. An



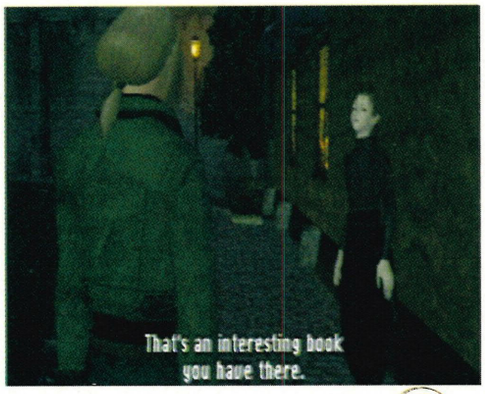
(Above) **Beside this poster you can find an Energy Unit to power up your Digipad.**



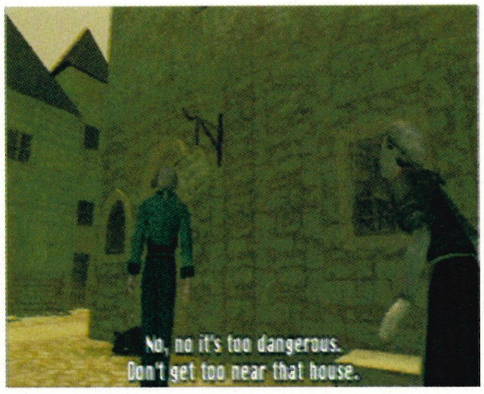




MEMORIES

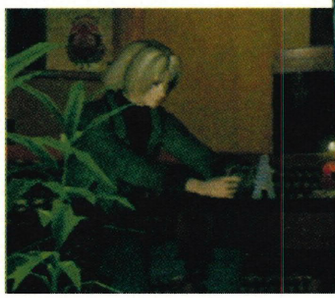






explosion has just occurred, so feed the Meat to the dog to get him out of the way, then enter the alchemist's house. Search the floor beside the stairs to grab the **Lab Key**, then open the door at the end of the room. Grab the Energy Unit at the bottom of the stairs, then use the Digipad to travel to the time of Margarete.

Enter the alchemist's house again and make your way down the stairs to the lab. Talk to Dr Wagner, who is in this time, and speak to him about the Philosopher's Stone.





He will ask you to find it for him and then you can leave the room. Upstairs, Margarete has just returned and speaks to you at some length to try to discover what you have been doing. You leave the alchemist's house together and walk around town continuing the conversation. As Margarete stops to deliver a parcel, Eike is sure he spots Dana and runs off to try and catch up with her. Continue along the road and walk Margarete home and she will ask you to take her to the future. You refuse and then can choose to tell her that you think she is one of your ancestors or not (see note below). As you leave, Hugo arrives and informs you that he has been eavesdropping on your conversation. After another strange discussion, Margarete gives you a **Comb** to remember her by and you can then leave the building.

Use the Digipad to return to your own time and then make your way to the museum, which is now a library. Enter the large doors on the left to find a book on medicine and then read the passage about Sea Hare poison. As soon as you have finished reading, use the Digipad again to return to the alchemist's house and ask Margarete about the **Sea Hare Antidote**. Fortunately she has some on the shelf which she gladly hands over and you can then return to your normal time. As soon as you arrive, your head hurts and the poison starts to take effect, so quickly take the Antidote to stop yourself from dying again.

Note: *The answer that you give Margarete about her being one of your ancestors will have a great deal to do with how the game ends. If you choose to tell her she is an ancestor of yours you'll have access to endings A, B and C. If you say nothing, you will have access to endings D and E.*









[Right] Your choice at this moment in the game will have an effect on the ending!

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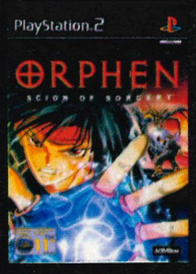

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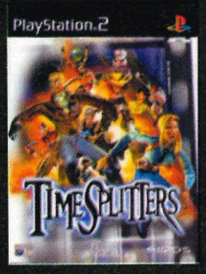

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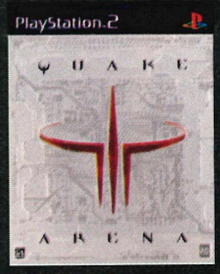

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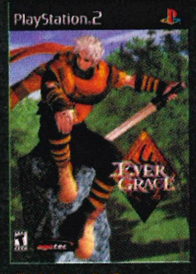

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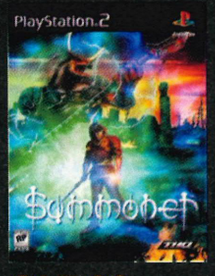

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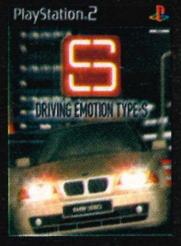

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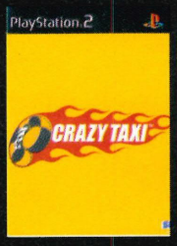

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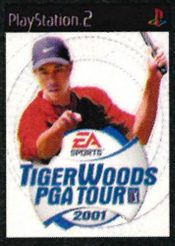

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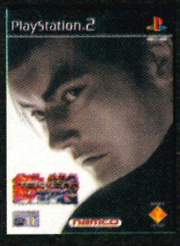

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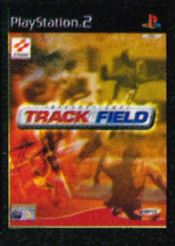

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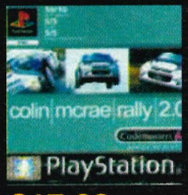

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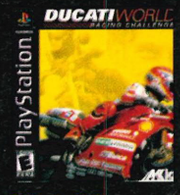

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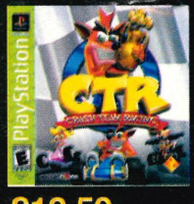

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Edited By **Will Johnston**

"You tell us if the game is brilliant or pure rubbish. If they had a vote on who makes the best mag ever, you'd have my vote and everyone else's"
Chanbir Sigh Dhism, Welling

SYCHOPHANTIC SYMPHONY

Even though I only have your latest four magazines, I think you have the greatest mag ever. It has reviews, guides through games and cheats etc. You tell us if the game is brilliant or pure rubbish. If they had a vote on who makes the best mag ever, you'd have my vote and other peoples'.

