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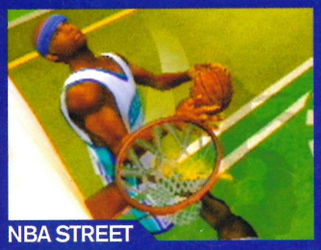
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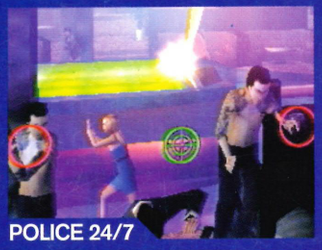
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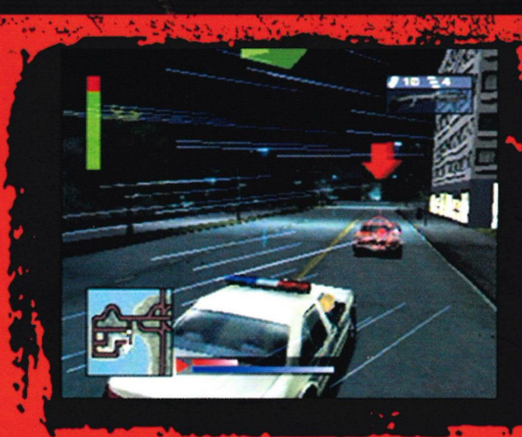
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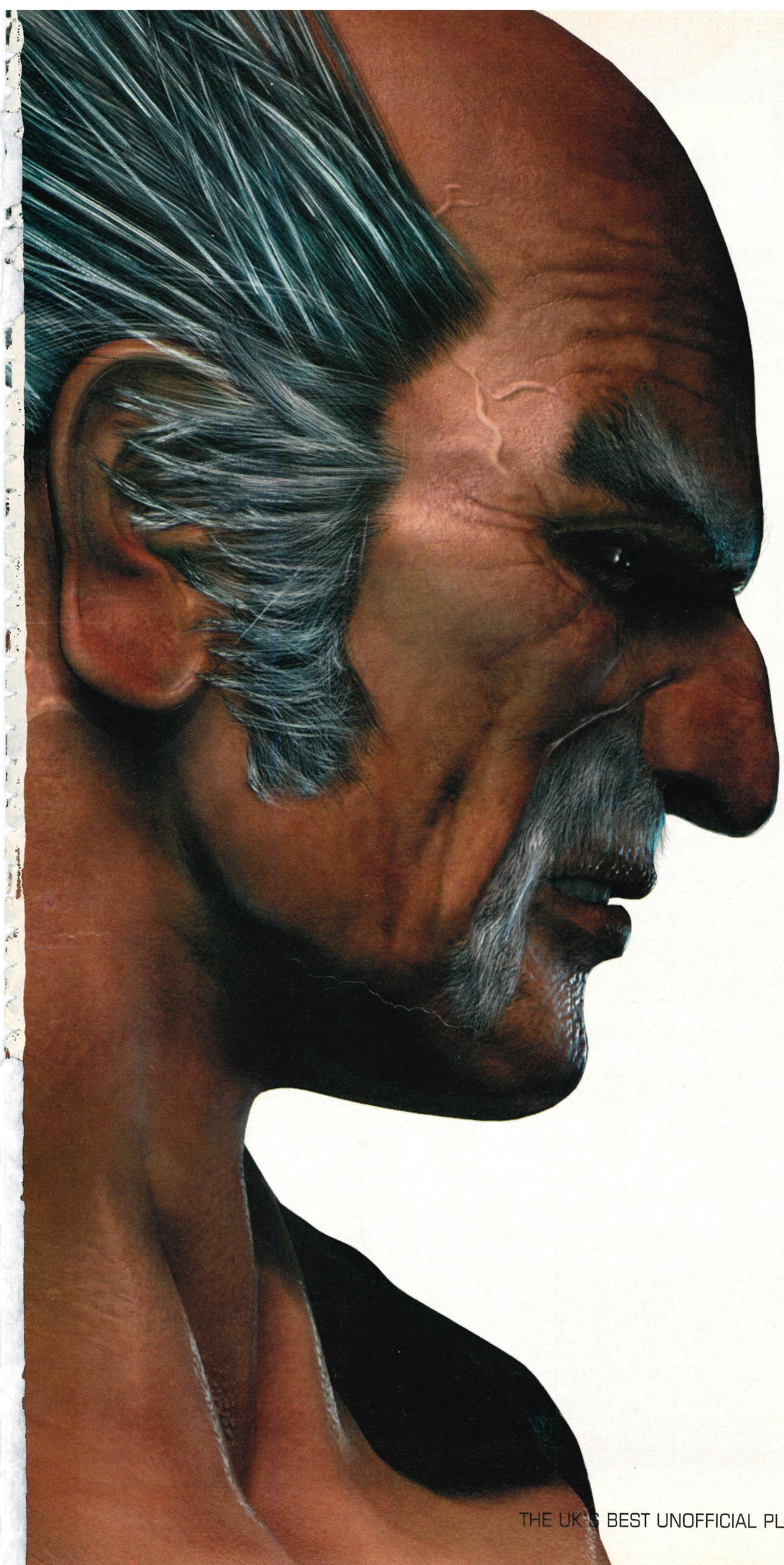
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Dad's back and he's going to teach you a lesson you'll never forget.
page 18

CONTENTS

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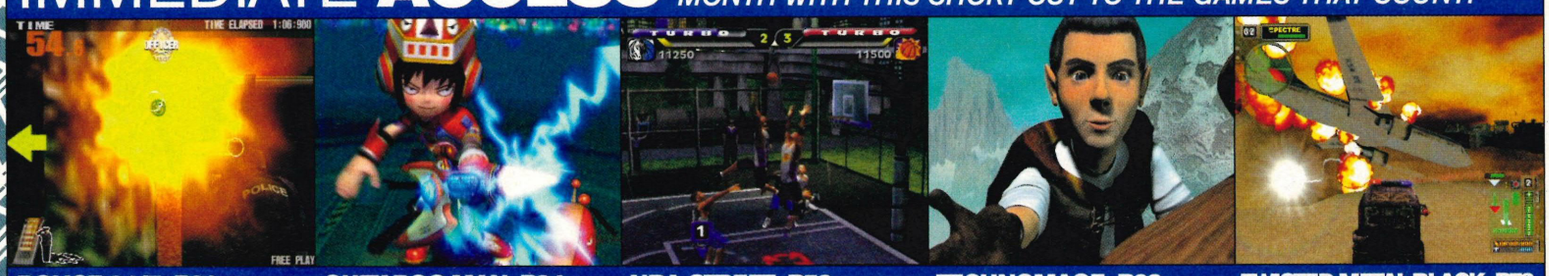


ATV OFFROAD

PAGE 24 GET DOWN AND DIRTY WITH SONY'S FABULOUS QUAD BIKING EXTRAVAGANZA!

IMMEDIATE ACCESS

GET STRAIGHT TO SOME OF THE BIGGEST TITLES THIS MONTH WITH THIS SHORT CUT TO THE GAMES THAT COUNT!



POLICE 24/7 P30 GUITAROO-MAN P34 NBA STREET P58 TECHNOMAGE P62 TWISTED METAL BLACK P78

CONTENTS

WRITE TO PLAY MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH BH1 2JS



POLICE 24/7
PAGE 30 CLEAN UP THIS TOWN, OFFICER! FREE PL



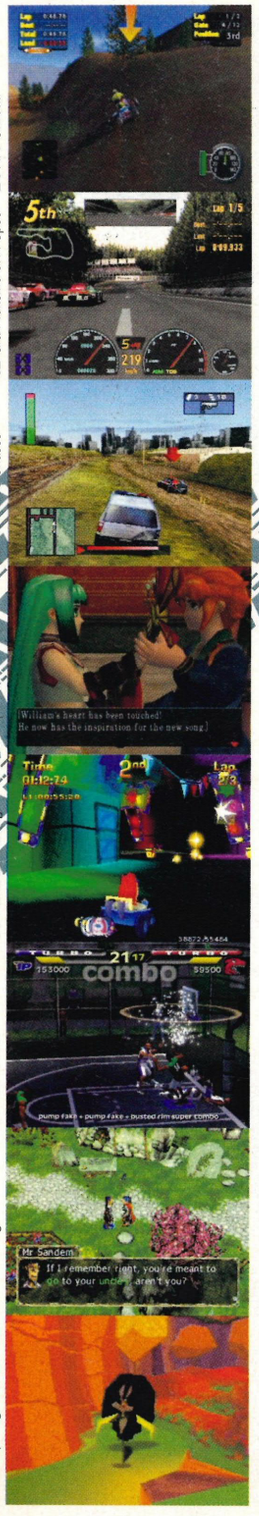
TOP GUN
PAGE 38 MAKING THE SKIES SAFE WITH PURE FIRE POWER



GRAN TURISMO 3
PAGE 42 THE BIG FELLA HITS THE UK. DID HE TRAVEL WELL?

THE HOTTEST REVIEWS

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



24 ATV Offroad
42 Gran Turismo 3: A-Spec
50 WS Four Chases
54 Ephemeral Fantasia
56 Nicktoons Racing
58 NBA Street
62 Technomage
66 Sheep Dog 'n' Wolf

INSIDE

FEATURES

• ROLL UP! ROLL UP! THIS WAY TO THE FIRST EVER SHOTS OF TEKKEN 4. **PAGE 18**
• THAT FINAL FANTASY MOVIE'S A BIT CLEVER. HEAR THE MEN BEHIND IT SPEAK. **PAGE 74**

REVIEW SECTION

THE BEST WAY TO STOP WASTING YOUR HARD EARNED CASH ON RUBBISH GAMES, AND THEN WRITING IN AND MOANING ABOUT THEM. JUST READ THIS!

024 ATV Offroad
042 Gran Turismo 3: A-Spec
050 World's Scariest Police Chases
054 Ephemeral Fantasia
056 Nicktoons Racing
058 NBA Street
060 Evil Dead: Hail To The King
062 Technomage
066 Sheep Dog 'n' Wolf

WORKSTATIONS

SOMETIMES WHEN A MUMMY AND DADDY GAME LOVE EACH OTHER VERY MUCH THEY MAKE A NEW GAME. THESE ARE THEY.

030 Police 24/7
034 Guitaroo-Man
036 Spider-Man 2 Enter: Electro
038 Top Gun: Combat Zone

OFFICIAL ROUNDUP

SOME OF THE NOT-SO-WELL-KNOWN RELEASES PASS BENEATH OUR PROBING, SCRUPULOUS, JUDGEMENTAL EYES.

070 Batman Gotham City Racer
070 International League Soccer
071 UEFA Challenge
071 Escape From Monkey Island

IMPORT ROUNDUP

FOREIGN SOFTWARE IS ALWAYS A TREAT NOT TO BE MISSED. SO DON'T.

072 Blast Lacrosse
073 Digimon World 2

WIRED UPS

UP-TO-THE-MINUTE PREVIEWS OF THE LATEST AND GREATEST ON SONY'S BOXES! BE THERE OR BE UN-KNOWING...

078 Twisted Metal Black
079 Disney's Atlantis
080 MX Rider
081 Tin Tin
082 Rune: Viking Warlords
083 Silent Hill 2

STATION MASTER

ARE YOU STUCK? ASK THE STATION MASTER TO SHARE HIS KNOWLEDGE. THEN THERE'S THE WALKTHROUGH FOR RED FACTION. **PAGE 88**

ARENA LETTERS

SOME MORE RATHER ODD SCRIBES DECIDED TO COMMUNICATE THIS MONTH, SO WE GAVE OUR BEST SHOT AT CALMING AND SOOTHING. **PAGE 112**

PLAYLIST

RATINGS FOR EVERY PLAYSTATION GAME THAT HAS EVER APPEARED IN PLAY, PLUS HEAPS OF EXTRA USEFUL INFORMATION! **PAGE 122**

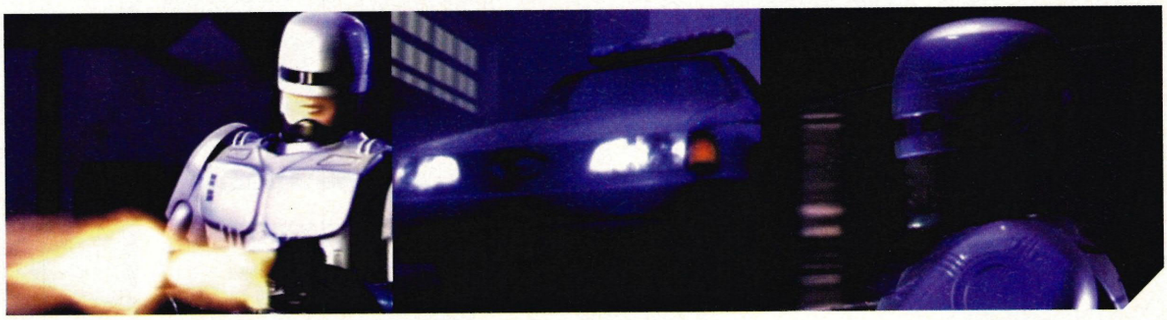
PLAYSTATION wired

EDITOR'S WORD



Though this will probably be remembered as the month that Game Boy Advance came out, or maybe even the month that McDonald's began selling hotdogs, other developments were afoot that please/interest/shock us more within the subject matter of this great organ. PlayStation2 dropped in price without much warning to £269.99, something we hadn't expected to see until Autumn. This apparent gesture of generosity was in fact a simple adjustment to bring us that bit closer to PS2 prices across Europe – probably explaining the lack of fanfare. However, you're now looking at deals from most of the big chains where they'll honestly let you walk out with a PS2 – and this thing plays DVDs you remember – plus two silky smooth hi-res games for about £330. Now, I paid that in '95 for the original 1000 model PlayStation and a copy of Wipeout *and I thought I was getting a real bargain*. Find a shop with ample stocks of *ATV Offroad* and *Red Faction*, point these out to the salesbot, grab one of the big blue boxes which bears the mark 'PS2' on the front and cast a fistful of notes into the face of that snooty-looking girl by the till who uses too much mousse on her ringlet perm. Run. Don't stop until you get home, unless it's to pick up a copy of *Crouching Tiger* on DVD. Plug in. Switch on. Feel that? That's bliss.

■ **Graeme Nicholson**
EDITOR

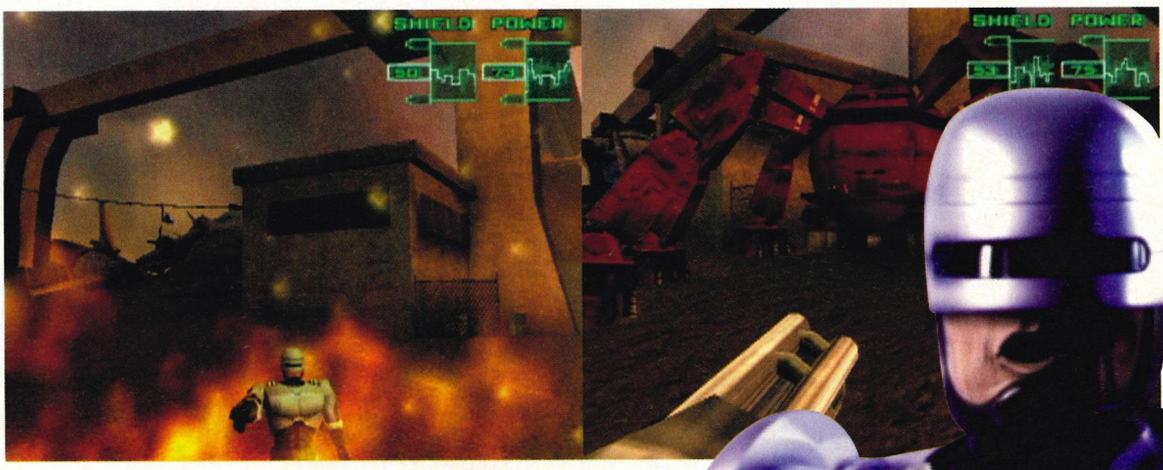


I'D BUY THAT FOR £39.99!

THE FUTURE OF LAW ENFORCEMENT BLASTS ONTO PS2

With the announcement that playable code of *Robocop* for PS2 had entered the building the PLAY team went into something of a frenzy. Indeed, several members of the team had to be rushed to hospital with third degree carpet burns and other friction-related injuries. Sadly, we discovered that what we'd been told was very early playable code was in fact simply a rolling demo of the game. With that said, what was shown looked incredibly promising and all going well the finished product could prove to be the most accomplished first-person shooter to grace the PS2 to date (no small boast).

The all-too-brief demo begins with the titanium-plated law enforcer breaking through a doorway into what looks like a deserted industrial area. After a brief strut about the place our hero zooms in on some distant enemies and picks them off using the game's rather handy Sniper mode. Having dispatched these ne'er-do-wells, our metallic friend finds himself up against a felon riding a strange flame-spewing transport vehicle. A few blasts from the trusty Auto-9 soon see this law-breaker broken and then it's on to the main event, which in this instance is a battle with a huge mechanical spider-like boss. Fortunately, Robo's no dumb cyborg and has come well equipped for the battle. Having brandished a huge rocket launcher, Detroit's finest goes on to make short work of the mechanical arachnid. Suffice to say, by the time the demo had concluded, the **PLAY** team's flabber had been well and truly ghasted, with the game looking to be the best Robocop title since the underrated *Robocop 3* on the 16-bit systems.





A **Padded** Sell!

Two new pads are on the way from Saitek, each with a re-shaped D-Pad and PS2-friendly analogue innards (PSone/PSX compatibility remains, of course). Both the PX4500 and PX5000 feature Saitek's standard directional-lock analogue sticks, the former also providing a turbo function whilst the latter features an LCD screen to facilitate the input and recall of command macros. Come autumn, those 10-hit *Tekken* combos will never trouble you again!