That's the first thing I'd like to say. Secondly, I am a happy owner of *Metal Gear Solid*. I've played it, but I've just beaten Ocelot, the old man dies and I have to find Meryl's code number. That's where I'm stuck. I've got cards to Levels one and two and the disc, but I can't find the code frequency. I've looked everywhere with no luck. Tell me if I've missed something on the way.

Chanbir Sigh Dhism, Welling

If you have really looked everywhere, you're playing a pirated version of the game and that's very much a bad thing. On the good and honest Konami-approved box of the game you'll find Meryl's number. When you're told to look for the number on the CD box, try looking there.

GOOFY STYLE

I recently purchased your magazine, and with Issue #71, we received a free Pocket PowerStation A-Z of tips and cheats. It's a great book, but I encountered a few problems when trying to use some codes. On page 187 there is a cheat for *Tony Hawk's Pro Skater 2*. The code says hold L1 and press ✕✕✕■▲ ⇧ ⇩ ⇦ ⇧ ■▲✕▲ and then there is a straight vertical line, and we don't know what that means, or what to press for that. Then the code continues ✕▲ and another vertical line. I would really appreciate it if you could possibly find out what this means and reply to me. It would be greatly appreciated. As PLAY is the only magazine we buy for the cheats, we have nowhere else to go unless we buy another mag. Thanks for your help.

Kathryn, email

Believe us when we tell you that we've paid bitterly for this one. Talk about many, many phone calls, sheesh. Yep,

Will *Ridge Racer VII, Tomb Raider X*, and *Final Fantasy XXX* really take gaming any further beyond the easy way to make a few quid without actually involving the imagination of the player or the developer? Dave White, email

we admit it – there was a typo. The vertical line is meant to be a ●. We cannot apologise enough for this unfortunate accident. The person responsible has been fed to the pigs.

I LOVE 1995

I have noticed that PlayStation2 has all of the new games. When I went into a game shop I realised the number of games for PlayStation are low. I mean, there used to be millions of PlayStation games released at the same time, now there are only about two new games released! Please tell me what's happening with Sony and why all the games have gone for PlayStation. Is it because Sony has moved on to PlayStation2? Please, please print my letter in your mag because I think I have made a point to other readers. Oh and do you remember when those PSone owners didn't have to worry at all as they would have been the coolest around?

Name and address supplied

It is a strange time for the market with any titles being either released on both platforms, or being exclusive to one. This situation is bound to alienate consumers since they don't know what to do – stick with their PlayStation or upgrade to the next generation? It is fair to say that fewer games will be released on the PSone as more developers move on. With that in mind, we've spent countless days bettering our scores on* Time Crisis: Project Titan*, a brilliant PSone game that reminds us that there is still plenty of life in the old boy yet.

DANCING QUEEN

After buying *Dancing Stage EuroMix* almost a month ago, and a 3rd party dance mat to go with it, I am now finding the mat a little flimsy. Also it tends to slide across the floor if I try to play any of the faster songs. I have tried looking on the Internet to find a store that sells either the official Konami dance mats or a better standard of mat, but I've not had any luck so far.





So please print this letter along with my email address so that hopefully someone who owns a better type of mat or even anyone who works for a shop selling dance mats can contact me. Someone please put me out of my misery of having a fun, value for money game but a non-fun, non-value for money peripheral to go with it.

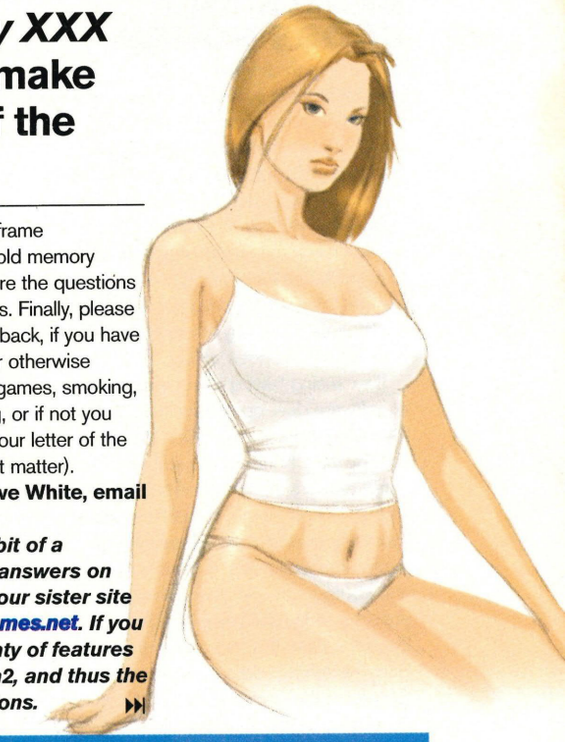
Shaun Hole, email

We wouldn't normally do this, but since Shaun is so insistent he can be contacted at shaun.hole@tinyworld.co.uk. If you have had any better dancepad experiences, let him know.

GIVE ME ANSWERS

Is the PS2 really all it's cracked up to be at the moment? Cos the games coming out are getting okay scores, but just lack the final edge. Only *SSX, TimeSplitters* and *DOA2* seem to have really made it; all the others are pretty but lacking gameplay or any longevity. Are we really that cynical to believe that the game's producers are only interested in a quick buck because they know that any PS2 game is going to sell big time at the moment? Surely they don't, as we must believe they are trying their best but are only beginning to push back the boundaries! Will *Ridge Racer VII, Tomb Raider X* and *FFXXX* really take gaming any further beyond the easy way to make a few quid without actually involving the imagination of the player or the developer? I'm beginning to think not, which is a real shame. But what I really need to know, and what I have kicked myself numerous times for, is in which mag did you carry the full review of the PS2 with its capabilities etc. I bought it ages ago and in a desperate attempt to create floor space recently, I binned a huge amount of back issues including that one. It wasn't a problem until I realised that my fiscal worries have gone and now the finances allow for the ultimate purchase which previously wasn't likely until next year. Please help as I have searched your Totalnet.com site without success. Does the PS2 play the PS games at a faster rate to eliminate any frame sluggishness etc? Are the old memory cards compatible? These are the questions to which I need the answers. Finally, please feel free to either email me back, if you have a spare few minutes in your otherwise manic schedule of playing games, smoking, playing games and drinking, or if not you could always print this as your letter of the month (or runner-up for that matter).

Dave White, email



You would have had a bit of a problem searching for answers on Totalnet.com because our sister site is actually www.totalgames.net. If you visit it you will find plenty of features concerning PlayStation2, and thus the answers to your questions. ⏭

letter of the month

WATCHATALKINABOUT WILLIS?

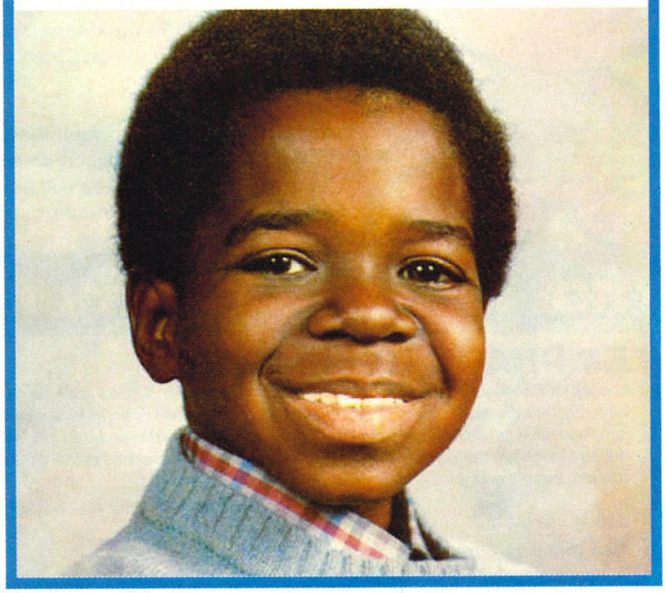
I too have suffered the dreaded lip-synch problem with my new PS2 but (touch wood) I think I've cured it. After a lot of initial cursing and head-scratching I had a thorough read through the PS2 manual and found a solution (at least it seems to have worked for my console and I hope it works for others as well). If you go to page 7 you'll find something called auto-diagnosis function, which works as follows: Switch on the console with nothing in it and press ▲ on your controller to access the main menu then:

1. Select 'Console' and press ▲.
2. Select 'On' and press ✕.
3. Insert a disc. I used a DVD which I had been having lip-synch problems with. The console should now automatically start the diagnosis.

After doing this I have watched several DVDs since and they have all played okay. I hope this info is useful to others with the same problem.

Mark, email

If you've had problems with lip synchronisation, then it looks like Mark has found the answer. We'd love to hear how you got on with this handy little tip, so please drop us a line.

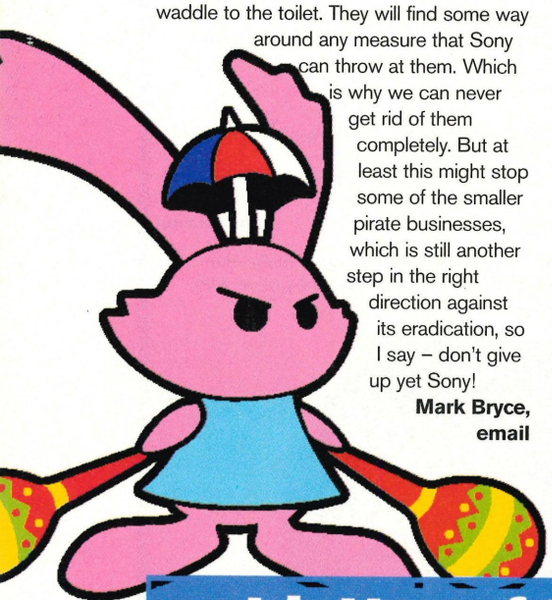


SKULLS AND CROSS BONES

I am writing to express my concern about computer game piracy. Now as we all know, videogame piracy is on the increase worldwide, as more and more people are buying copied software, many of my friends included. Piracy is actually big business today. Mainly because PlayStation games are so easy to copy and people don't want to pay £30.00 for a new game when they can get it for £3.00, despite the lack of quality – they can buy ten more for the asking price if it goes wrong.

It's causing lasting damage to the future of software development in the UK. It is estimated that over £3 billion is lost every year by the UK industry to software pirates. Small retailers are being particularly hard hit, as they cannot compete with the pirates. Proven links exist between many organised pirate organisations and dealers in drugs and pornography. At least a third of all software today has been illegally copied. But what does this mean for the PS2? Will Sony somehow add a device onto its disks to prevent the copying of CDs? Even if Sony does bring out allegedly 'uncopyable' CDs, it would be naive to think that this would stop piracy. Not all pirates are factory-line workers providing themselves with some added income. No, some are genius programmers who sit at their computers all day, finding great pleasure in programming viruses, getting fatter and stopping only to watch *Star Trek* and to waddle to the toilet. They will find some way around any measure that Sony can throw at them. Which is why we can never get rid of them completely. But at least this might stop some of the smaller pirate businesses, which is still another step in the right direction against its eradication, so I say – don't give up yet Sony!