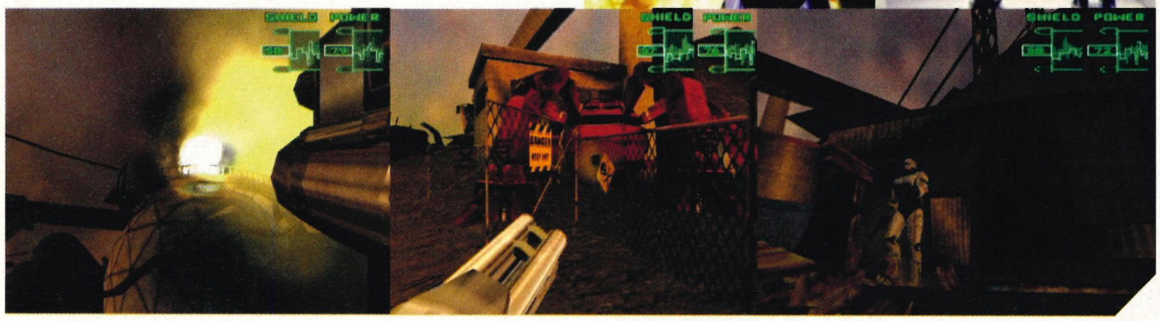
Femme **Fatale!**

Invited surprisingly late to the licence party, a game based upon *La Femme Nikita* has been announced by Infogrames, who we reckon must own about 90% of reality by now. Already likened (somewhat unfairly – there's nothing like performance pressure!) to *Perfect Dark*, *Nikita* will bring gadget-laden FPS action to PS2, allowing players to take on the role of the female spy herself or Michael, her Section One comrade. Stay tuned.

"THE GAME IS EXTREMELY IMPRESSIVE VISUALLY, WITH THE SILKY SMOOTH FRAME RATE NEVER BEING COMPROMISED"

The game is extremely impressive visually, with the silky smooth frame rate never being compromised, even when the screen is full of retina-burning explosions (most of the time). In terms of both plot and content the game will borrow elements from the three motion pictures, which should provide more than a healthy share of source material from which to draw upon. The game is still only half-way into development, but already this is shaping up to be one of the premier titles of the year. As soon as we get our grubby mitts on playable code we'll let you know all about it.





PLAYSTATION INCOMING

GAMES **HITTING THE SHELVES** NOW...

ONIMUSHA WARLORDS

Letting survival horror simmer happily a little before turning up the gas with *Devil May Cry*, Capcom delivered nothing less than another literal slice of our favourite zombie-infested genre in *Onimusha*. If, like us, you have a 'thing' for swords then the game's arrival will have you rushing out to the shops... in fact, what are you hanging around reading for? Go buy it!

BREATH OF FIRE IV

The *Breath Of Fire* series has never enjoyed a reputation as the most accessible amongst the RPG elite, but few would question the quality of Capcom's dragon-based offerings. At £20 this really is a bit of a steal – those who have completed the more mass-market RPGs but still find themselves hungering for more pointy-hatted fun could do much worse than get stuck into it. Careful though, it's hot!

ROSWELL CONSPIRACIES-ALIENS, MYTHS AND LEGENDS

It has to be said that early preview builds of Roswell Conspiracies have consummately failed to either impress or encourage optimism about the finished article. Despite hosting some of the newer ideas to have emerged of late (one level displays its action, 007 Racing style, through security cameras) the game's mock-defecation ritual (the central character squats disturbingly over fallen enemies) failed to elicit the desired awe. Wait. For. The. Review.



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 titbits that the Sony PlayStation has to offer.

NINTENDO NO GO

According to industry insiders, Nintendo has failed to ship out finalised GameCube development kits to third-party development teams. With the machine's launch rapidly approaching this could mean the console goes on-sale with only Nintendo-developed software to support it (no bad thing, perhaps). With that said, a lack of quality third-party software could make the badly-handled PS2 launch look like a tactical masterpiece.

HARD DRIVING

Rumours recently emerged that Sony would be releasing annually updated enhanced models of the soon-to-be-released PS2 hard drive. The biggest drive currently has 40 gigabytes of storage space, but according to our spies this capacity would be increased every year, with the peripheral staying at a fixed price point. However, Sony was quick to quash this speculation and pointed out that for the immediate future it had no plans to introduce a higher specification hard drive. We shall see.

ONE IN THE EYE

In a move that shook 'the industry' to its very foundations, Eidos has allegedly announced that its forthcoming Millionaire (let's squeeze this franchise till the pips come out) junior instalment of Who Wants To Be A will be bundled with a life-sized replica of Chris Tarrant's left eye. The eyes – which are rumoured to be made from a Tofu substitute – are being mass manufactured in a deserted airfield bunker just north of Hull. One lucky punter, we have heard, will actually get Tarrant's real left eye, which has been kept in cold storage since 1987.

NEWS LEAK

Two well lubricated videogames PR officers were allegedly seen in a trendy Soho winebar engaged in a fiercely fought competition to see who could urinate the highest against a wall. The fact that one of the said competitors was a woman ensured that things got rather messy. Having reached the incredible height of 16.3 meters the eventual winner was awarded with a keyring in the shape of loveable Sony mascot Crash Bandicoot.

CAT BUCANNON'S ENTERTAINMENT USA



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

HIT THE ICE

Ice hockey fans will be pleased to hear that Midway has announced *NHL Hitz 20-20* for PS2. The game will do for ice hockey what *NFL Blitz* did for football. Namely, it will offer a simple-to-get-into and ludicrously over-the-top take on the fast-paced sport. The four-on-four action will allow for crunching body checks and 125-MPH slapshots. What's more, Midway's On-fire mode will also be included... makes you wonder if it'll melt the ice. Expect a release in winter 2001.



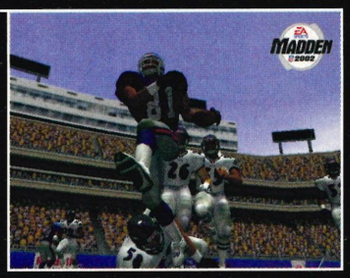


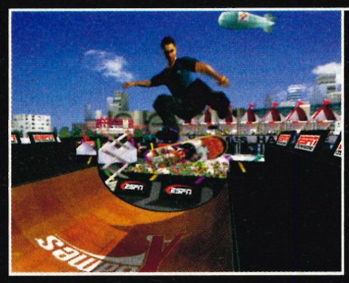
JONNY BE GOOD

We've had snowboarding thanks to *SSX* and now we can look forward to the first trick-based skiing game (has the world gone mad?). *Jonny Moseley Mad Trix* from 3DO will feature the titular Olympic gold-medallist and will allow players to indulge in all manner of ski-based madness. In Slopestyle mode players will compete over a series of fictional courses, each of which will feature half-pipes, quarter-pipes, picnic tables and huge big air ramps (amongst others). The game is due for release this fall.

MADDEN ABOUT YOU

EA Sports has announced a sequel to last year's enjoyable *Madden NFL 2001* entitled *Magical Bingo Go Lucky* (that's just our little joke, ho ho). *Madden NFL 2002*, as it will be known, will retain all the elements that made the last game such a joy to play, and add in a healthy sprinkling of new features to boot. Most notably, the visuals have been improved, with the vastly superior player animations making this new simulation particularly tricky to separate from the real thing. More on this one next issue.





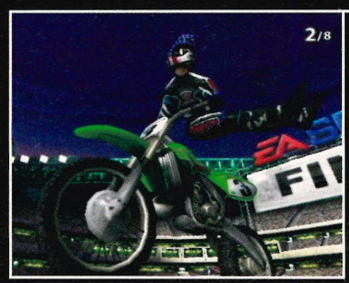
BOARDED UP

The world of videogames needs another skateboarding title like it needs a hole in the head. However, never being one to pass judgement prematurely, I will give the forthcoming *ESPN X-Games Skateboarding* the benefit of the doubt. With three tournament stages and six fantasy stages, players will be able to indulge in some awesome big air-catching moments. The usual array of stunts and tricks will, of course, be on offer and you can probably grind along the spines of small cats... or something. We shall see when the game is released in September.

MORTALLY WOUNDED

It's been out over here in the US since last year now, but I thought I'd better warn you guys about the dire *Mortal Kombat Special Forces*, which is headed to a store near you all too soon. Make no mistake, this is probably the worst *Mortal Kombat* ever to darken the disk tray of a PlayStation (and yes, I've played *Mortal Kombat Mythologies*). Take this advice: if you see this one on the shelves of your local software emporium avoid it like the plague. You have been warned.





SAFETY CROSSING

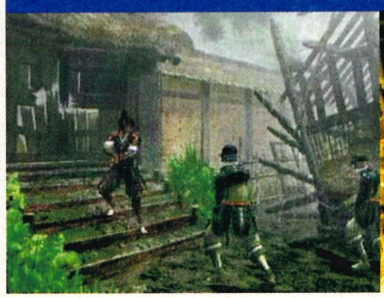
Roll up! Roll up! It's time for yet another by-the-numbers update of an existing game from EA Sports. This time round the cheeky chaps are bringing down-and-dirty bike action to the PS2 in the shape of *Supercross 2002*. The game offers a mixture of arcade, championship and freestyle, the latter offering players the opportunity to perform a variety of death-defying stunts and tricks. The previous Supercross titles on PSone have always disappointed slightly. Hopefully this will make amends when it's released this fall.

SECOND SAMURAI

NEW SCREENS AND DETAILS RELEASED FOR ONIMUSHA SEQUEL

The original has only been out on these shores for a few weeks, but already Capcom is well into development of a sequel to *Onimusha* for PS2. The game is set in 1573 (13 years after the events of the original) and sees new central hero Yagyuu Juyuubei returning home from his travels (he's probably been to India for a year to 'find himself'), only to find his beloved village under attack. The mastermind behind these strikes is none other than the dreaded Nobunaga Ota (who you may recognise from the first game). As you might expect, Yagyuu is slightly miffed at the fact that his 'nest' has been dirtied, and embarks on an epic tale of soul and sword. His quest essentially involves hacking and slashing the living hell out of anyone whom he believes has done him wrong (and additionally, anybody who's jumper he doesn't like the colour of).

This sequel will retain the pre-rendered backdrops of the original (some of which will now be animated), although as you might expect it represents an improvement over its predecessor in terms of both visuals and gameplay mechanics. Several new characters will be introduced to the proceedings, but you'll also see a variety of new faces. Furthermore, the developers are planning to place greater emphasis on the new game's plot, in the hope that this will offer a less linear gameplay experience (a criticism that was levelled at the original). UK release? Sometime in the summer, and make no mistake, this will be one to watch.



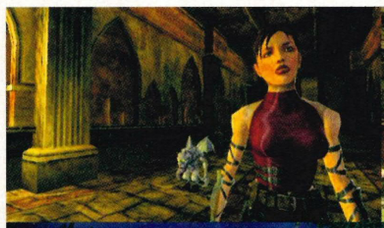


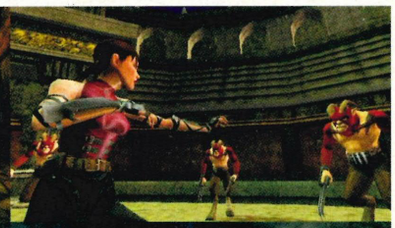
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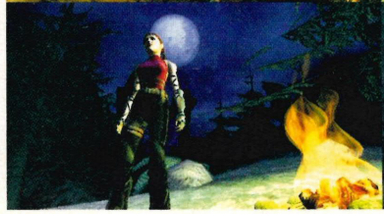
RESTORE ORDER FROM CHAOS IN THIS FORTHCOMING NEW ADVENTURE

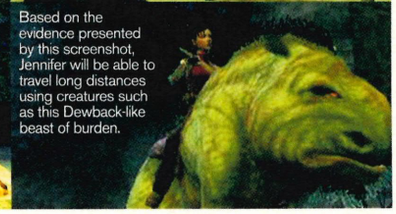
Most people will be aware of SCEE Studio Cambridge due to the hype surrounding the developer's hugely ambitious driving title *The Getaway*. However, in addition to this the firm is also working on *Primal*, an equally ambitious action/adventure game that could prove to be of triple A quality when it arrives in the summer of 2002. Set in a fantastical nether world which lies between the mortal plains and the afterlife, you control Jennifer Tate, a young woman with a dark demonic secret that unravels as the game progresses.

Accompanying Jennifer throughout the game is Scree, a living gargoyle who can also be controlled by the player (co-operative gameplay elements, not unlike those of the 8-bit classic *Head Over Heels*, could be in evidence here). Together the duo must restore the equilibrium that until recently had existed between the forces of order (led by Arella) and the forces of chaos (led by the demonic Abaddon). This will involve exploring four sprawling, richly detailed environments, each of which is inhabited by a variety of strange elemental species, some friendly, some not. There's still much work to be done on *Primal*, but already it's shaping up to be one of the 'must have' titles of next year.









Based on the evidence presented by this screenshot, Jennifer will be able to travel long distances using creatures such as this Dewback-like beast of burden.

Quality Control



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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**

BLOOD LUST

Sony and developer Sugar and Rockets are currently working on a PS2 game based on the Japanese animated movie *Blood: The Last Vampire*. The film, which was directed by Hiroyuki Kitakubo (who previously worked on *Ghost in the Shell*), is an unsettling thriller set in a Sixties US military base in Japan just prior to the Vietnam War. However, the game will take place in modern Tokyo and centres on the exploits of a vampire slayer charged with the task of ridding the city of the undead. Don't hold your breath for a Western release.





HOT DATE

The third instalment of the enjoyable *Everybody's Golf* series (also known as *Hot Shots Golf*) is due to hit Japanese stores on 26 July. The PS2 game has been developed by ClapHanz and will closely follow the formula of the first two titles. Consequently, you can expect some easily accessible cartoon golfing action, with the emphasis being placed firmly on having fun. The game's looking solid and fans can expect a selection of new characters and courses to make an appearance.

PARAPPA'S BACK

Fans of loveable cartoon dog PaRappa would do well to take a look at the official Web site for *PaRappa The Rappa 2* for PS2 at www.parappa-the-rappa.com. The site is now officially open and whilst much of the text is in Japanese, you'll still be able to get a look at some of the new characters set to make an appearance in the sequel. The game itself is due to hit Japanese stores later on this year, and the likelihood of a Western translation is pretty high. More soon.



WET AND WILD

ANOTHER JET SKI TITLE SET TO SPLASH ONTO PS2

It's like waiting for a bus (an unoriginal analogy admittedly). Yes indeed, this month has seen the announcement of not one but two jet ski-based games headed for the PS2. Along with Splashdown (featured this issue) we can also now look forward to Eidos's take on the popular water sport. Wave Riders features the Kawasaki and Jet Pilot licences meaning, that players will be able to crash along the waves on a selection of real-life jet ski's whilst kitted out in the latest wetsuit fashions.

The game is being developed by Japanese codeshop Opus Corporation and boasts some of the most convincing wave and water effects yet witnessed in a videogame. These effects aren't just aesthetic, however. Players must harness the movement of the water to win races and perform ludicrous stunts and tricks. A variety of game modes have been promised, including Arcade, Championship, Freestyle and, of course, a two-player Versus option. Races will take place in a variety of different international locales including the sun-drenched beaches of Florida, the fierce fjords of Norway and the famous canals of Venice. Fingers crossed that when Wave Riders hits stores this winter it will provide PS2 owners with an answer to Nintendo's superb Wave Race titles.







[Left] Understanding the motion of the water and waves will hold the key to coming first in the game's various events. You must learn control.

PLAY RECOMMENDS

NOT SURE WHAT TO BUY THIS MONTH? THESE ARE THE GEMS THAT WE RECKON ARE WELL WORTH THE MONEY AT THE MOMENT...



Toy Story Racer — *First-rate karting fun for PSone* — **92%**



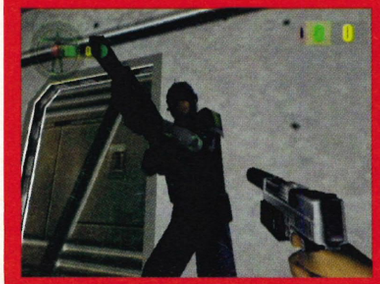
Power Shovelling — *Truly unique Japanese dig-'em-up* — **92%**



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



Time Crisis: Project Titan — *Frantic lightgun blasting. Buy it!* — **90%**



Red Faction — *The best FPS on PS2, bar none* — **94%**



Gran Turismo 3: A-spec — *The definitive real racing simulator* — **91%**



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



Sky Odyssey — *A superbly playable PS2 flight sim* — **91%**

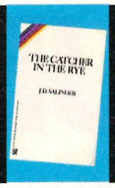
PLAYBOYS

They toil on your favourite PlayStation mag, neglecting social lives in favour of bringing you the most insightful PlayStation coverage possible. They ask for nothing in return, except that you take a minute to learn of their meagre lives each month. This month: what have this fine band of merry men been up to during the summer?

Graeme Nicholson
Being allergic to warm air, sunshine, tourists, sand, flowers, sweat and insects, it's difficult for Graeme to take part in the more traditional pursuits of a young man in summertime. So he hides indoors, working on his hatred.
silencio@paragon.co.uk



Will Johnston
As the country's leading producer of sweat, it's equally inadvisable for Will to venture outside, but he takes no notice. WJ can be found hunched up at the beach, wrapped in protective rags, sneaking digicam shots of the girls.
will@paragon.co.uk



Mark Crawley
Summer means one thing in Mark's language: it's time for the annual holiday. That means taking the wife off to hotspots of vacation bliss and treating the lady to some real wine n' dine luxury. The couple have been as far as Preston.
markc@paragon.co.uk



Simon Cann
Problems unsuitable for publication have left Simon on a course of antibiotics, leaving the poor sod without the option of wetting his whistle in the manner to which he has become accustomed. Awww.
scann@paragon.co.uk



Steven Gotobed
The maddening heat drove trainee psychopath Steve to purchase his first gun, which has been used to threaten other members of staff. It cost 99p and has one of those wimpy red bits on the end but still, it can be pretty frightening.
steveg@paragon.co.uk



WHAT A SAGA

CONFUSION SURROUNDS THE PREQUEL/SEQUEL TO XENOGEARS

Those of you who played *Xenogears* on the PlayStation will be aware of just what UK gamers missed out on when the game wasn't granted a release on these shores. Indeed, Square's superb RPG is regarded by many as one of the finest titles released for Sony's 32-bit system and now a new PS2 instalment of the series – *Xenosaga* – is set to appear in Japan towards the end of the year. The new game is to be published by Namco, although a significant portion of the *Xenogears* development team is involved in the project.

The plot will be based on the first of six chapters in the series (*Xenogears* on PSone was number five) and will be set in the year 3001. Mankind has abandoned the Earth and joined the mighty Star Cluster Federation. All is well until the arrival of an aggressive alien armada intent on the destruction of the entire human race. To defend itself the federation develops a range of massive attack suits known as Anti-Gnosis Weapon Systems (AGWS). These machines will feature heavily in the game's combat sections which, unlike *Xenogears*, will not occur randomly. Details of just three main characters have been released so far. The central protagonist will be 22-year-old Shion Uzuki, a brilliant researcher who saw her parents killed during a wartime conflict. Additionally two other characters have also been revealed – they are KOS-MOS (a female android) and a young man named Chaos who is suffering from memory loss.

The game looks gorgeous and will feature full 3D environments. Furthermore, a huge number of cut-scenes will give the game the expected cinematic feel associated with the RPG genre. At the moment it has not been confirmed for either a US or UK release, but fingers crossed a shrewd publisher will pick up the rights to distribute it over here. As soon as we know more so will you.







This battle suit is known as an AGWS. During the course of the game players will get to control a variety of different models.





OUT NOW

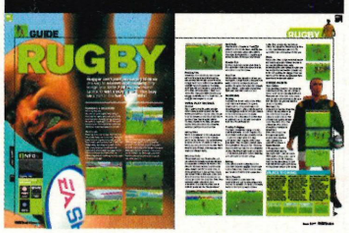
P2 delivers all the PlayStation2 information you need in one single magazine. Reporting on the hottest news surrounding the console, relaying development activities in the work in progress section, exposing the latest playable updates in the unmissable preview arena and analysing all completed PlayStation2 titles in the expert review segment. It's even got a DVD section!





OUT NOW

POWERSTATION is now available from all good newsagents priced just £3.99! Issue 64 features solutions for **Gran Turismo 3, Mat Hoffman's Pro BMX, Red Faction** and **Digimon World.** Plus there's loads of **new cheats** and **Xploder** codes too!

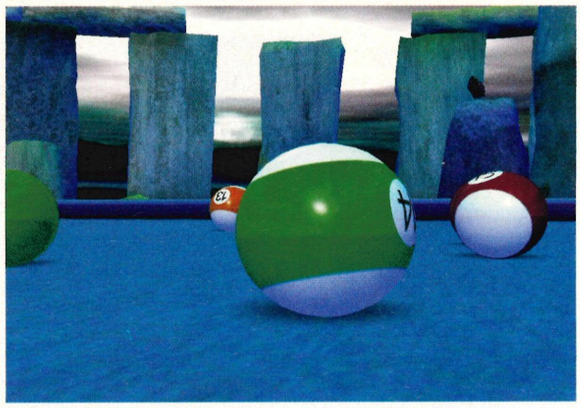


ON CUE

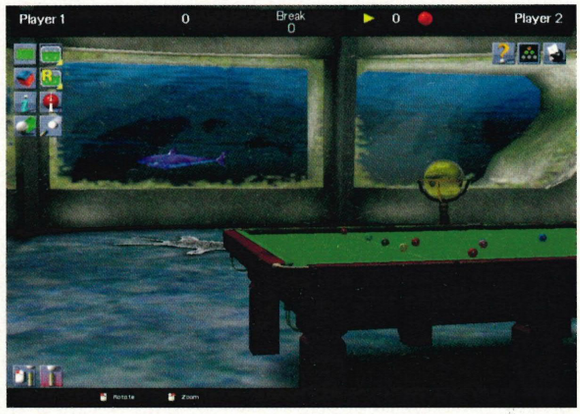
IT'S ONLY A PS2 GAME, SON

Okay. So it's yet another snooker/pool game, but this one has a difference. For instance, the games don't just take place in smoke-filled pool halls against fellows with names such as 'Maltese Joe'. Instead, it is set around a plethora of international locations including desert islands in the Maldives and, rather bizarrely, Stonehenge.

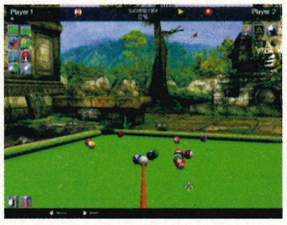
Naturally, the game is endorsed by cheeky cockney type and 'people's champion' Jimmy White, and has been programmed by industry legend Archer Maclean (of *Drop Zone* fame – ask your grandad). Boasting incredibly realistic ball physics, *Jimmy White's Cueball World* should prove to be the premier example of its genre when it is released later this year. And as if that wasn't enough, the title will feature a selection of sub-games including a variant on mini golf, a thumb wrestling simulator and best of all, an interpretation of 'the sport of kings'... British darts. What's more, you'll never have to worry about the balls getting stuck in the pockets. You can't say fairer than that. Look out for the review in an issue of **PLAY** hitting your town soon.



[Above] When playing at the Stonehenge arena don't be surprised to find a strong police presence – remember, druid rituals involving the famous tourist attraction can get out of hand and damage the grand stones. You have been warned.











GETTING A LITTLE TRICKY

EA'S SNOWBOARDING EXTRAVAGANZA GETS A MAKEOVER

The original *SSX* proved to be one of the most enjoyable initial PS2 launch titles and rightly earned itself a clutch of accolades. Knowing when it's onto a good thing, EA has announced a special edition of the game known as *SSX Tricky*, which will contain a veritable cornucopia of new features and additions. Exploiting the host DVD technology the PS2 affords, this version of the game will contain a stylish 3D front end, offering behind the scenes and 'making of' footage. Of more interest, however, are the game's two new courses. The first is Garibaldi, a stage situated in British Columbia, Canada that will allow both beginners and experts alike to catch some big air. Naturally this will be a stunt master's paradise. Secondly you'll have Valdez, a truly testing course which features near-vertical sections... best be packing those brown ski pants for this one then. The characters you ride with will also be brought to life thanks to the voice acting talents of such stars as Macy Gray, Lucy Liu and David Arquette. Along with eight of the original riders (Jurgen and Hiro have been ditched for this outing) players will also be able to select from six new competitors, all of whom will be able to pull off new 'Über' tricks. Improved graphics and opponent AI, coupled with a brand new soundtrack (think Mix Master Mike, Aphrodite and the Plump DJs) should ensure this is superior to the original in every way. Expect a November release.

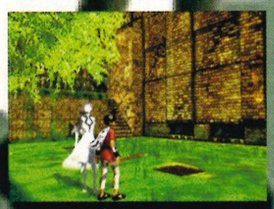


ICO WHERE YOU GO

SONY'S BIZARRE RPG IS FINALLY COMING TO FRUITION

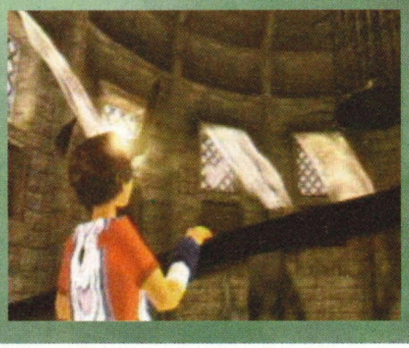
Having first emerged at last year's E3 event, *Ico* went on to disappear from the videogaming map. Fortunately, it has reappeared and is looking to be one of the more unusual titles to hit PS2 this summer. The game is set in a mythical land, where every generation a male youngster is sacrificed to appease the gods and vanquish evil forces. You control the eponymous hero – a young boy with horns – who, as chance would have it, is the latest in the line for sacrifice. Having been locked away in the tomb of a castle whilst he awaits his untimely demise the young whippersnapper manages to escape, but falls unconscious after a tumble. Having passed out, our hero dreams that a young princess held captive within the castle is crying out to him to save her. Once awake, young Ico must rescue the girl and vanquish the evil queen who imprisoned her in the first place (incredibly original stuff).

What ensues is a quest that will offer up a heady mix of adventure, role-playing, fighting and puzzle-solving. Okay, so this kind of thing has been done before, but there's no denying that *Ico* looks impressive, with the game's highly stylised visuals lending the title an unusual 'other worldly' feel. Watch out for a more in-depth look at this one soon.













[Right] This section sees our hero hanging on for dear life after catching the moving sails of a windmill. Various other set pieces will also be on offer during the adventure. Probably.

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Alundra 1 & 2	Grand Theft Auto 1 & 2	Simpsons Wrestling
Army Men Series	Harvest Moon	South Park Rally
Blade	Hogs of War	Special Ops
Broken Sword 1 & 2	In Cold Blood	Spiderman
Comm. & Conq. Series	ISS Pro Evolution 1&2	Spyro 1, 2 & 3
C-12 Final Resistance	Jurassic Park: Lost World	Star Trek: Invasion
Chase the Express	Koudelka	Syphon Filter 1 & 2
Chicken Run	Leg. of Kain: S. Reaver	Tekken 1, 2 & 3
Civilisation 2	Legend of Dragoon	Tenchu 1 & 2
Colin McRae Rally 1 & 2	LMA Manager 00 & 01	The World is not Enough
Crash Bandicoot Series	Mat Hoffman's Pro BMX	Theme Park World
D. Mirra Freestyle BMX	Medal of Honor 1 & 2	Time Crisis: Project Titan
D. Nukem Series	MediEvil 1 & 2	TOCA 1,2 & 3
Destruction Derby Raw	Men In Black	Tomb Raider 1,2,3,4 & 5
Die Hard Trilogy 1 & 2	Metal Gear Solid	Tomorrow Never Dies
Digimon World	Mission Impossible	Tony Hawk's 1&2
Dino Crisis 1 & 2	Monkey Hero	Toy Story 2
Discworld 2 & Noir	Parasite Eve 1 & 2	Tunguska
Dracula Resurrection	Rainbow Six	Urban Chaos
Driver 1 & 2	Rayman 1 & 2	Vagrant Story
Ducati World	Resident Evil 1, 2 & 3	Vanishing Point
Dune	Resident Evil: Survivor	Warzone 2100
Euro 2000	Ridge Racer 1, 2, 3 & 4	Who Wants to be Million
Fear Effect 1 & 2	S. Wars: Jedi Power Bats	Worms Armageddon
FIFA Series	S. Wars: Phantom Men.	WWF Smackdown 1 & 2



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TOTAL GAMES.net — If you'd logged onto TGN this month you'd already have seen...



A DAMN NEAR RABID GAME BOY ADVANCE SOFTWARE EXPOSÉ

Already looking like the handheld that just keeps on giving, the Game Boy Advance has its post-E3 repertoire hungrily slavered over by the TotalGames hounds, along with some of the hugely anticipated titles which sit – rather cruelly, it must be said – on the horizon. We want this stuff NOW!



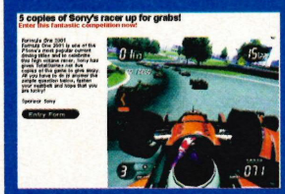
ENOUGH DEVIL MAY CRY ACTION TO KEEP THOSE UNHOLY URGES AT BAY UNTIL THE GAME'S RELEASE

We're already pretty excited about Capcom's genre-busting noirish gun-fest and the wait for finished code is taking its toll on our sanity. Rejoice though, for TotalGames.net is able to fill the void with its loverly streaming movies showing Dante in full swing.



HOW TO MAKE THAT STUBBORN PLAYSTATION2 PLAY DVDS FROM ANY REGION

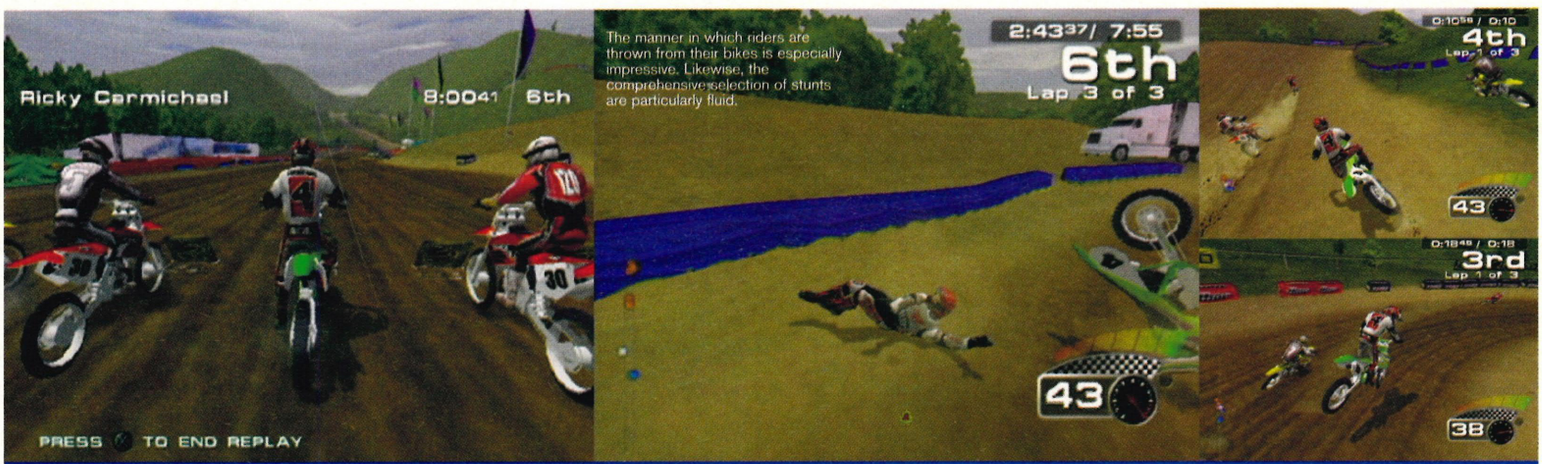
Those fine chaps at Datel have gone and done it again by producing what must seem like a God-send for PS2 owners wishing to embark on a voyage overseas to movie bliss. Allowing you to watch foreign discs on a PAL machine, the DVD Region X is a peripheral you don't wanna miss... keep watching the site to make sure you don't!



THE CHANCE TO WIN A COPY OF FORMULA 1 2001 FOR THE PSONE

What would life be without the giddy exhilaration of competition? Dull, that's what, unless your job is to drive an F-1 car ridiculously fast of course, and – hurrah! – TotalGames.net only went that extra mile and combined the two! Wonder what's up for grabs this month...

IF YOU THINK THAT LIL' LOT IS, WELL, LIL' THEN DON'T FRET BECAUSE TONS MORE STUFF AWAITS YOUR ATTENTION AT WWW.TOTALGAMES.NET. WITH NEWS, PREVIEWS, REVIEWS AND FEATURES UPDATED ON A DAILY BASIS IT'S THE SITE FOR UP-TO-THE-MINUTE INFO – AND DON'T FORGET TO LET 'EM KNOW WHAT YOU THINK ON THE TOTALGAMES FORUM!

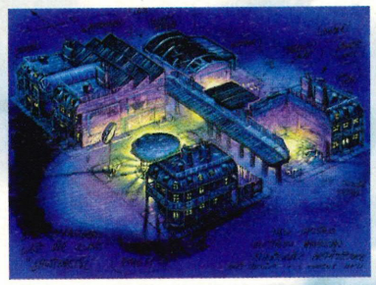


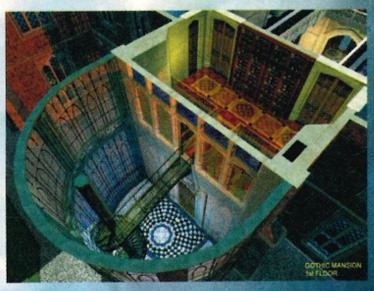
HEY RICKY, YOU'RE SO FINE...

MR CARMICHAEL REVS UP TO THE PS2

With the benefit of hindsight we were perhaps a little harsh on the last Ricky Carmichael game on PlayStation (reviewed Issue 73). Whilst it looked rough, it stands as a testament to its quality that we still occasionally indulge in a quick two-player game even now. Hopefully, with the imminent arrival of *MX 2002 featuring Ricky Carmichael* for PS2, the solid game engine of the previous titles will be done justice by a more polished visual style. The usual selection of play modes will be on offer, with the game's 25 tracks being spread across Motocross, Supercross, Amateur and Freestyle events. However, unlike on similar titles, players will be able to engage in ludicrous stunt challenges – for example, death-defying leaps over a row of trucks and the like (Evil Kenievel eat your heart out). As is par for the course, players can choose from a selection of 28 (count 'em) real life riders, including the titular grand champion and other journey men such as the loveable Mike Larocco. In a nod towards *Gran Turismo* the game will include 16 fully customisable bikes, allowing the grease monkeys amongst you to get 'down and dirty', if you will. What's more, six different multiplayer modes are available and impressively, the two-player split-screen mode loses precious little of the smoothness and detail evident in the impressively competent one-player mode. A 'head-ringing' soundtrack will also be in evidence. Due for release in September of this year, *MX 2002 FRC* should provide a nice alternative to Namco's *Moto GP*.







SPOOKY GOINGS-ON

THE WORLD'S FIRST SPOOK-'EM-UP IS ON ITS WAY

It may not be due for release until spring of next year, but the concept behind this refreshingly unique PS2 title from Empire sounds very intriguing. *Ghostmaster* will see players assuming the role of a ghost as it makes its way through a series of 16 interactive 3D environments, scaring the living excrement out of 100 different human characters. However, it's not just the living you've got to contend with, as you must also attempt to 'master' the other 50-plus ghosts in the game, each of whom possess their own unique supernatural abilities.

Gameplay has been described as 'action-based resource management', although puzzle elements have been promised too. By solving puzzles, your character will be able to learn new and exotic spells, such as summoning electric storms, calling forth cloudbursts of frogs and even stretching the fabric of space and time. Additionally, you'll be able to select from various points of view – for example, if you summon up a swarm of insects it'll be possible to switch to their perspective as you home in on an unsuspecting foe. Admittedly, this may all sound a little strange, but if the developers can manage to couple a solid game with such an original concept then it could prove to be a surprise hit. Much work is still to be done on *Ghostmaster*, but we'll keep you updated on how it's progressing over the coming months.

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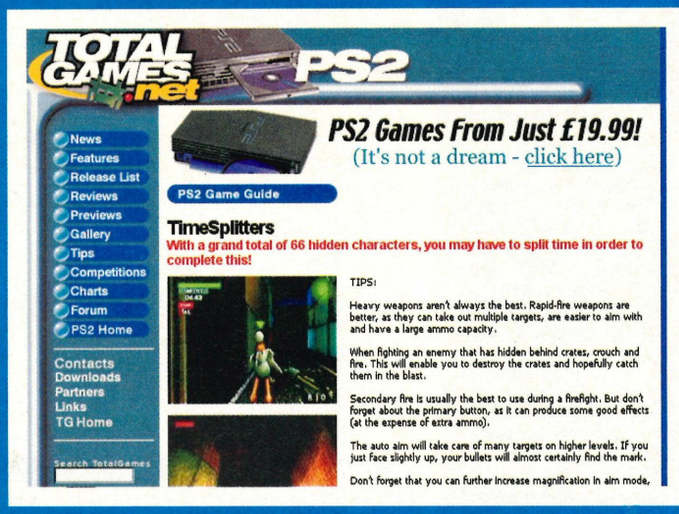
WHAT IS THE SPEED LIMIT IN RAPID CITY, SOUTH DAKOTA?