Mark Bryce, email



Yeah, shooting's too good for them ain't it? We've heard rumours that the nefarious deeds of software pirates is soon to be made into a film written by Paul Schrader and directed by Martin Scorsese. No, really.

HORMONING

Can you send me porn everyday please, so that I can see some mean pictures of naked ladies. Thanks.

Ryan Boyz, email

Well here's one.

BE HAPPY

This letter is aimed mainly at those people who moan about the price of the PS2. Why moan? What is wrong with the price? I am 17 and remember my first console, the MegaDrive. It was 1990 and I got a MegaDrive, *Altered Beast* and a control pad. This cost me £250. When the games started to come out (good games) they cost around £35 – £40. You didn't see people complaining – in fact they thought it was a good deal. But now, ten years later, a better console has come out. The PS2. Of course, it's better so you are bound to pay more, but the difference is only £50! For something that is clearly better in technology, you would expect to pay a lot more. As far as the games go, they are only £5 dearer, and some games are cheaper when they come out (*Aqua Aqua Wetrix*). As with the console, the games are clearly better, with great graphics and excellent gameplay. Games are now 3D rather than 2D and they are more realistic. Stop moaning about the PS2 and argue about something more debatable… like which game is better.

Neil Robinson, Manchester

Can't say the man doesn't have a point, because he has.

UPDATE ON UPDATE?

Any idea if *Space Hulk, Syndicate Wars, X-com* or *Command & Conquer* will get PS2 updates? I would appreciate an answer, as I love these games. Cheers.

John Burns, email

We're not saying there won't be any updates to these games, but we're not saying there will be either. If you get what we mean.

"Piracy is actually big business today. Mainly because PlayStation games are so easy to copy and people don't want to pay £30.00 for a new game when they can get it for just £3.00" Mark Bryce, email

NAME AND SHAME

Hi, can you send me some other porn? Okay, bye.

Michael Cunningham, email

And here's another. It makes you wonder why people who have access to the Internet are having trouble finding pornographic material. According to the Daily Mail sexual filth is pumping into kids bedrooms like water from a cracked dam.



not letter of the month

EMPHATIC GUARANTEE

I bought a PSone a few weeks ago and I got a full guarantee. When I got it home it was working perfectly, but one week later the PSone didn't work as well as I hoped. I took it back to the retailer and I had the guarantee with me but they said the guarantee had already run out. "What?!" I blurted out as I looked at the receipt, which showed that the guarantee had in fact not run out. In fact I had one more month on the guarantee.

Woody (I'm only known by that), email

And this one time, at band camp...

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F
F355 Challenge
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G
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H
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Hardcore Heat
House Of The Dead
Immortal

I
Ishar 3

J
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Jikkyou World Soccer 2000
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JoJo's Bizarre Adventure

K
Kessen
Killer Loop
King of Fighters Dream Match '99

L
Legacy of Kain

M
Mag Force Racing
Maken X
Marvel vs. Capcom 2: New Age Of Heroes
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Men In Black
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Metal Slug
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N
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NFL 2000
NFL Blitz 2000
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Nightmare Creatures 2
Nocturne

O
Outcast
Overseer

P
Parasite Eve
Plasma Sword
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Pop'n Music
Power Stone
Power Stone 2
Psychic Force 2012
Puyo-Puyo 4

Q
Quake
Quake 2

R
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Rainbow 6
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Ridge Racer 5
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Robotron X
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S
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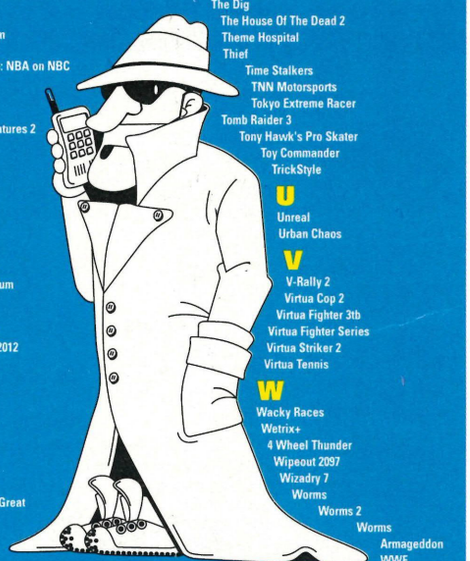

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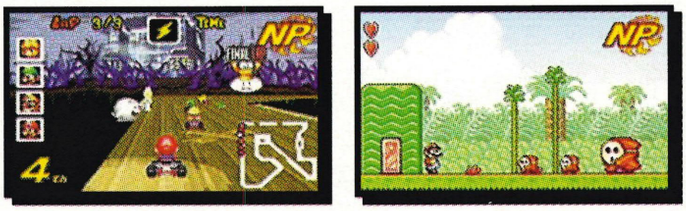

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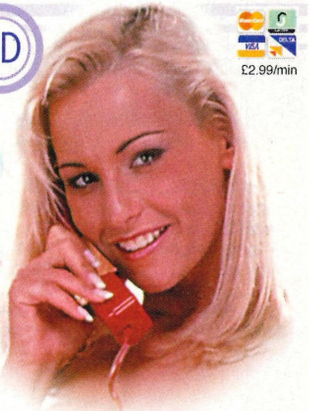

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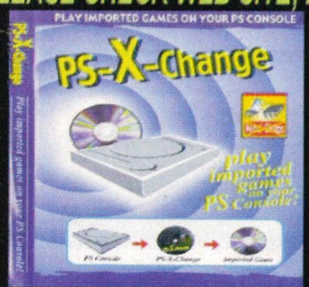

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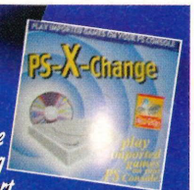

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3706 Ms Jackson - Outkast
3722 Shit On You - D12
3728 Think About Me - Artful Dodger feat. Michelle
3724 Jaded - Aerosmith
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It seems like every month we shout about how great we are in bringing you the best competition prizes the world has ever seen and this month is no exception. Play has teamed up with Yamaha to offer you lucky people the chance to listen to your PlayStation2 as God intended, with full Dolby Digital 5.1 sound. Those of you who have yet to discover the next generation of PlayStation can also join in, since this beauty will work with your existing DVD player, PC or video. You may think that you're quite happy with your current sound solution that you picked up off a bloke down the market. You'd be wrong, so make no delay and enter this competition today! But you're right, let's have a question just to spice things up.

Q) Which famous inventor was the first person to record Mary Had A Little Lamb. Oh, and he also invented the light bulb, probably.

A) Mike Diamond B) Luke Perry
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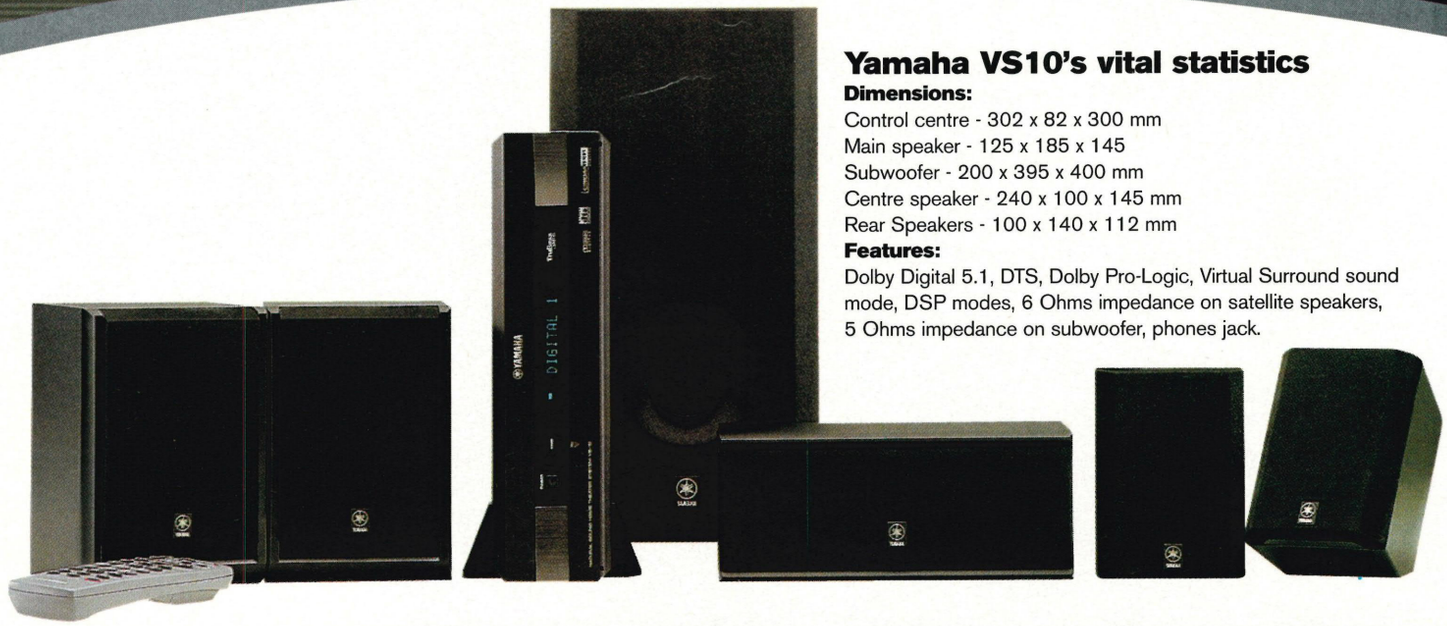

Yamaha VS10's vital statistics

Dimensions:
Control centre - 302 x 82 x 300 mm
Main speaker - 125 x 185 x 145
Subwoofer - 200 x 395 x 400 mm
Centre speaker - 240 x 100 x 145 mm
Rear Speakers - 100 x 140 x 112 mm

Features:
Dolby Digital 5.1, DTS, Dolby Pro-Logic, Virtual Surround sound mode, DSP modes, 6 Ohms impedance on satellite speakers, 5 Ohms impedance on subwoofer, phones jack.

Only one entry per household, no Paragon employee can enter – especially Will. The editor's decision is final and no amount of phone calls will change anything. Yeah, you can try and phone up and moan all the time, but what good is it doing you? You're only wasting your breath while increasing your heart rate. Play is in no way responsible for any amount of stressed caused by this competition and we repeat THE EDITOR'S DECISION IS FINAL.



Playlist

UPDATED EVERY MONTH

NEW REVIEWS

Time Crisis Project Titan
Quake III: Revolution
LMA Manager 2001
ZOE
ESPN NHL
Pipemania 3D
Sky Odyssey
Star Wars Starfighter
Kengo: Master Of Bushido
Evergrace
Robot Warlords
Pro Pinball Fantastic Journey
Submarine Commander
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Smackdown!
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Bishi Bashi Special

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PLUS!
Our recommended Top 10 lists for every PSone genre!