55 MPH
65 MPH
75 MPH

ANSWERS ON A POSTCARD TO I'D LIKE TO WIN A PSONE SCREEN IF THAT'S OKAY, PLAY MAGAZINE, PARAGON HOUSE, ST PETERS ROAD, BOURNEMOUTH BH1 2JS.

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RELEASE LISTS

PSONE MOST WANTED

BLACK & WHITE

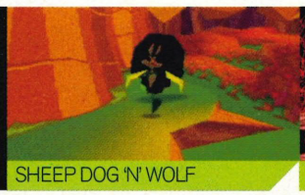
After what seems like an eternity in development, the hugely ambitious *Black & White* is almost upon us. Whether or not the developers have been able to squeeze all the core gameplay of the PC version onto the humble PlayStation remains to be seen. Only time, as they say, will let us know.





KNOWLEDGE IS POWER, YOU KNOW THAT DON'T YOU? SO GET READING THE LIST AND REVEL IN YOUR OWN MIGHT...

PSone



SHEEP DOG 'N' WOLF



DIGIMON WORLD

JULY 2001	RELEASE DATE
SYPHON FILTER 2 BUDGET RE-RELEASE	JULY 2001
WHO WANTS TO BE A MILLIONAIRE JUNIOR	JULY 2001
IN COLD BLOOD BUDGET RE-RELEASE	JULY 2001
SABRINA: A TWITCH IN TIME	06 JULY 2001
MOTOCROSS MANIA	06 JULY 2001
DIGIMON WORLD	06 JULY 2001
INTERNATIONAL CRICKET CAPTAIN	13 JULY 2001
PLUCKY'S BIG ADVENTURE	27 JULY 2001

AUGUST 2001	RELEASE DATE
HOT WHEELS: EXTREME RACER	AUGUST 2001
HOT WHEELS: MECHANIX	30 AUGUST 2001

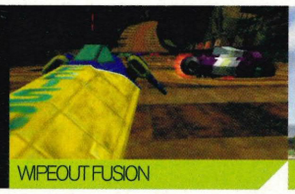
SEPTEMBER 2001	RELEASE DATE
SESAME STREET SPORTS	SEPTEMBER 2001
TIN TIN: DESTINATION ADVENTURE	07 SEPTEMBER 2001
SHEEP DOG 'N' WOLF	07 SEPTEMBER 2001
BLACK & WHITE	14 SEPTEMBER 2001
SPIDER-MAN 2: ENTER ELECTRO	21 SEPTEMBER 2001
X-MEN MUTANT ACADEMY 2	21 SEPTEMBER 2001
GOOFY'S FUN HOUSE	28 SEPTEMBER 2001
ROSWELL CONSPIRACIES	28 SEPTEMBER 2001
DISNEY'S ATLANTIS: THE LOST EMPIRE	28 SEPTEMBER 2001
PAJAMA SAM	28 SEPTEMBER 2001
MEGA MAN X6	28 SEPTEMBER 2001

OCTOBER 2001	RELEASE DATE
THE WEAKEST LINK	OCTOBER 2001
MEN IN BLACK: CRASHDOWN	12 OCTOBER 2001
THE ITALIAN JOB	12 OCTOBER 2001
F1 CHAMPIONSHIP RACING 2	26 OCTOBER 2001
FIFA 2002	26 OCTOBER 2001

NOVEMBER 2001	RELEASE DATE
ET PLANET EMERGENCIES	NOVEMBER 2001
HARRY POTTER AND THE PHILOSOPHER'S STONE	NOVEMBER 2001
SYPHON FILTER 3	NOVEMBER 2001
ONE PIECE MANSION	NOVEMBER 2001
LUCKY LUKE 2001	02 NOVEMBER 2001
POWER RANGERS: TIME FORCE	30 NOVEMBER 2001
MONSTERS INC	30 NOVEMBER 2001

DECEMBER 2001	RELEASE DATE
WHO WANTS TO BE A MILLIONAIRE	DECEMBER 2001
PROJECT JUSTICE	28 DECEMBER 2001

PS2



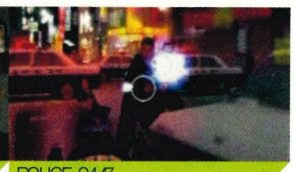
WIPEOUT FUSION



SILENT SCOPE 2



SILENT HILL 2



POLICE 24/7

OOPS!

The curse of... Release Dates

Here's what's happened. You've pawed through the release list and seen that – yes! – Armed Frogs: Final Assault should be out today. In a blur of frantic activity involving a cup of coffee, a cash machine and a bus ride you've arrived at Games Emporium, breathing heavy, the money in your hand now sodden with sweat. AFFA is nowhere to be seen. Rage fills your being. You hate us, you hate Games Emporium. Someone dies. Don't let it happen. Take note: release dates slip. Everyone's sorry.

JULY 2001	RELEASE DATE
WORLD CHAMPIONSHIP SNOOKER	JULY 2001
BLOODY ROAR 3	JULY 2001
SEVEN BLADES	JULY 2001
SUPREME RIDERS	JULY 2001
MINISTRY OF SOUND	JULY 2001
ATV OFF ROAD FURY	JULY 2001
TOKYO EXTREME RACER	JULY 2001
ATV OFFROAD	JULY 2001
FREAKOUT	JULY 2001
HIDDEN INVASION	JULY 2001
SKY SURFER	JULY 2001
STUNT GP	JULY 2001
TOKYO EXTREME RACER	JULY 2001
KLONOA 2	06 JULY 2001
NBA STREET	06 JULY 2001
ONIMUSHA WARLORDS	06 JULY 2001
JURASSIC PARK SURVIVAL	20 JULY 2001
GRAN TURISMO 3	27 JULY 2001

AUGUST 2001	RELEASE DATE
EPHEMERAL FANTASIA	AUGUST 2001
COOL BOARDERS 2001S	AUGUST 2001
TWISTED METAL BLACK	AUGUST 2001
PARIS DAKAR RALLY	10 AUGUST 2001
18 WHEELER PRO AMERICAN	10 AUGUST 2001
DARK CLOUD	31 AUGUST 2001
ALEX FERGUSON'S PLAYER MANAGER	31 AUGUST 2001
DNA: DARK NATIVE APOSTLE	31 AUGUST 2001
EXTREME-G 3	31 AUGUST 2001
NCAA FOOTBALL 2002	31 AUGUST 2001
SHADOWMAN 2	31 AUGUST 2001
WORLD CHAMPIONSHIP SNOOKER	31 AUGUST 2001
ZOMBIE REVENGE	31 AUGUST 2001

SEPTEMBER 2001	RELEASE DATE
THUNDERHAWK III	SEPTEMBER 2001
VICTORIOUS BOXERS	SEPTEMBER 2001
WWF SMACKDOWN	SEPTEMBER 2001
WING OVER III	SEPTEMBER 2001
PROJECT EDEN	SEPTEMBER 2001
COMMANDOS 2	SEPTEMBER 2001
GOEMON ACTION RPG	SEPTEMBER 2001
TEST DRIVE OFF- ROAD WIDE OPEN	SEPTEMBER 2001
WORLD RALLY CHAMPIONSHIP 2001	SEPTEMBER 2001
ESPN SKATEBOARDING	SEPTEMBER 2001
CONFLICT ZONE	SEPTEMBER 2001
EVIL TWIN	SEPTEMBER 2001
TWA TOUR TENNIS	SEPTEMBER 2001
SUPERCAR STREET CHALLENGE	SEPTEMBER 2001
BATMAN VENGEANCE	SEPTEMBER 2001
COMMANDOS 2	SEPTEMBER 2001
CONFLICT ZONE	SEPTEMBER 2001
DRIVEN	SEPTEMBER 2001
EDEN	SEPTEMBER 2001
F1 WORLD GRAND PRIX	SEPTEMBER 2001
FOOTBALL MANAGER	SEPTEMBER 2001
GIFT	SEPTEMBER 2001

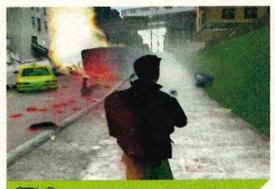
ICO	SEPTEMBER 2001
JIMMY WHITE'S QUEBALL WORLD	SEPTEMBER 2001
LMA MANAGER 2001	SEPTEMBER 2001
NO ONE LIVES FOREVER	SEPTEMBER 2001
TEST DRIVE OFF-ROAD: WIDE OPEN SPACE	SEPTEMBER 2001

OCTOBER 2001	RELEASE DATE
HERDY GERDY	OCTOBER 2001
SILENT HILL 2	OCTOBER 2001
LA FEMME NIKITA	OCTOBER 2001
SUPER MOTO X	OCTOBER 2001
MOTOR MAYHEM	OCTOBER 2001
ISS PRO EVOLUTION SOCCER	OCTOBER 2001
THE WEAKEST LINK	OCTOBER 2001
ACE COMBAT 4	OCTOBER 2001
AREA 51	OCTOBER 2001
CAPCOM VS SNK 2	OCTOBER 2001
DEVIL MAY CRY	OCTOBER 2001
ESPN NBA 2NIGHT 2	OCTOBER 2001
F1 RACING CHAMPIONSHIP 2	OCTOBER 2001
FIFA 2002	OCTOBER 2001
FROGGER 3D	OCTOBER 2001
GRAND THEFT AUTO 3	OCTOBER 2001
ISS 2002	OCTOBER 2001
KELLY SLATER PRO SKATER	OCTOBER 2001
LEGO RACERS 2	OCTOBER 2001
MOTOR MAYHEM	OCTOBER 2001
NIKITA	OCTOBER 2001
RAYMAN M	OCTOBER 2001
RUNE	OCTOBER 2001
SLED STORM 2	OCTOBER 2001
SMUGGLER'S RUN 2: HOSTILE TERRITORY	OCTOBER 2001
SSX TRICKY	OCTOBER 2001
STAR TREK: SHATTERED UNIVERSE	OCTOBER 2001

NOVEMBER 2001	PUBLISHER
RUN LIKE HELL	NOVEMBER 2001
SHADOWMAN 2	NOVEMBER 2001
THE LOST	NOVEMBER 2001
PRISONER OF WAR	NOVEMBER 2001
007 AGENT UNDER FIRE	NOVEMBER 2001
AIRBLADE	NOVEMBER 2001
CRASH BANDICOOT: WRATH OF CORTEX	NOVEMBER 2001
DRAKAN	NOVEMBER 2001
FREQUENCY	NOVEMBER 2001
GALLION	NOVEMBER 2001
JONNY MOSLEY MAD TRIX	NOVEMBER 2001
MAXIMO: GHOSTS TO GLORY	NOVEMBER 2001
NASCAR 2002	NOVEMBER 2001
NFL BLITZ 2002	NOVEMBER 2001
NHL HITZ 2002	NOVEMBER 2001
RAINBOW SIX: ROGUE SPEAR	NOVEMBER 2001
ROBOCOP	NOVEMBER 2001
RUBU TRIBES	NOVEMBER 2001
SHAUN PALMER'S BOARDER X	NOVEMBER 2001
SPY HUNTER	NOVEMBER 2001
STAR TREK: ELITE FORCES	NOVEMBER 2001
THE ITALIAN JOB	NOVEMBER 2001
THIS IS FOOTBALL 2002	NOVEMBER 2001
THUNDERBIRDS	NOVEMBER 2001
UEFA CHAMPIONS LEAGUE 2002	NOVEMBER 2001
WIPEOUT FUSION	NOVEMBER 2001
WWF SMACKDOWN: JUST BRING IT	NOVEMBER 2001
DOWNFORCE	02 NOVEMBER 2001
DRAGON WARS OF MIGHT & MAGIC	02 NOVEMBER 2001
SPLASHDOWN	09 NOVEMBER 2001

DECEMBER 2001	RELEASE DATE
METAL GEAR SOLID 2: SONS OF LIBERTY	DECEMBER 2001
END GAME	DECEMBER 2001
TEST DRIVE 2001	DECEMBER 2001
ALIEN: COLONIAL MARINES	DECEMBER 2001
BROKEN SWORD: THE SLEEPING DRAGON	DECEMBER 2001
DEUS EX	DECEMBER 2001
DROPSHIP	DECEMBER 2001
FINAL FANTASY X	DECEMBER 2001
GRANDIA 2	DECEMBER 2001
HYPE: THE TIME QUEST	DECEMBER 2001
JAK & DAXTER: THE PRECUSOR'S LEGACY	DECEMBER 2001
LEGACY OF KAIN: BLOOD OMEN 2	DECEMBER 2001
MAELSTROM	DECEMBER 2001
MAX PAYNE	DECEMBER 2001
MEDAL OF HONOUR: FRONTLINE	DECEMBER 2001
MONSTERS INC	DECEMBER 2001
PIRATES OF SKULL COVE	DECEMBER 2001
POLICE 24/7	DECEMBER 2001
SILENT SCOPE 2	DECEMBER 2001
SPIDEZ	DECEMBER 2001
STAR WARS: POD RACER REVENGE	DECEMBER 2001
TEST DRIVE 2001	DECEMBER 2001
TIMESPLITTERS 2	DECEMBER 2001
TOMB RAIDER: THE NEXT GENERATION	DECEMBER 2001
USHRA MONSTER JAM	DECEMBER 2001
GIANTS	22 DECEMBER 2001

JANUARY 2002	RELEASE DATE
BARBARIAN	JANUARY 2002
BASS STRIKE	JANUARY 2002
CASPER SPIRIT DIMENSIONS	JANUARY 2002
DEFENDER	JANUARY 2002
ESPN NFL PRIME TIME 2002	JANUARY 2002
EXO	JANUARY 2002
FIREBLADE	JANUARY 2002
GUNSLINGER	JANUARY 2002
GOEMON RPG	JANUARY 2002
KINETICA	JANUARY 2002
PRIMAL	JANUARY 2002
PRZYM	JANUARY 2002
SOCOM	JANUARY 2002
SPIDER-MAN: THE MOVIE	JANUARY 2002
SPYRO THE DRAGON 4	JANUARY 2002
STARSKY AND HUTCH	JANUARY 2002
STUNTMAN	JANUARY 2002
SUIKODEN 3	JANUARY 2002
SUPERMAN	JANUARY 2002
TEKKEN 4	JANUARY 2002
TETRIS WORLDS	JANUARY 2002
THE LOST	JANUARY 2002
THE MATRIX: RELOADED	JANUARY 2002
TITANIUM ANGELS	JANUARY 2002
TONKA MONSTER TRUCK	JANUARY 2002
TONY HAWKS PRO SKATER 3	JANUARY 2002
TOUR DE FORCE	JANUARY 2002
TRANSWORLD SURF	JANUARY 2002
TUROK EVOLUTION	JANUARY 2002
WORLD SPORTS CARS	JANUARY 2002


GTA 3


JAL & DAXTER


TWISTED METAL BLACK


MAELSTROM


DROPSHIP

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!





1

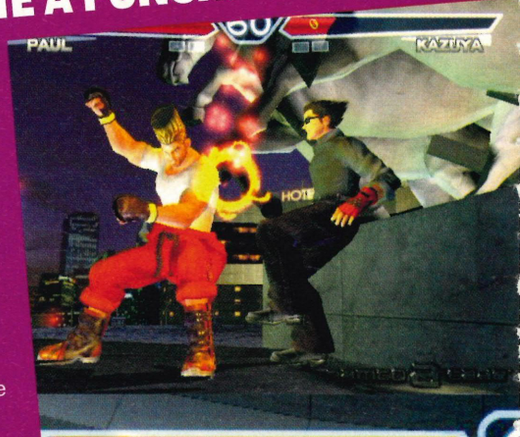
FIGHT 4 YOUR LIFE

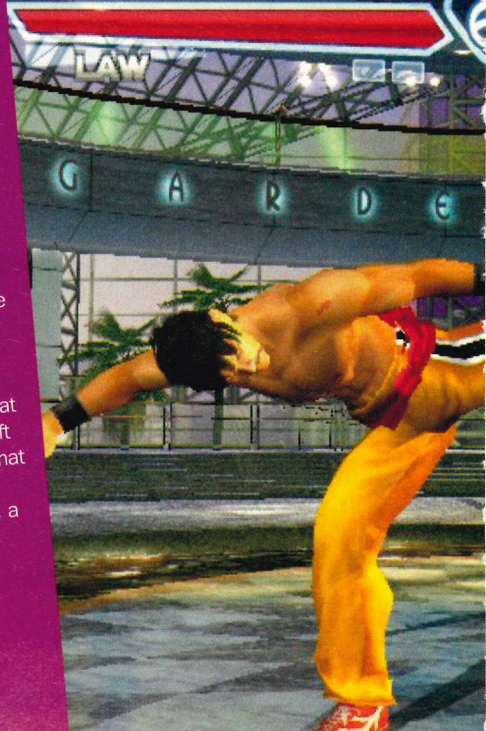
THE BATTLE OF THE NEXT-GEN BEAT-'EM-UPS IS HEATING UP AND NAMCO'S RECENTLY-REVEALED TEKKEN 4 LOOKS SET TO PACK QUITE A PUNCH.











What with SEGA announcing *Virtua Fighter 4* as exclusive to the PS2 and now Sony stalwart Namco unveiling *Tekken 4* – not confirmed as yet but almost a dead-cert to appear on the 128-bit Sony console – fight fans have never had it so good. You'll already be aware of SEGA's title, but to date Namco has been keeping details of what will be the fifth game in the *Tekken* series closely under wraps. Few would deny that *Tekken Tag Tournament* proved to be at least slightly disappointing and was discounted by many as 'Tekken 3.5'. However, with this latest instalment in the celebrated series Namco looks keen to recapture its position as the premier developer of beat-'em-ups.

The details and screenshots released on the game so far suggest that the prolific Japanese softco – behind such hits as *Soul Blade* and *Ridge Racer* – is pulling out all the stops for this latest fighter. New gameplay features announced so far include a side move option that will allow for fluid eight-way movement (not unlike that seen in *Soul Calibur*). Furthermore, most of the arenas will now be finite in size and will feature obstacles such as walls and barriers, which enemies can be punched into. Additionally, a position change feature will be in evidence, allowing cornered players to reverse positions with their opponents. Some people may be disappointed to hear that *Tekken 4* will not contain a Tag mode like its most recent predecessor, but most fighting fans are unlikely to miss this fairly shallow gameplay mechanic. As these screens illustrate, the game is looking to be of a pleasingly high quality – characters feature more detail, 3D movement is less inhibited.

IRON FIST OF FURY

The plot behind the *Tekken* games has typically centred on the exploits of the Mishima family and the Heihachi-owned Mishima Zaibatsu Empire, a trend continued here. To be honest, if you haven't played the previous games in the series then the story for this latest game will make about as much sense as the ramblings of a drugged horse. The game takes place two years after the events of *Tekken 3* (the *Tekken Tag* story line seems to have been erased from time). After failing to capture the True Ogre genome at the end of *Tekken 3*, Heihachi Mishima ordered his forces to collect tissue samples left behind from where the beast had last fought. Hoping to splice his own genome with that of Ogre's, Heihachi wanted to create a new and incredibly powerful life form. His experiment failed and he was advised by his researchers that for any kind of success, a sample of the rare Devil Gene would also be required. Lacking this rare gene himself

















"THE GAME LOOKS TO BE OF A HIGH QUALITY – CHARACTERS FEATURE MORE DETAIL, 3D MOVEMENT IS LESS INHIBITED"

Heihachi seeks to track down his grandson Jin Kazama, who had transformed into a devil after being mortally wounded at the end of the third Iron Fist tournament. Do you follow so far? Despite extensive searches Jin cannot be located, but along the way Heihachi has stumbled upon a 20-year-old picture of a corpse displaying a pair of deformed wings on its back. Convinced that the picture is that of his own son Kazuya (whom Heihachi had hurled into a volcano at the end of Tekken 2) the Mishima Zaibatsu is given orders to locate the corpse of Heihachi's dead son (who is believed to have possessed the Devil Gene himself).

BETTER THE DEVIL YOU KNOW

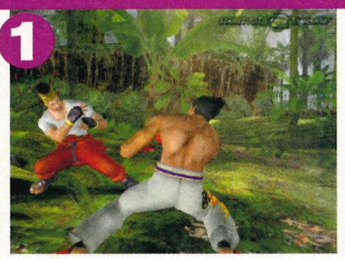
However, things aren't quite that simple, for after being thrown to his doom, Kazuya's corpse was found by a leading biotech company known as G Corporation. Having resurrected Kazuya the firm set about trying to break down and analyse the Devil Gene. Hearing of this, Heihachi and his team set about raiding G Corporation facilities in Nepal and Nebraska. The Nepal raid goes smoothly and secret data is lifted from the labs. The Nebraska raid, on the other hand, is thwarted when a large figure (resembling Kazuya) attacks and destroys the invading troops and then goes into hiding. In a bid to locate his son, Heihachi announces The King of Iron Fist Tournament 4, offering the competition winner the whole of the Mishima Zaibatsu Empire as the prize. Ignoring the fact that the tournament is obviously a trap to lure him out of hiding, Kazuya sets off to the competition intent on defeating Heihachi and ending the Mishima Zaibatsu Empire's reign of terror. Thus the stage is set for the yet another classic showdown between the world's finest fighters, in what should well prove to be the defining moment of the series.

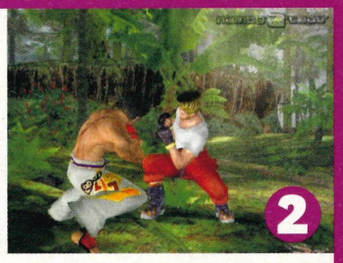
Due to hit Japanese arcades on 20 July this year, the possibility of a PS2 conversion arriving in Japanese stores in time for Christmas cannot be ruled out. A UK release will no doubt follow in the first quarter of 2002 – our advice is to start saving now, because this is sure to be a 'must have' title.

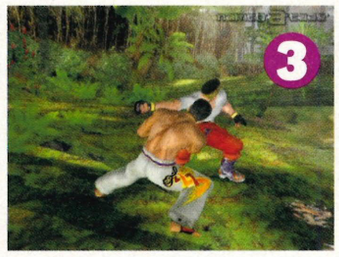


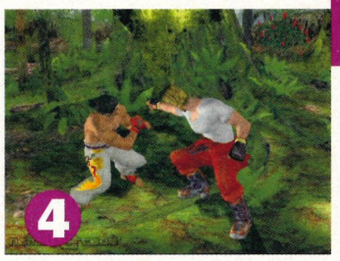
STEP ASIDE

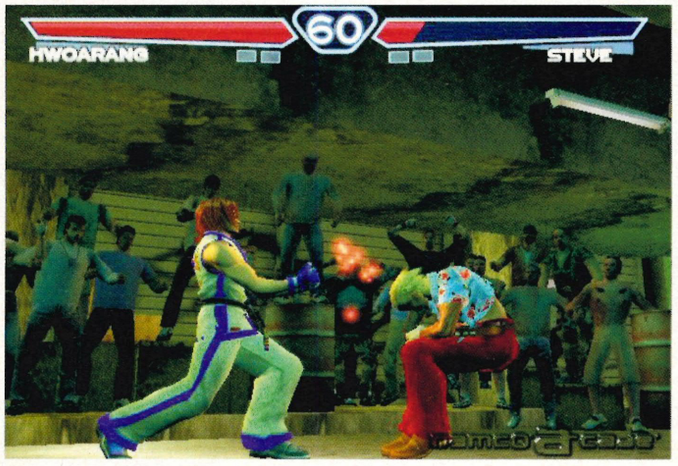
One criticism that has always been levelled at the *Tekken* games is that they have never functioned in full 3D, with most of the combat essentially taking place along a 2D plane. All this is about to change with *Tekken 4*. Thanks to the introduction of side moves (which allow for full circular movement around your opponent) players will be able to engage in far more strategic fights than before. Consequently, wrong-footing your opponents by pre-empting their strikes will be crucial for success in each bout.









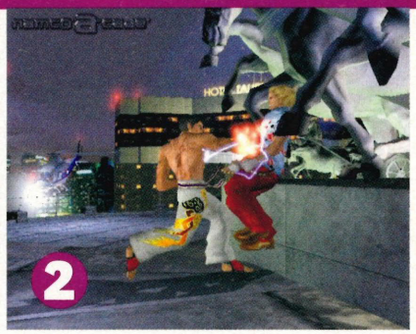


"THE STAGE IS SET FOR YET ANOTHER CLASSIC SHOWDOWN BETWEEN THE WORLD'S FINEST FIGHTERS, IN WHAT SHOULD WELL PROVE TO BE THE DEFINING MOMENT OF THE SERIES"

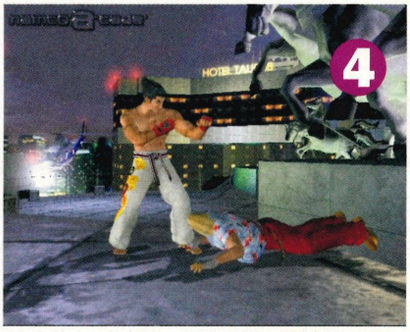
WALL OF PAIN

One important new addition to the fights will be the inclusion of walls and other obstacles (like trees) within the arena. These will play a key role in bouts, with canny fighters being able to trap their opponent up against an object or wall and then pummel them into submission. With some stages proving to be extremely confined, keeping track of your position in relation to the surrounding boundaries will be essential if you're to avoid taking a serious drubbing.





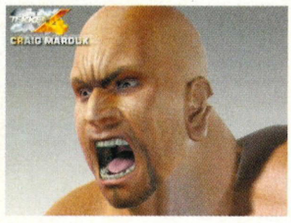




MEET THE COMPETITION

So far Namco has only confirmed the inclusion of 10 combatants, three of whom are brand-new to the series. This being a *Tekken* game you can expect a whole lot more to make it into the finished game, including, of course, a couple of well-hidden secret characters. Anyway, below are the ten initially selectable characters set to appear in the game.

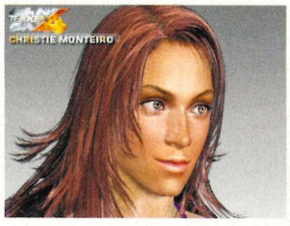
GRAIG MARDUK (NEW CHARACTER)



Craig was once a leading light in the Professional Vale Tudo fight circuit. However, allegations of match rigging and corruption saw him fall from grace. Following a drunken bar brawl in which he killed a man, Marduk was convicted to ten years in the state pen. After serving only two years inside, a mysterious benefactor pays for him to be freed and sends him an envelope containing a plane ticket and a new cutting about The King of Iron Fist Tournament 4. Who wanted him free and why?

CHRISTIE MONTEIRO (NEW CHARACTER)

This young female fighter is the granddaughter of the Capoeria master who taught Eddy Gordo his fighting technique. Whilst incarcerated, Eddy promised his master that upon his release he would pass on his skills to Christie. Eddy kept his promise and transformed Christie into a skilled fighter. Shortly afterwards Eddy disappeared, explaining he must take revenge on his father's murderers. With the fourth King of the Iron Fist Tournament as her only lead, Christie signs up for the fight of her life.



STEVE FOX (NEW CHARACTER)



A young British boxer, Steve is a formidable opponent plagued by the fact that he doesn't know the identity of his parents. Having become world middleweight champ, Steve is pressured by the Mafia to throw his next fight. He ignores their request and finds himself on the run from the mob. Having fled England for the US Steve tires of running and decides to enter the fourth Tekken tournament. Will Steve ever discover the identity of his biological parents – and how did he get the strange scar on his left arm? All will be revealed.

YOSHIMITSU (ORIGINAL CHARACTER)

As the leader of the Manji Party (an organisation that provides food and shelter to political refugees) Yoshimitsu and his colleagues find the ever-increasing number of refugees is stretching the party's already tight funds to the limit. Upon hearing about the new Iron Fist tournament and the grand prize of the Mishima Zaibatsu Empire, the sword-wielding cyborg knows he must enter the competition and defeat Heihachi Mishima. As always Yoshimitsu will be a force to reckoned with, his unorthodox but effective fighting style always confounding unsuspecting opponents.



LING XIAOYU (ORIGINAL CHARACTER)



As a junior student at the Mishima High School, Ling's life revolved around her constant regime of studying and training. Then, out of the blue, her world was thrown into confusion when she received a mysterious email warning her that her life was in danger from both Heihachi and his Mishima Zaibatsu organisation. Replying to the email proved fruitless, but Ling suspected that it had been sent by Jin Kazama, who disappeared after defeating True Ogre in the third Iron Fist tournament. Consequently, she signs on for the new competition hoping to meet Jin.

LEGEND OF THE IRON FIST

The *Tekken* series is undoubtedly one of the most successful to have appeared on Sony's PlayStation and PS2 consoles, with each sequel improving upon its predecessor. Join us as we take a look at this celebrated line of beat-'em-ups.

TEKKEN

Along with Namco's own *Ridge Racer*, this game was probably responsible for selling more PlayStations than any other title of the time. As a near-perfect translation of its coin-op parent, *Tekken* tore up the rule book and changed gamers' expectations of how home conversions of arcade games should be handled (sadly, tolling the death knell for the coin-op industry in the process). Whilst it has dated somewhat over the passing years and lacks the subtleties of later *Tekken* titles, the game still stands up against lesser firm's more recent attempts.



TEKKEN 2

Offering more characters, deeper gameplay and superior visuals (the slightly angular combatants were a trade-off for the game's superb lighting effects) *Tekken 2* took the series to new heights and reinforced the PlayStation's position as the 'must have' console of the time. Introductions such as counters and a greater depth of gameplay ensured that this was at least as successful as its illustrious predecessor. For a PSone game this still looks impressive today, although it would later be surpassed by Namco's exceptional conversion of *Tekken 3*.



TEKKEN 3

Regarded by connoisseurs as the finest game in the series to date (no doubt *Tekken 4* will change opinions here), this third game delivered incredible visuals, a huge selection of characters and the most balanced gameplay yet witnessed in the series. As a conversion it was a triumph, with only the slightly disjointed backdrops (a problem that has plagued all home conversions of the *Tekken* games) letting the side down. A look at the screenshot of the game shows just how far the series had come in terms of visuals. Sadly, a sloppy PAL translation (with slower action and ugly borders) spoiled the party. This was rectified for the Platinum version, however.

"TEKKEN 4 WILL NOT CONTAIN A TAG MODE LIKE ITS MOST RECENT PREDECESSOR, BUT MOST PEOPLE ARE UNLIKELY TO MISS THIS FAIRLY SHALLOW GAMEPLAY MECHANIC"

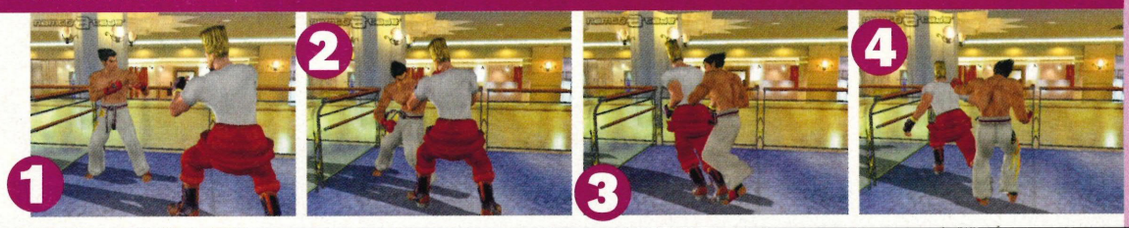


TEKKEN TAG TOURNAMENT

After Namco's previous efforts this came as a slight disappointment when it eventually arrived on the PS2. Viewed by many as a stop-gap title, it still holds its own as an incredibly solid beat-'em-up and contains practically every character to have appeared in the series to date. The characters looked impressive but some background problems once again reared their head. Worse still a poorly handled Tag mode meant that rounds ended after the defeat of just one character. *TTT* can still sneak off with a few hours of your spare time if you and a friend are in the mood, so to speak.

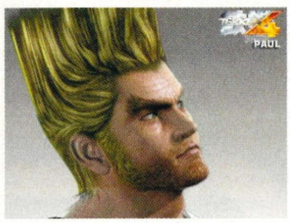
ASSUME THE POSITION

Finding your fighter trapped in a corner is never an advantageous position to be in during a fierce bout. Fortunately, the developers at Namco have created a way around this problem. Should you become trapped in a confined space it will be possible to turn the tables on your opponent by grabbing hold of them and pushing them into the corner which you had until recently occupied yourself. Naturally, this will add still greater depth to the battles, with complacency being heavily punished by an unwelcome role reversal.





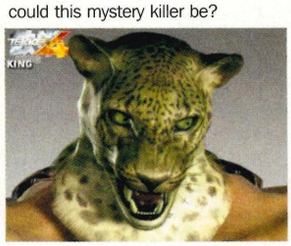
PAUL PHOENIX (ORIGINAL CHARACTER)



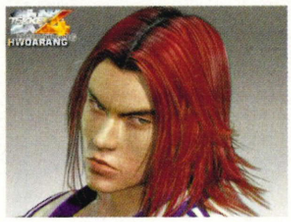
Believing himself to be the reigning Iron Fist champion, Paul Phoenix was devastated to learn that it was in fact Jin Kazama who had defeated Ogre in his true form, making Paul a lowly runner up. Despite his boasts that he was the true champion few believed him and soon even those who were closest to Paul lost patience with his arrogance. In time his once famed Dojo closed down and Paul fell into deep depression. Having spotted a flyer for the forthcoming Iron Fist tournament Paul decided to enter to prove that he is indeed the true champion. Doubters beware.

KING (ORIGINAL CHARACTER)

The mask-wearing grappler has had a fairly tough run of luck. Managing to recover from alcoholism after the first tournament, King was knocked back into shape by rival/mentor and foster father Armour King. Tragedy would once again strike King, when his mentor and friend was beaten to death during a drunken bar brawl. Armour King's killer was sentenced to ten years in prison. Seeking revenge King used the profits he had amassed from fights to bail the killer out and buy him a plane ticket to the fourth tournament. Who could this mystery killer be?



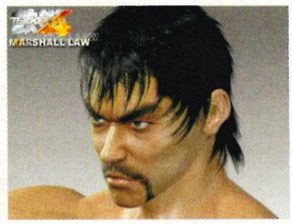
HWOARANG (ORIGINAL CHARACTER)



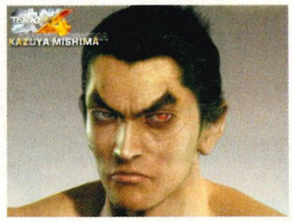
After the last competition Hwoarang found himself drafted into the Korean military forces. Whilst serving his army the Tae Kwon Do expert gained respect through daring missions and his undoubted fighting prowess. However, missing the thrill afforded him by hand-to-hand combat Hwoarang soon tired of the military way of life. Hearing of the fourth tournament the Korean fighter went AWOL and slipped away to join the competition. Hwoarang seeks to crush Heihachi and claim the Mishima Zaibatsu Empire as his own.

MARSHALL LAW (ORIGINAL CHARACTER)

A favourite of the Iron Fist circuit, owner of his own Dojo and a successful businessman to boot, Marshall Law once had the world at his feet. Sadly, his business empire was eaten away by rivals leaving him to pass his days in a drink-induced stupor. Having received news of the latest tournament, Law senior snaps out of his depression and trains solidly until he's returned back to his former physical prime. Knowing that the tournament prize would firmly reinstall him back in the business world, Law realises he must enter and win the latest Iron Fist tournament.



KAZUYA MISHIMA (ORIGINAL CHARACTER)



Having been thrown into the mouth of a volcano by his father (Heihachi) two decades ago, Kazuya was resurrected by the biotechnology firm G Corporation. Mishima junior allowed himself to be experimented on in the hope that he could locate the source of the Devil Gene contained within his body. Following a raid by Heihachi's forces on a G Corporation research lab Kazuya's personal data was stolen. Realising that the fourth Iron Fist tournament is a trap – intended to lure him in – Kazuya still can't resist the thought of defeating his father in combat.