GAMETITLE	issue	SCORE	WESAY...
007 Racing	72	54%	Under-developed and far too short.
40 Winks	56	76%	Great to look at, but very, very boring.
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!
Castrol 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

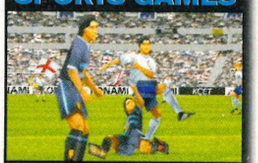


01 **TIME CRISIS TITAN** — *Lots of high calibre entertainment!*
02 Point Blank 3
03 R-Type Delta
04 Point Blank 2
05 Vigilante 8
06 Ghoul Panic
07 Colony Wars: Vengeance
08 Ace Combat 3
09 Omega Boost



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

TOP10 SPORTS GAMES

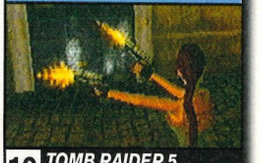


01 **ISS PRO EVOLUTION 2** — *The best footie game just got better!*
02 LMA Manager 2001
03 Anna Kournikova's Tennis
04 Int Track & Field 2
05 This Is Football 2
06 Knockout Kings 2000
07 UEFA Striker
08 Madden '99
09 LMA Manager
10 Cool Boarders 4

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

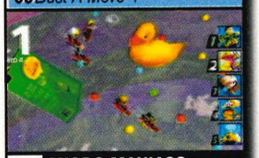


10 **TOMB RAIDER 5** — *The most enjoyable TR of recent times*

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 Slumo	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.
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%	Mechai 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 1 US Import NTSC

Almost Famous

This sweet rock and rollin' film captures the thrill of an up-and-coming band's life on the road, with all the groupies, drugs and catastrophe-struck hotel rooms that go with it. Our point of normality is teenage writer William Miller, who's touring with the band for his first Rolling Stone article and falling in love with groupie number one. Massive DTS soundtrack.

rating ★★★★★



Region 1 US Import NTSC

Bedazzled

What must have started as a late night brainstorming session between two or more cynical yet horny Hollywood producers – about how to justify countless clinging costume changes for Liz Hurley – became this movie. Liz plays the devil, granting wishes for Brendan Fraser in return for his soul. That's it. Actually, it's a lot more watchable than it sounds, if utterly inconsequential. Photo gallery, commentary.

rating ★★★★★



Region 2 UK Retail PAL

Hard Boiled

As John Woo's most famous HK production, the studios just keep trying to get this one right – and failing. Collectors will be aware that this is the fourth version of the film on DVD (Criterion then Winstar in the US, a dubbed Tartan version, then this Tartan re-release). At least it's now anamorphic, but it's still grubby as hell. And you can't switch off the subtitles.

rating ★★★★★



Region 2 UK Retail PAL

Highlander

We're all aware of Russell Mulcahy's mid-Eighties sword-fighting tale, starring Christopher Lambert as an immortal who must defeat The Kurgen – the only other remaining immortal – in order to save the world and harvest all knowledge from the universe. You will also recall the hideously disfigured R1 version of the movie and its disturbing MPEG distortion, much of which seems to have been replicated here.

rating ★★★★★



Region 2 UK Retail PAL

Knight Rider

Michael Long was a cop who was shot in the face and left for dead, only to be surgically transformed into David Hasselhoff by a benevolent billionaire and given a 300mph talking supercar to help fight crime. Not a bad deal, all told. This disc includes the feature length pilot plus, bizarrely, episodes 17 and 3. Video is passable, obviously in 4:3 ratio, though there are no real extras.

rating ★★★★★



Region 1 US Import NTSC

The Rock: Criterion Collection

Proving a more dynamic experience than producer Jerry Bruckheimer's later Cage action films Con Air and Gone In 60 Seconds, The Rock has finally been blessed with the loving touch of the Criterion Collection. This two disc edition dwarfs the UK flipper with two hours of extras, a silky anamorphic transfer, DTS sound and, most importantly, commentary from Cage, Michael Bay, Ed Harris and Bruckheimer.

rating ★★★★★

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

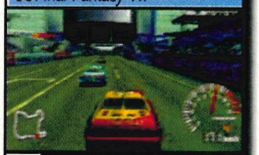
GAMETITLE	issue	SCORE	WESAY...
Gungage*	54	59%	Pretty but repetitive old skool shoot-'em-up.
Gunship	08	68%	Has not stood the test of time well.
Gun Shooting, The*	60	14%	A terrible step backwards...
Hard Boiled	25	29%	A disastrously wasted licence...
Hardcore 4X4	15	81%	Hellish and repetitive off-road 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!
LMA Manager 2001	75	95%	The giant of footy management.
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.

GAMETITLE	issue	SCORE	WESAY...
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.

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



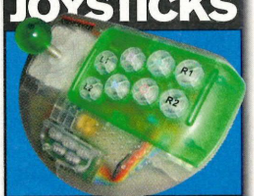
01	DUAL SHOCK Still the best pad available...	SCEE
02	Viper	BLAZE
03	Analouge+	JOYTECH
04	Dual Impact	NU-GEN
05	Shockhammer	THRUSTMASTER

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

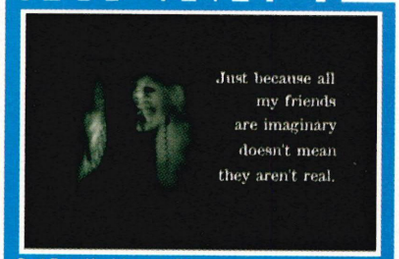
GAMETITLE	issue	SCORE	WESAY...
Ninja: Shadow Of Darkness	39	78%	Looks good, but gets repetitive too soon.
Nishidin Pachinko Now 4*	67	50%	Just like the real thing, Japanophiles!
No Fear Downhill MB Racing	55	69%	Fast and furious, but nothing too exciting.
Note, The	28	72%	Above average first-person adventure.
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.
Pipemania 3D	75	70%	A cheap and cheerful puzzler.
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.
Pro Pinball: Fantastic Jorney	75	75%	The balls have dropped.
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.