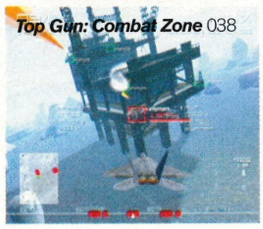
TECHNOMAGE

IF YE SEEK THE LATEST RPG ON PSONE THEN YE SHALL FIND TREASURE ON PAGE 62.

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.

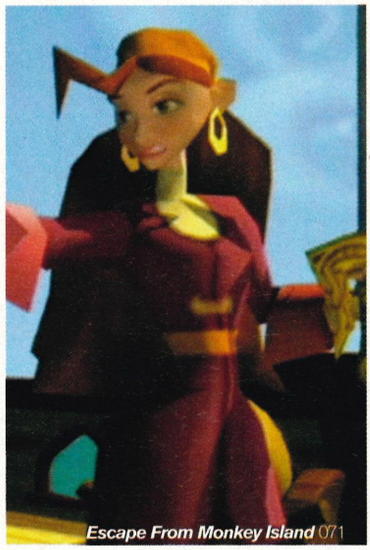
50-74
These are average games that may be entertaining but are fundamentally flawed or don't have any lasting appeal. Genre fans might like them.

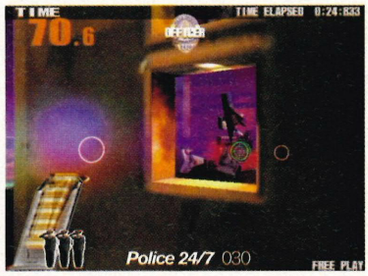
35-49
Games that should be avoided by everyone except die-hard fans and masochists.

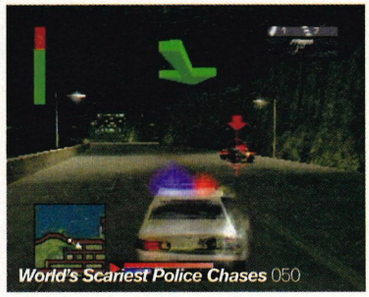
0-34
Complete tripe. We're warning you: these games are likely to induce severe depression!

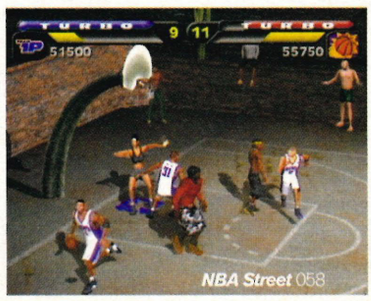












024 REVIEW SECTION

THE BEST WAY TO STOP WASTING YOUR HARD-EARNED CASH ON RUBBISH GAMES, AND THEN WRITING IN AND MOANING ABOUT THEM. JUST READ THIS!

024 ATV Offroad
042 Gran Turismo 3: A-Spec
050 World's Scariest Police Chases
054 Ephemeral Fantasia
056 Nicktoons Racing
058 NBA Street
060 Evil Dead: Hail To The King
062 Technomage
066 Sheep Dog 'n' Wolf

030 WORK STATIONS

SOMETIMES WHEN A MUMMY AND DADDY GAME LOVE EACH OTHER VERY MUCH THEY MAKE A NEW GAME. THESE ARE THEY.

030 Police 24/7
034 Guitaroo-Man
036 Spider-Man 2 Enter: Electro
038 Top Gun: Combat Zone

070 OFFICIAL ROUNDUP

SOME OF THE NOT-SO-WELL-KNOWN RELEASES PASS BENEATH OUR PROBING, SCRUPULOUS, JUDGEMENTAL EYES.

070 Batman Gotham City Racer
070 International League Soccer
071 UEFA Challenge
071 Escape From Monkey Island

072 IMPORT ROUNDUP

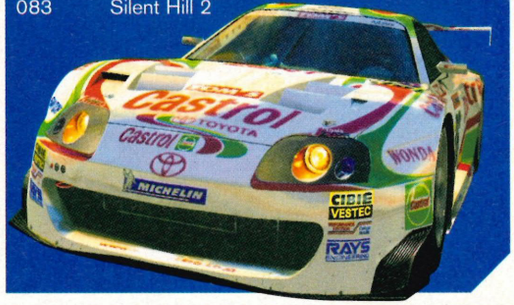
FOREIGN SOFTWARE IS ALWAYS A TREAT NOT TO BE MISSED. SO DON'T.

072 Blast Lacrosse
073 Digimon World 2

078 WIRED UPS

UP-TO-THE-MINUTE PREVIEWS OF THE LATEST AND GREATEST ON SONY'S BOX! BE THERE OR BE UN-KNOWING...

078 Twisted Metal Black
079 Disney's Atlantis
080 MX Rider
081 Tin Tin
082 Rune: Viking Warlords
083 Silent Hill 2



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	Multitap 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

Writer Mark Crawley **Available** July 2001 **Weblink** www.rainbowstudios.com

PLAY

- UK PAL
- PLAYSTATION2
- PUBLISHER SONY
- DEVELOPER RAINBOW STUDIOS
- PRICE £39.99

ATV OFFROAD ALL TERRAIN VEHICLE

- 1-4 PLAYERS
- MEMORY CARD
- DUAL SHOCK2

All the joy of quad bikes, all the fun of floaty physics!

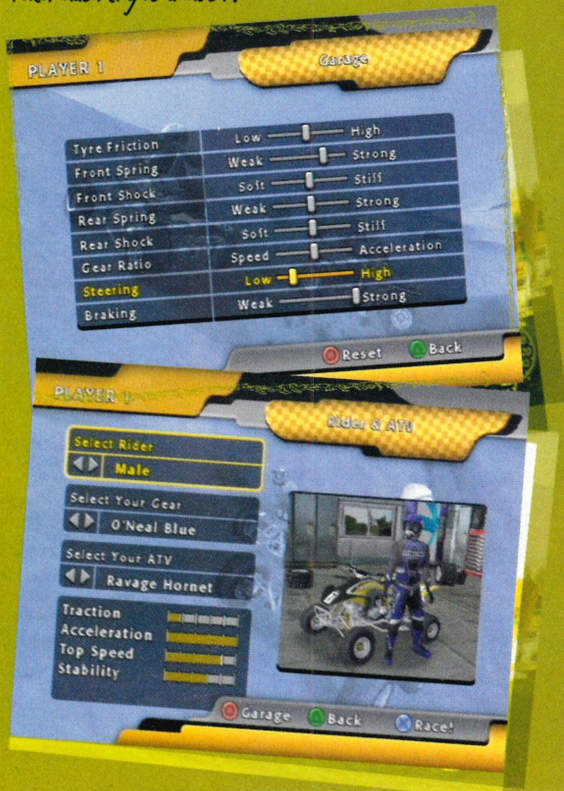


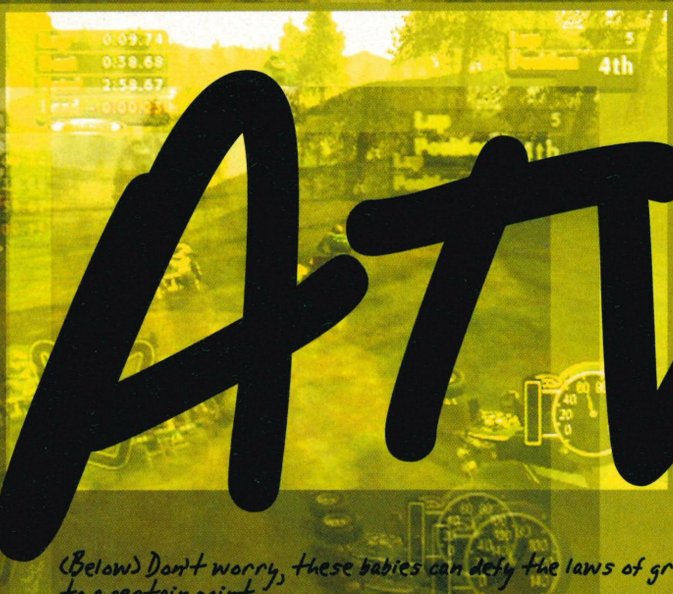


ATV

SPANNER+WORKS=DEFEAT

For adventurous players the Garage screen offers a chance to dabble in the arcane art of performance tweaking. Yes, it's easy to make matters worse rather than better, but if you're serious about squeezing the maximum performance out of your hog then mastery is a must.





(Below) Don't worry, these babies can defy the laws of gravity... to a certain point.





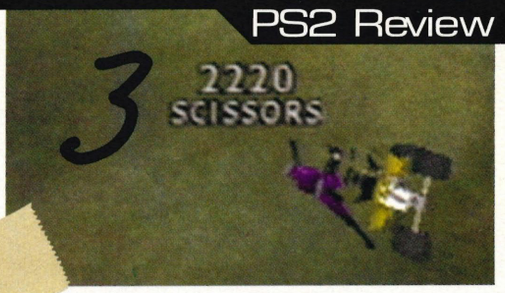


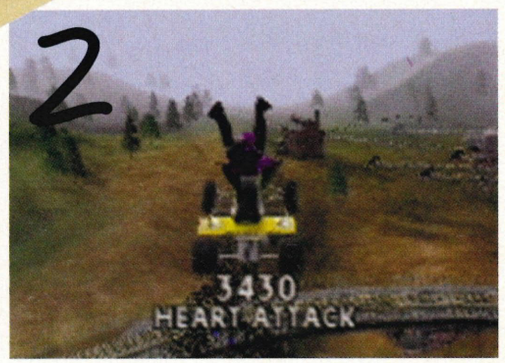
(Above) Objects tend to throw you off unless approached slowly... use the terrain to get the height necessary for tricks instead.

STONNING...

As if you didn't have enough to think about, ATV also includes a number of (fairly) simple tricks. Only for show-offs during regular races, they'll need mastering if you're going to make an impression on the stunt-based rounds. Remember, the longer you hold it, the more points ya get!







"YOU'LL COMPLETE EACH RACE AS MENTALLY DRAINED AS PHYSICALLY"

OFFROAD

Y'KNOW, ONE DAY SOON WE'RE GONNA RUN OUT OF DIFFERENT TYPES OF VEHICLE TO RACE!





It's totally inappropriate of course, but I could never forgive the original *Mario Kart* for not being *F-Zero*. I liked the speed, y'see – the post 8-bit world which had suddenly become filled with Mode 7 was every bit as exciting as the post-pubescent world which had suddenly become filled with members of the opposite sex. Woven into a rich new tapestry of possibilities, the desperation of impatience set in – *F Zero* was there first, *F Zero* was beautiful and, most important of all, *F Zero* smiled dirtily, beckoned with a slender finger then whorishly blew me away. *Mario Kart*, the kind of game you marry, would have to wait for a more mature suitor...

Of course, you can't play *Mario Kart* on the PS2, which is bad news for anyone pining for its particular sensibilities... well, at least it was until *ATV* showed up. That's not to say that the two titles share any immediate resemblance, mind: *ATV*'s tenor is quite different, the context far removed and its stylistic grit couldn't be less like the primary-coloured world of Mario if it tried. No, what earns *ATV* such a favourable comparison to an established classic is the way it demands constant attention and input from the player, every nuance of your performance being critical in order to run a decent race overall. *Mario Kart* managed to illicit such an immersive level of involvement via a handy hop-come-powerslide and well balanced weapons; *ATV* has undulations, and plenty of them.

Hit a hillock in *ATV* and, true to the laws of physics, you'll be thrown into the air. The faster you go, the further you'll fly, naturally, but it only takes a few laps of pedal-to-the-metal excess to realise that it's not achieving the maximum distance off each jump that matters; it's when you jump, and exactly – meaning EXACTLY – how far that counts. Hit a leading ridge at just the right speed to ensure that you land on the next bump's far side and a healthy speed can be maintained over the entire strip; make your initial leap at

(Left) The stunt-cam makes you look cool but, used during the race, can really mess up your performance.













(Above) Explore the terrain to find hidden areas... interesting, but scarcely useful.

the wrong velocity, however, and as you land squarely in the well between two undulations, there'll be little you can do to stop the competition sailing overhead as you struggle out of the ditch. Couple the fact that you can pre-load your suspension in order to get differing heights of jump, regardless (to some extent) of speed, with courses which are fairly wide and open at the worst of times, and you have a system which ensures that players develop highly individualised strategies for coping with each course. It's also fair to say that you'll complete each race as mentally drained as physically… rare for a genre which so often demands nothing more than the occasional push of Left and Right.

CPU opponents don't suffer from such fatigue though and, by and large, it shows. The AI riders are numerous enough, given the vehicles in question, and certainly offer some good racing pointers, despite the occasional welcome hiccup. Still, you can never be totally sure that you've discovered the fastest line without testing your metal against another human – something which *ATV* allows (as you'd expect) and copes with well (which is a bit more of a surprise). Don't worry about four-player action either – fog may be in place to preserve the frame rate but the draw distance remains serviceable, and Rainbow should really be congratulated for achieving what so many others find impossible. True, an already-demanding game is made that little bit tougher by screen-splitting, but well practised competitors will revel in the chance to go head-to-head – after all, there's little more rewarding than landing atop your newly acquired 'enemy', causing him to eat dirt as you roar off into the distance.

FOR QUAD'S SAKE

Speaking of which, some of the vistas Rainbow's engine allows are as breathtaking as any of the knocks your rider will take as you wrap him around yet another aesthetically pleasing tree. The texture-mapped terra makes no effort beyond the call of duty (you didn't really want voxels did you?) but then it doesn't really have to – environmental objects conspire to form everything from abstractly sparse settlements through to

"HATALL-IMPORTANT FRAME RATE HAS BEEN PRESERVED"

CHOOSE YOUR RIDE

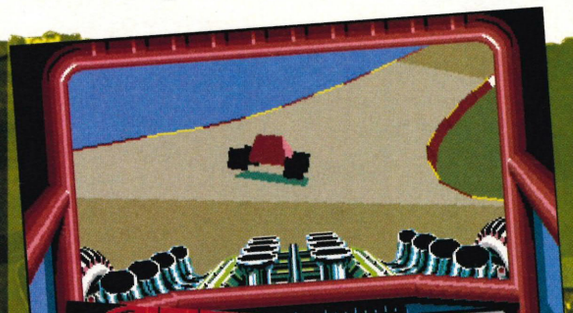
Oh yeah, they may look much of a muchness, but you'll soon learn which are the dogs the hard way...



Kawasaki 250 | Honda 300 Ex Yellow | Honda 400 Ex | Honda 300 Ex | Havoc Siege

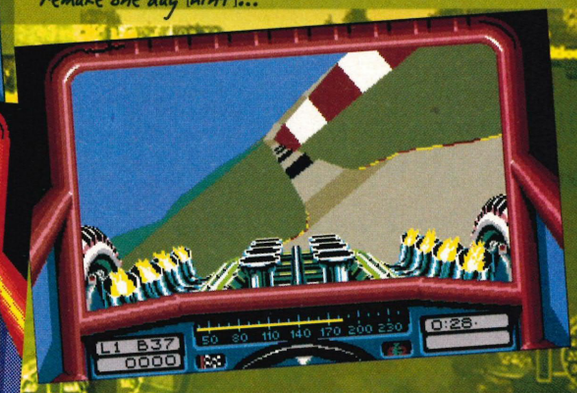
"CPU OPPONENTS DON'T SEEM TO SUFFER FROM FATIGUE AND, BY AND LARGE, IT SHOWS"











CREDIT WHERE IT'S DUE...

A regular visitor to our pages, Stunt Car Racer can take credit as the game which introduced ATV's fundamental play mechanic of launching ones vehicle at exactly the right velocity to land in the most favourable position. Aww c'mon, if we mention it enough you never know, we might get a remake one day (hint)...



(Below) Stealing a quick glance behind is risky at the best of times – don't do it unless you're desperate.



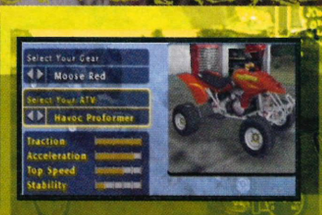




Havoc Razor



Havoc Milan



Havoc Proformer



Ravage DCX



Ravage Eagle

"ATV DEMANDS CONSTANT ATTENTION AND INPUT FROM THE PLAYER"



(Below) A sneaky peek behind is rarely worth the risk... you know what you're gonna see!

I CAN FLYEEEE!

If there's one thing ATV is good at it's making you wince as your poor rider glides into yet another building or sails over the edge of another ravine. If only Play had had a hand in development, that rider-launching sub-game would have made it in...









SEEN THE SCENE

Whist environments are usually archetypal, several boast specific themes such as an airbase or railway station. It's a close thing, but the game skirts around blandness and emerges with both its graphical credentials and gameplay intact... why can't all developers be this conscientious?!







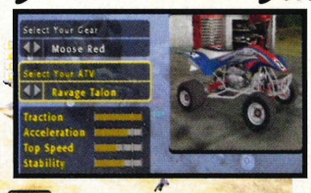
DID YOU KNOW?

- ATV stands for All Terrain Vehicle.
- You already knew that? Well, couldn't you at least pretend to be surprised, my job's on the line here! Let's try it again...
- Ahem, ATV stands for [wink] All Terrain Vehicle... what, you're soooo amazed to learn that? Glad to be of service!

CHOOSE YOUR RIDE CONTINUED...



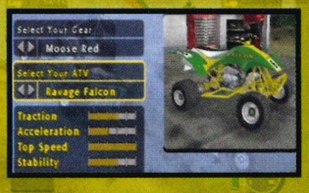
Ravage Hawk



Ravage Talon



Ravage Hornet



Ravage Falcon

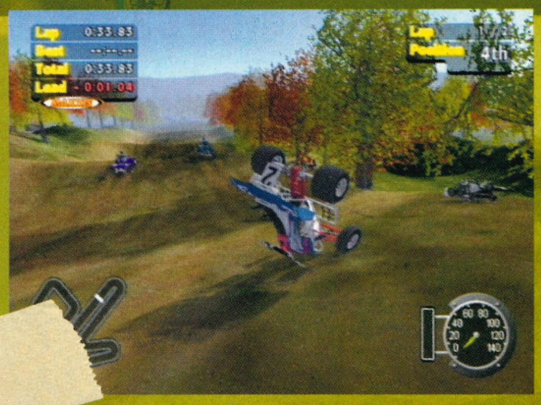





JUMP DA BUMP!

You can pre-load your ATV's suspension by pulling back, physically shifting the rider's weight, then pushing forward as you reach the crest of a hill. This technique allows extra height to be gained from each peak – just be sure to use it in an appropriate place...

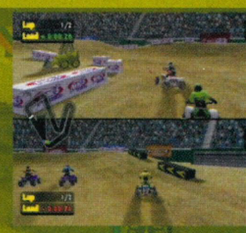




TWO CAN PLAY THAT GAME

They sure can – but thankfully, when you've only one available friend, ATV doesn't make the mistake of plopping the pair of you on an otherwise empty track – a few AI riders remain to pep up the action and, of course, cause a defeat which your opponent will take all the credit for. The sod.



"DESPITE A FEW NIGGLES IT STILL SITS FIRMLY IN THE MUST BUY CATEGORY"

worryingly dense forests, achieving a pleasantly immersive, if not entirely convincing, overall backdrop. Rest assured, that all-important frame rate has been constantly considered.

Despite such loveliness, however, *ATV* does have a few problems. The panorama of possibilities is arguably too vast for starters, making each excursion something of a lesson in chaos theory – the variations in speed and direction which determine success or failure are simply too slight for most players to reliably factor into their performance. You'll be having too much fun to notice at first, but practise not necessarily making perfect is bound to have a detrimental effect on the title's long-term appeal, and it's doubtful you'll ever approach a race with the confidence of a veteran playing *Wave Race 64*.

Other niggles are on a much smaller scale. In order to negotiate checkpoints properly players really need to know the relative positions of the current gate and the one which follows it; during open courses however, the game only ever indicates the position of the gate in-hand. After a collision players are also placed back on the track dangerously close to the offending object, on an intercept course! Lose concentration for a split-second and history will painfully repeat itself… most embarrassing [cough]. And one final moan must go to the weighting of several vehicles, the supremacy of acceleration and top-speed over traction making a number of the machines on offer instantly redundant.

Whilst these factors serve to rob *ATV* of the classic status which it so nearly attains, the game still sits firmly in the 'must buy' category. Don't make the same mistake I made with *F-Zero* and *Mario Kart* – have your fun with the PS2's fast-paced floozies if you must, but always come home at night to snuggle up with this one… she's worth it.




PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

88 PERCENT

FANTASTICALLY INVOLVING RACING LUNACY. BOING!

ALTERNATIVELY:

SSX	93%
Wild Wild Racing	64%

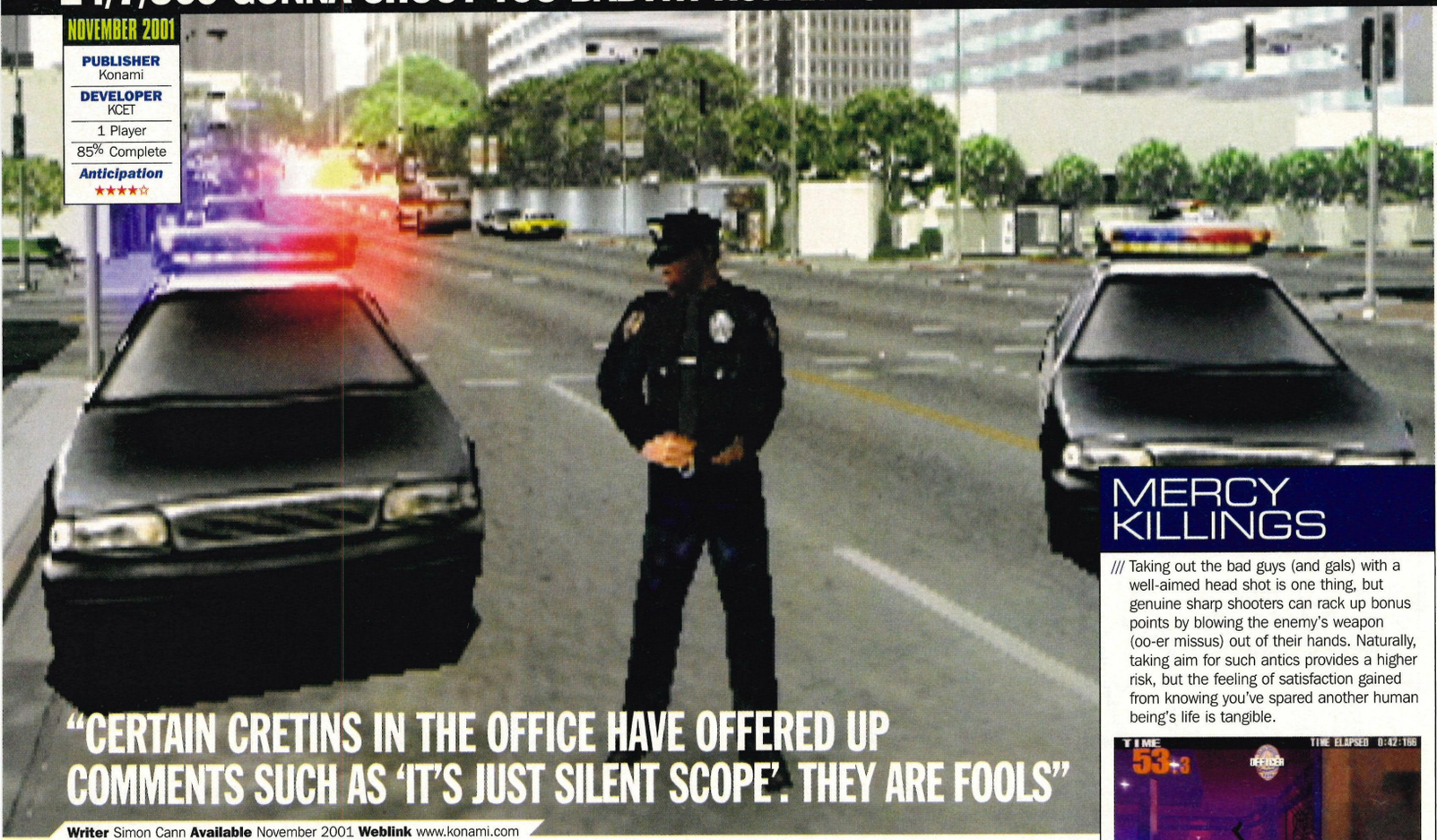
(Far Left) Nope. That's not healthy at all! In fact the only thing worse than falling off your ATV mid-air is having it crush you afterwards. Hope it hits one of them instead!

POLICE 24/7

24/7/365 GONNA SHOOT YOU BABY... KONAMI'S INNOVATIVE MOTION-DETECTING

NOVEMBER 2001

PUBLISHER Konami
DEVELOPER KCET
1 Player
85% Complete
Anticipation
★★★★☆



"CERTAIN CRETINS IN THE OFFICE HAVE OFFERED UP COMMENTS SUCH AS 'IT'S JUST SILENT SCOPE'. THEY ARE FOOLS"

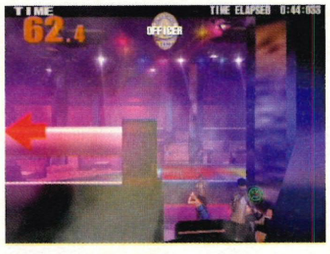
Writer Simon Cann **Available** November 2001 **Weblink** www.konami.com

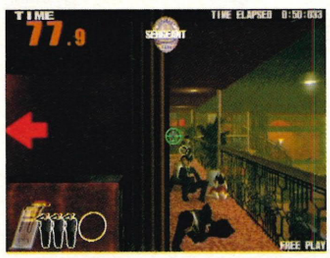
The lightgun shoot-'em-up genre has been stuck in something of a rut for the last few years. However, when Konami released its innovative *Police 911* coin-op it managed to breathe some much-needed life into the scene. The game is now headed for the PS2 under the title *Police 24/7* and based on the preview code we've received, the conversion looks to be shaping up very nicely indeed.

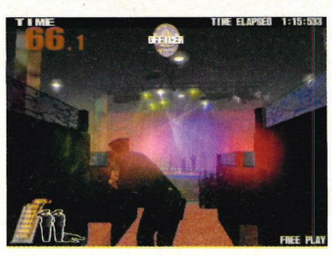
Those of you who've played the coin-op will be aware that you control a member of the LAPD, who must rid Los Angeles' Little Tokyo district of its criminal element – most notably the organised crime family known as the 'Gokudo-Kai'. Gameplay loosely resembles that of the *Time Crisis* games, and as you make your way through the various gangster-packed locales you can duck behind nearby scenery to avoid incoming fire and reload your weapon. So what's new? Well, the coin-op version of the game featured a unique cabinet that monitored the players' body movements and transferred them into the game. Consequently, if you ducked whilst playing, so too did your on-screen character. Likewise, dive left or right and again your on-screen alter ego would mimic your actions. Whilst this may seem like a gimmick, it lent the game an exceptionally immersive feel. The question is, of course, how can Konami get around the lack of hardware technology for the home conversion of the title? Well, firstly the Japanese softco is working on a

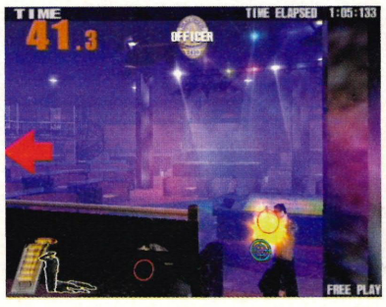
MERCY KILLINGS

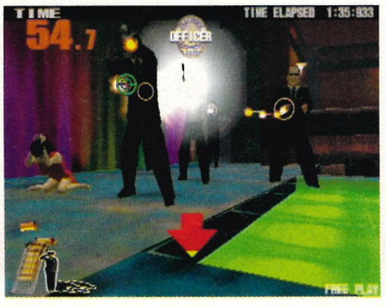
/// Taking out the bad guys (and gals) with a well-aimed head shot is one thing, but genuine sharp shooters can rack up bonus points by blowing the enemy's weapon (oo-er missus) out of their hands. Naturally, taking aim for such antics provides a higher risk, but the feeling of satisfaction gained from knowing you've spared another human being's life is tangible.



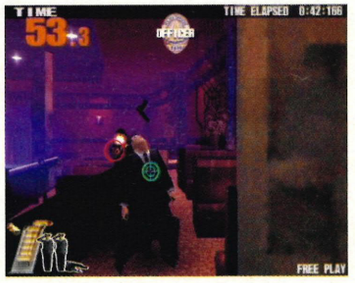


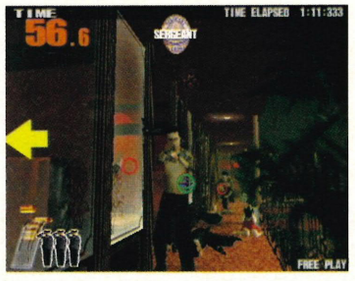


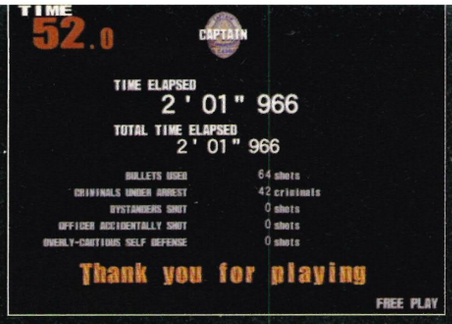


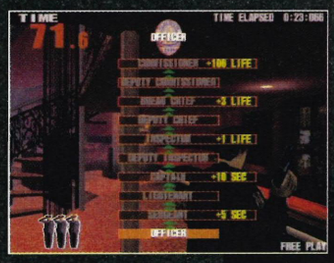


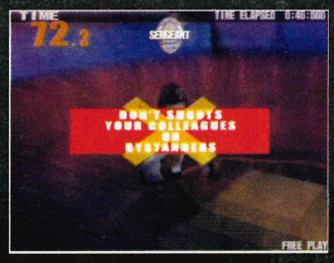










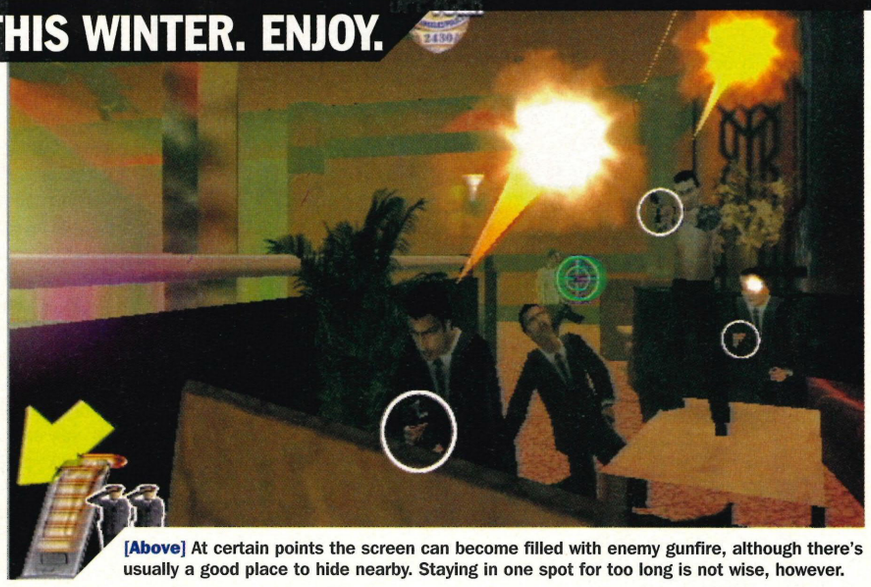


RANK AND FILE

/// Depending how well you're doing, you're awarded with a different rank ranging from the lowly role of Officer up to the giddy heights of Commissioner. Factors affecting your evaluation include the amount of bullets used, the number of bystanders and fellow officers shot and how cautious you were in taking cover. Suffice to say, those of you with trigger-happy tendencies or a yellow streak down your back shouldn't expect a promotion anytime soon. [Well observed Simon – Ed.]

COIN-OP IS COMING TO THE PS2 THIS WINTER. ENJOY.

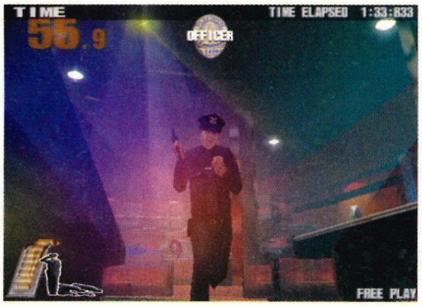




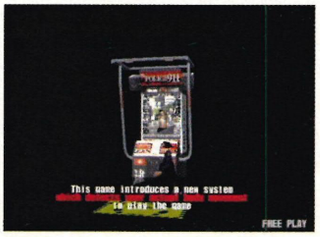
[Above] At certain points the screen can become filled with enemy gunfire, although there's usually a good place to hide nearby. Staying in one spot for too long is not wise, however.

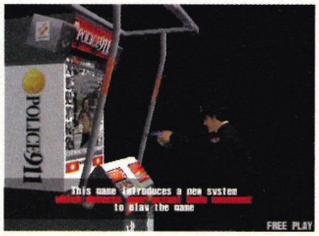






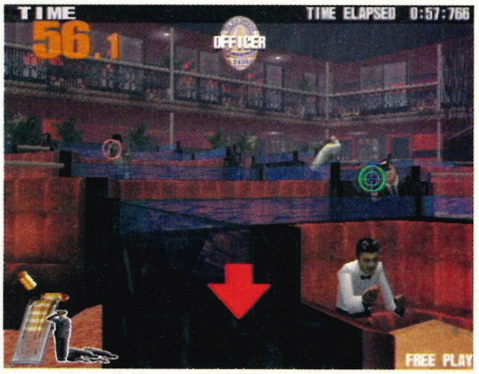


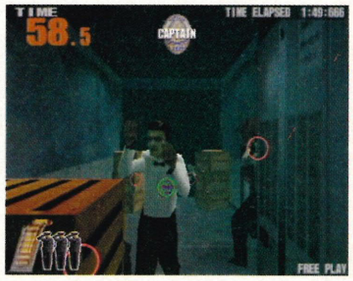


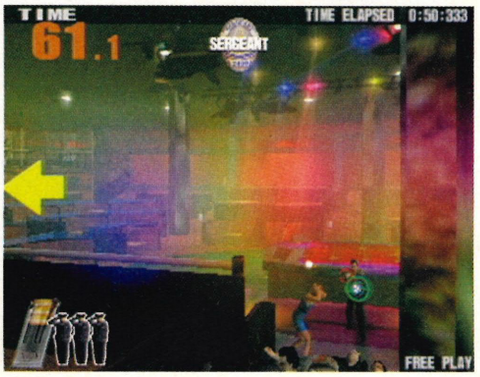


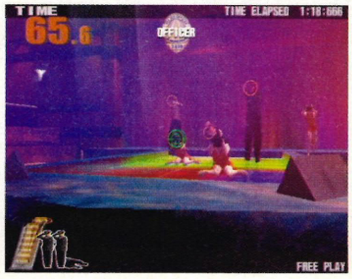
HOSTAGE SITUATIONS

/// During the course of the game you'll encounter innocent civilians who must absolutely, positively not be shot. Shooting these unfortunate bystanders not only incurs a time penalty (wasting precious seconds) but also has an adverse effect on your ranking at the end of each stage. Therefore you'd be advised to think before you shoot. You have been warned.