GAMETITLE	issue	SCORE	WESAY...
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.
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...

GAMETITLE	issue	SCORE	WESAY...
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!
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.
Submarine Commander	75	35%	Not as interesting as you think.
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.

GAMETITLE	issue	SCORE	WESAY...
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!
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.
Time Crisis: Project Titan	75	90%	Some first-class shooting action
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.

INTERNET ZONE Getting Wired



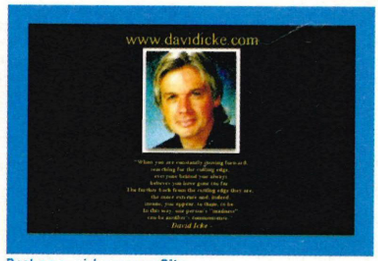
Best *Totally bizarre* Site

www.Bastard.com

"Just because my friends are imaginary, doesn't mean they aren't real" states the site's front page. And from then it gets worse. Or better, depending on your own state of mind. Away fades the statement and accompanying picture of what may be a curtain, a fish or even a rack of ribs – we don't now. Now black. How much more black could this site get? None more black, that's how much. In this darkness you may see the futility of a life of struggle, but chances are you'll just see a black computer screen. And the more you look at it, the more you get the idea that it is looking back. Black. Wow.

rating ★★

Nihilistico!



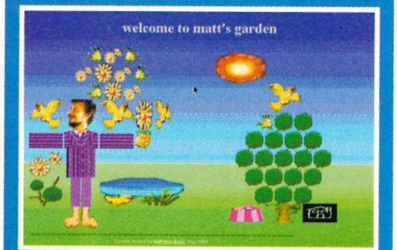
Best *non-videogame* Site

www.davidicke.com

David Icke; from goalkeeper and sports reporter to conspiracy-sniffing guru. This site is a direct window into the beautifully fractured mind of the author. There are links upon links joining conspiracy theory to conspiracy theory, on top of the links to the mother of all conspiracy theories. Is Bill Clinton really a reptilian bloodsucking alien from the Draco system? Are all people power linked back through history by a common bloodline – a reptilian bloodline? Dave certainly thinks so and he wants to tell you all about it. Due to its wildly schizophrenic nature, the site can be extremely hard to navigate. And in a way, that is where its beauty lies.

rating ★★★★★

Illuminatitous!



Best *Videogame* Site

www.the-good-stuff.freeserve.co.uk

Who is Matthew Smith? He is the programming genius who wrote Manic Miner and Jet Set Willy way back in the early Eighties, and both before he was twenty years of age. He then turned his attentions to better living through chemistry and disappeared without a trace. Anyone who's played Smith's games won't be surprised to learn that he was allegedly into his Lysergic Acid Diethylamide, and his new Web page shows exactly how deep the acid scars run. We may never know where Smith has been for all these years, but all we can say is that we're glad to have found him again and really hope that he turns his attentions back to videogames.

rating ★★★★★

Acieeeeeed!

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...

Connectv Table Tennis

made by RADICA

Not strictly a game or a gadget, though definitely very fun – this is basically a one-game console that plays table tennis. And it does it surprisingly well. The unit consists of two Ping-Pong spankers (what are they? Bats? Paddles? Rackets?), and a base sensor that sits atop your telly. Turn the device on, wave the spankers at the sensor and you've got yourself a fairly accomplished game of first-person Table Tennis. We must admit that we didn't expect the game to be accurate in any way, but fair enough – it is. The graphics have a cosy 8-bit feel and the two-player game can provide many a sweaty contest.

rating ★★★★



PS-X-Change

made by SIN FA

We receive many a letter asking how to modify a PSone so it can play 'import' games. Sony's mini-me is a compact little bugger, which makes messing around with mod chips notoriously tricky. If you can't get over this obstacle, try going around it with this very simple CD and widget combination. Use the widget to fool your 'Station into thinking its lid hasn't been opened, insert CD, remove CD, insert imported game – play game. It's very simple to use and works on even our more obscure import games. So, if you want to be able to play the Japanese red blooded version of Metal Slug X, now you can. Get one today, they're lovely. Available from Sin Fa technologies 0151-5231504.

rating ★★★★★

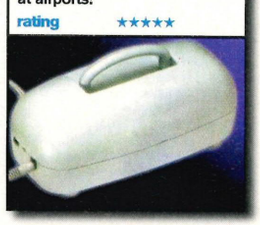


PSone battery Pack

made by WILD THINGS

If you want your PSone to be truly portable then this power pack is a must. Plug it into the mains, charge it up and away you go. By the time you've connected your PSone to its LCD screen then onto this not-too-light pod, you may want to reconsider your personal definition of the word 'portable'. By the time you've bought everything needed to mobilise your gaming, you'll find that you've effectively got yourself a backpack full of liquid crystal, silicon and somehow... stones. Still, it comes complete with the added bonus of looking like a small nuclear device – great fun at airports!

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)

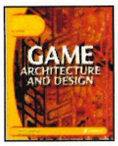
HARD COPY

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

Game Architecture And Design

Coriolis Group # £39.99

Industry advice on how to maximise the chance of your projects reaching the shop.



ISBN 1576104257

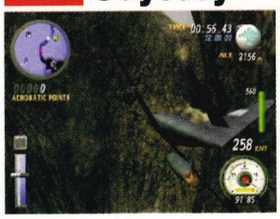
In direct contrast to last month's tome, GAAD attempts to provide a bible for those who are already established in the videogame industry and in a position of power via a thorough analysis of differing management methodologies. Naturally, in suggesting that employers identify and discard potential maverick coders before a line of binary is written, the book skirts close to suggesting a 'safe but mediocre' approach (without bunny-slipper wearing eccentrics, we'd never have got the Amiga, remember). This would be a misinterpretation however, as Rollings & Morris' only concern is to identify possible pitfalls and help the reader plan accordingly in advance. Love them for it.

GAMETITLE	issue	SCORE	WESAY...
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.
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.
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



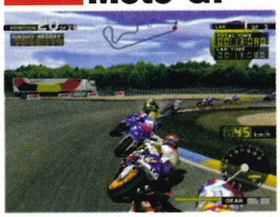
Blinding multiplayer hyper violence. Big guns, meaty chunks.

04 Dead Or Alive 2



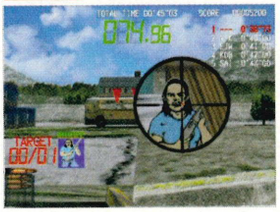
Female kung-fu in impossibly detailed high resolution.

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.

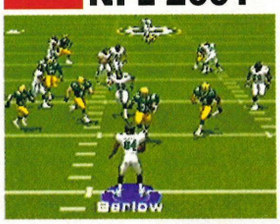
07 Time-Splitters



Lightning quick first-person shooter. Includes ducks.

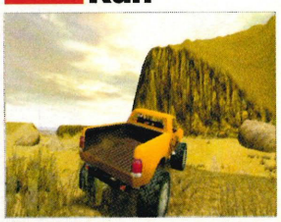


08 Madden NFL 2001



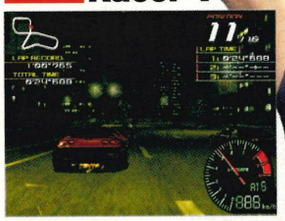
We may not understand the sport but we love the game.

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.
ESPN National Hockey Night	75	57%	Exceptionally dull ice hockey game.
Evergrace	75	45%	This is not the RPG we were looking for...move along.
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.
Kengo: Mater Of Bushido	75	83%	Intelligent and origianl adventure.
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.
Quake III	75	90%	Breathtaking multiplayer frag-fest.
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.
Robot Warlords	75	56%	Robots on a go slow.
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.

GAMETITLE	issue	SCORE	WESAY...
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 Odyssey	75	91%	Sky High Quality gameplay.
Sky Surfer*	64	35%	An exceptionally poor boarding game.
Star Wars Starfighter	75	92%	Stunning space battle simulator.
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.
Z.O.E	75	80%	Good looking but shallow shooter.

the greatest guide to PlayStation games in the world

Playlist UPDATED EVERY MONTH

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

HEAD-TO-HEAD SIMPSONS WRESTLING VS SMACKDOWN! 2

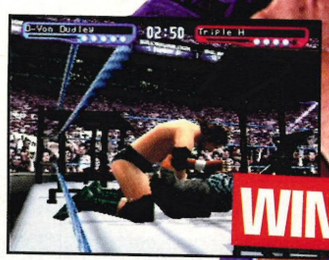


The world is divided into two types of people. Those who can easily whisk up a cup of coffee and those who not only can't perform this rudimentary task, they'd actually manage to destroy ninety percent of the kitchen in the process. Case in point: the people responsible for Simpsons Wrestling. The really amazing part of this classic case of great idea, bad implementation is that Fox didn't even manage to capture the Simpsons element, let alone the wrestling. Our favourite cartoon is dry and humorous, constantly innovative and rarely leaves the realms of genius. Then we come to a game where Barney burps constantly and all that we know and love justdisappears in a haze of inane stupidity.



LOOSER!

We won't pretend to 'get' this whole WWF thing and we won't try and persuade you that we give a rat's bottom about Dwayne Johnson's Big Show. But that's the beauty of Smackdown! 2. You don't need to know what a jabroni is to appreciate the sheer fun that is performing The Peoples Elbow on an unsuspecting wrestler who has already been customised for maximum hilarity. Brilliance of the slapstick fighting aside, Smackdown! also provides the ardent WWF fan with more options and extras than you'd ever need. Just how this game manages to be funnier than The Simpsons is a question that cultural historians will be debating for years to come.

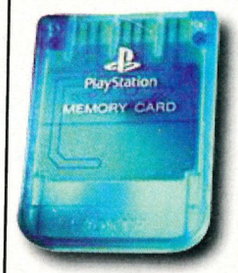


WINNER!

ON THE CARDS

TOP 5 SAVESLOTS

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



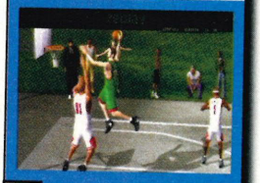
01 TOY STORY RACER

Top-notch cart racing, loveable characters and hectic multiplayer action.



02 NBA STREET

We're amused by the animated icon on the mem card. Constant dribbling.



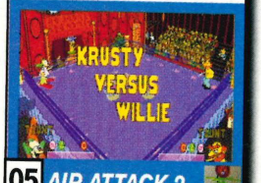
03 KURI KURI MIX

Two joysticks, two characters to control at once. Dok-tor, our brains hurt.



04 SIMPSONS WRESTLING

D'oh! D'oh! D'oh! D'oh! D'oh! D'oh! D'oh! D'oh! D'oh! D'oh! D'oh! D'oh! D'oh! D'oh! D'oh!



05 AIR ATTACK 2

Army Men in not-that-bad-actually game shocker. May be a sign... of something.



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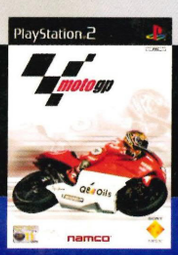

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