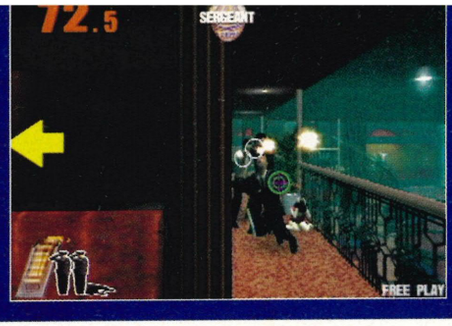


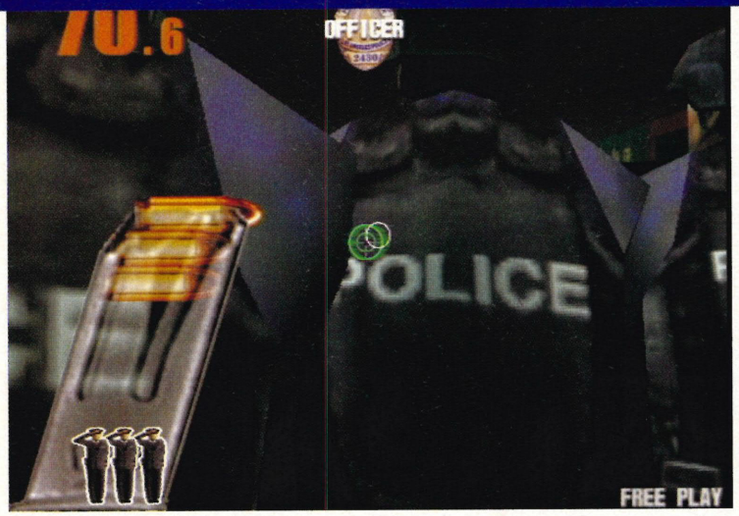
HIDE AND SEEK

/// During each shoot out you can take cover in a variety of different positions. Taking evasive action is controlled with the left analogue stick and affords you the option to duck away from incoming enemy fire. What's more, it also allows you to attack your foes from multiple positions. For example, during the first stage you can take cover behind a partition, shoot the bottles laid inside it and then pick off a few bad guys from a position of relative security







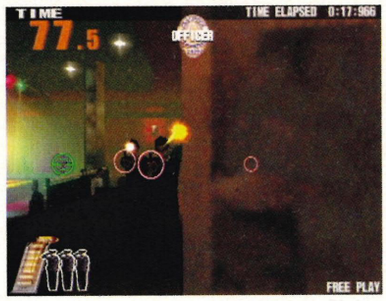


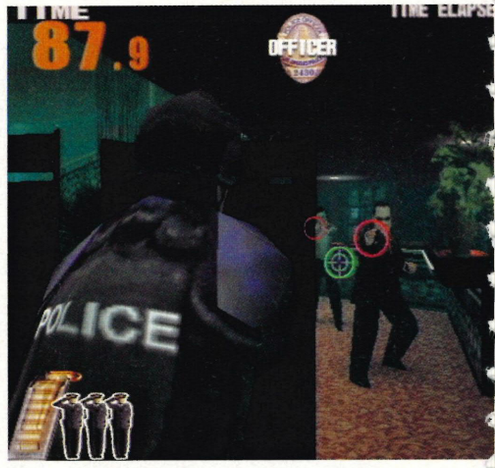
[Above] Much like the *Time Crisis* games, your weapon can be reloaded by taking cover behind innocuous pieces of scenery. Don't stay hidden for too long though, as time is very much of the essence in this game.

unique peripheral for the game that's rumoured to use some kind of trackball device, though whether or not the said device will make it to these shores remains to be seen. The fact that the gadget could be compatible with similar games such as *Silent Scope* and the forthcoming *Silent Scope 2: Dark Silhouette* suggests that the possibility of a release could be quite high. Regardless of this, *Police 24/7* works surprisingly well with the Dual Shock 2 pad. The left analogue stick is used to control your movement whilst the right controls the aiming of your cross hair, and shooting simply involves a quick tap of one of the four shoulder buttons. Yes, it's as easy as that.

Unlike other similar titles, *Police 24/7* plays in a slightly slow-paced fashion. Initially this seems quite odd, but it soon starts to makes sense, with the slow pace of incoming bullets affording you the time to dodge out of danger's way. Indeed, there's something curiously satisfying about the manner in which felled enemies collapse in a slow motion, John Woo-esque fashion. Certain cretins in the office offered comments such as 'It's just Silent Scope'. Admittedly, given the game's nature, it does share similarities with Konami's sniping-based title, but be under no illusion that *Police 24/7* is some kind of formulaic clone. Indeed, when the game arrives in November it could prove to the finest example of its genre on the market. Time, as they (who are they, anyway?) say, will tell.





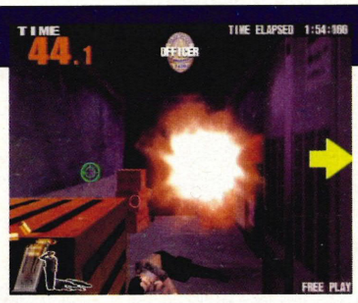


"THERE'S SOMETHING CURIOUSLY SATISFYING ABOUT THE MANNER IN WHICH FELLED ENEMIES COLLAPSE IN A SLOW MOTION, JOHN WOO-STYLE"

SLOW IT DOWN

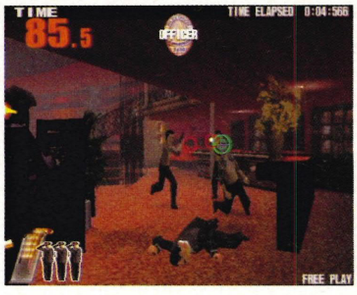
/// Unlike other games of its ilk (*Time Crisis* and *Virtua Cop*, for example), *Police 24/7* plays at a far more sedate pace. Whilst you may think this would make the action less frantic, it doesn't. Indeed, it lends the game a nicely understated 'stylistic feel', with the slow-moving incoming enemy fire generating a palpable feeling of tension.



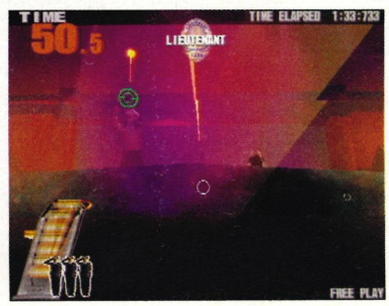












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GITAROO-MAN



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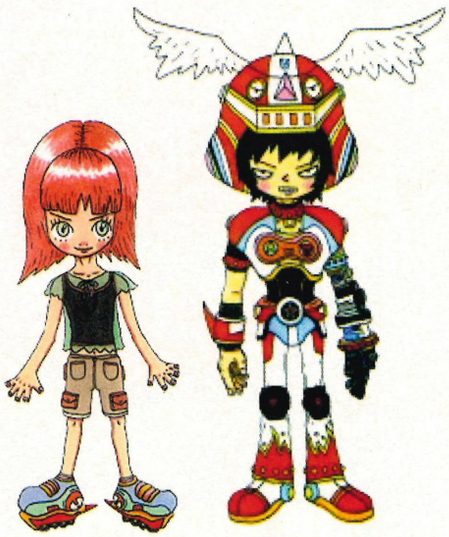
Even U-1's dog, Puma, is in on the action, turning into a rabid Aibo when his master becomes Gitaroo-Man

softography

KOEI Japan

Dynasty Warriors

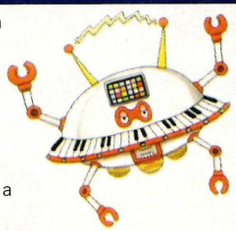
Dynasty Warriors 2





CHORD PLAY

/// *Gitaroo-Man*'s battles begin as you'd expect, with standard rhythmic button tapping used to dodge enemy attacks. The originality soon comes shining through, however, with a rather intuitive note-streaming system in place to allow U-1 to fight back. Players must track the direction of (what we assume must be) a musical wave with the analogue stick – a fitting system given the instrument you're supposed to be crucifying, and a must for air-guitar freaks everywhere!





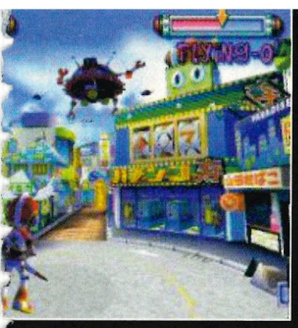


"IT'S SIMPLY AN ASSAULT ON THE SENSES – VIBRANT COLOURS, FAST ACTION, LOUD, LOUD MUSIC AND A TRULY INSANE STORY LINE"

We've said it before and, for the love of all that is good, holy, and not *Army Men*, we'll say it again – where the creation of genuinely refreshing console software is concerned, the Japanese outshine us 'Westies' to a significant degree. Turning the volume up to a Tap-inspired '11' and screaming this fact into our masochistic ears comes *Gitaroo-Man* from Koei, an *Um Jammer Lammy* inspired rhythm-'em-up which, unlike Hollywood celebrity, can use the word 'energised' without sounding like a pretentious git. It's simply an assault on the senses – vibrant colours, fast action, loud, loud music and the kind of story line that makes you pause, scratch an increasingly confused cranium (preferably your own), then gasp 'eh?!' before checking that yes, the game does feature an oddly named school-kid who transforms into a guitar-wielding super-hero in order to save the day.

U-1, the game's star, might have all the dress-sense necessary to repel his unrequited love, Pico-chan (not to be confused with Pikachu – that would be sick) but his secret existence as a fret-fingering freedom fighter ensures that life is far from empty, even without her affections. Catching the slightest whiff of any stereo-phobic alien activity, U-1 transforms into his alter ego, Guitaroo-Man, in order to dish out enough power-chord punctuated punishment to make Zakk Wylde proud. Umm, okay, so U-1 might not have been THAT welcome warming up for Metallica at Donington, but when it comes to taking on a laser-toting UFO with nothing more than six strings and a whammy-bar you gotta admire the guy for making it one of the more entertaining sights of recent history rather than a swift, tragic slaughter. *Gitaroo-Man* will be stage-diving into gamers' hands in Japan by the time you read this, with a US translation, sans release-date, confirmed – let's hope they don't change a thing.











WERE VERY BIG IN JAPAN

/// The game's music comes courtesy of Japanese group Coil and, unsurprisingly, consists of wholesome chunks of J-Pop. The guitar work certainly sits well over the backdrop of technotic beats and enthusiastic synth melodies, but those who balked at *GT2*'s original non-Westernised soundtrack won't find much aural pleasure here. The fools.

FREAKS. DON'T FRET THOUGH, COS THAT'S GITAROO-MAN'S JOB (GEDDIT?!)...

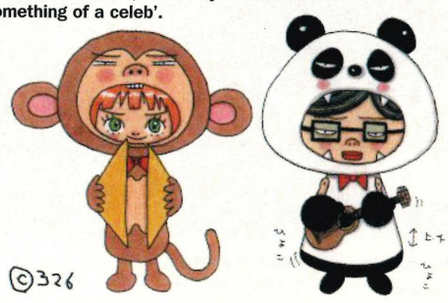








The Japanese artist 326 is responsible for the game's characters, as the flyer denotes he's something of a celeb'.





BUY MY WARES...

/// The marketing machine is in full motion, promoting Gitaroo-Man with the kind of useless junk we love to receive here at Paragon Palace (hint hint, KOEI). Trading cards and key-fobs are par for the course, but just look at those cookies – bet they taste damn fine, those [slurp!].







SPIDER-MAN 2 ENTER ELECTRO

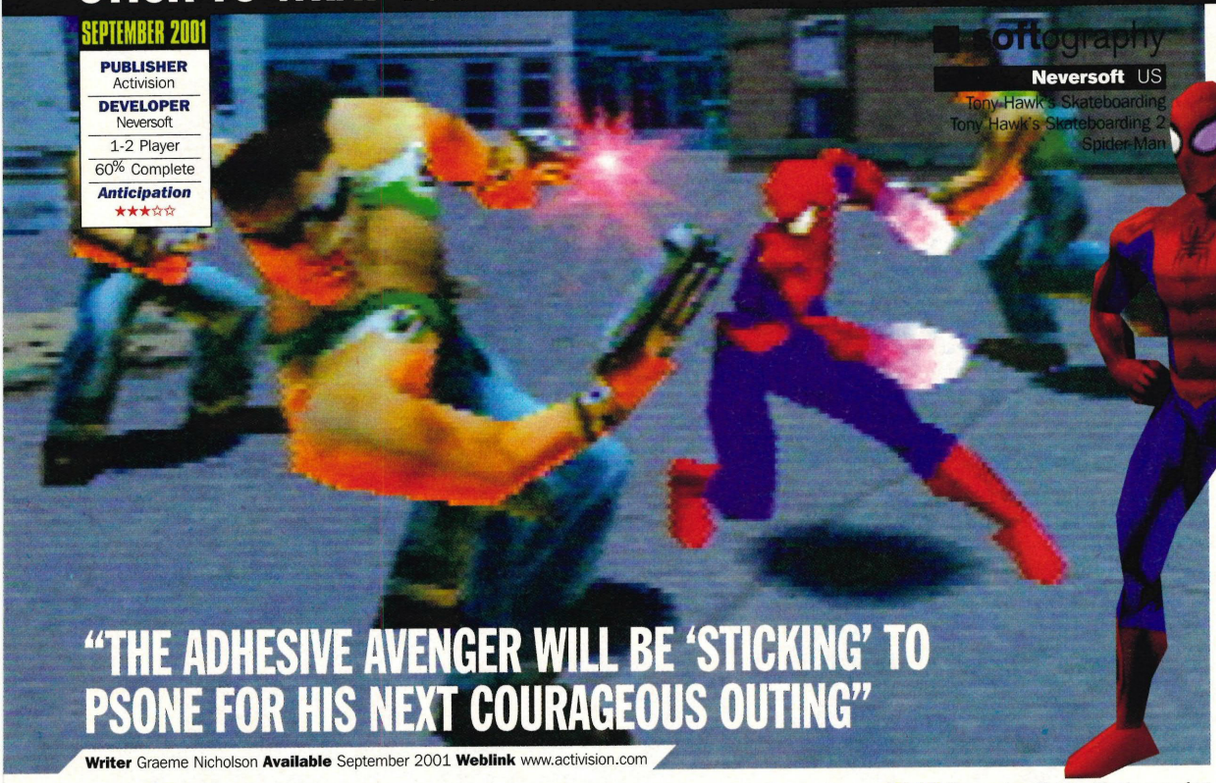
STICK TO WHAT YOU KNOW – IT'S SPIDER-MAN AGAIN!



SEPTEMBER 2001

PUBLISHER Activision
DEVELOPER Neversoft
1-2 Player
60% Complete
Anticipation
★★★☆☆

oftography
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Tony Hawk's Skateboarding
Tony Hawk's Skateboarding 2
Spider-Man







"THE ADHESIVE AVENGER WILL BE 'STICKING' TO PSONE FOR HIS NEXT COURAGEOUS OUTING"

Writer Graeme Nicholson **Available** September 2001 **Weblink** www.activision.com

Being such a big name, the spread of Spider-Man's merchandising web increased rapidly with the release of the first game on PlayStation. Number one in the charts. Gamers, it seemed, want Spidey. Of course, Activision is only too happy to oblige, with a second helping of Marvel's arachnid-enhanced hero set to crawl into stores this September. And, technophobes, the adhesive avenger will be 'sticking' to PSone for his next courageous outing, so no worries about another big franchise turning its back on PlayStation veterans.

The differences revolve around Spidey's new surroundings, many of which are now outside in the city streets rather than tucked away in office blocks or on rooftops. In these streets there are even some puzzles. Upon finding a storefront on fire in our preview version, it transpired that the correct thing to do was latch some webbing around a fire hydrant then break the sucker off its base, the resultant torrent of H20 extinguishing the blaze.

So our hero has attained the power to 'yank'. Of course, that's not all – electrified web fluid is now also at your disposal – but further web attacks, combos and fighting moves are being kept secret at present. Well, at least that leaves much to be revealed between now and the game's release!





[Right] **Remember Spider-Man's amazing lazery shooty eyes? Yes, us too.**

X MARKS THE SPOT

/// Activision is also working on another sequel brimming with Marvel characters. *X-Men: Mutant Academy 2* augments the original beat-'em-up with six new characters, a similar number of new arenas and the heart-stirring possibilities offered by aerial combat – some characters can fly! This little sweetie comes out in September, alongside *Spider-Man 2*.



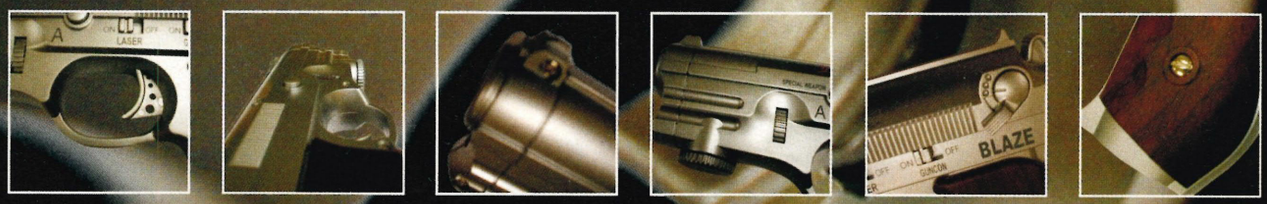
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TOP GUN: COMBA

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SEPT 2001

PUBLISHER Virgin

DEVELOPER Titus

1 Player

70% Complete

Anticipation

★★★★☆



softography

Titus France

Crazy Cars II

Titus The Fox (Game Boy Color)

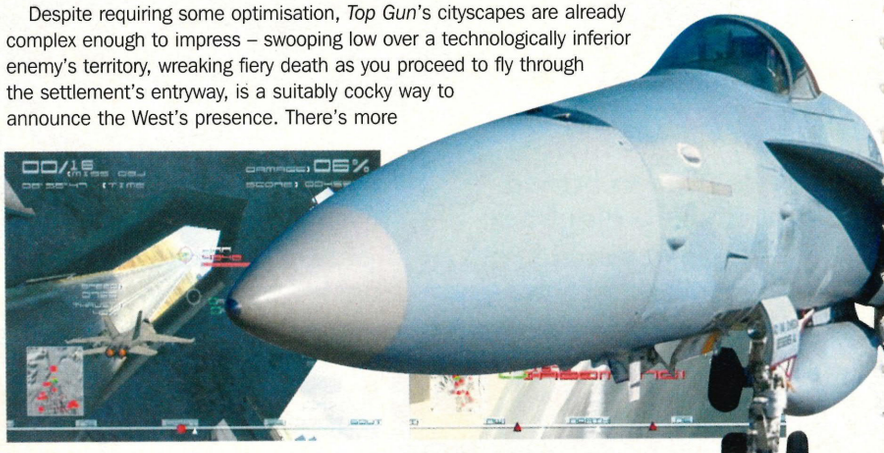
Blues Brother 2000 (N64)

Writer Mark Crawley **Available** 2001 **Weblink** www.vie.com



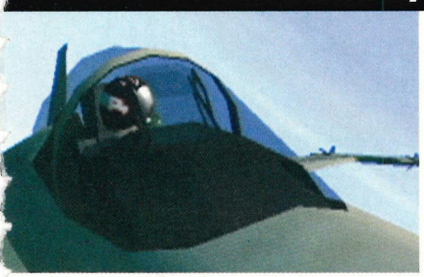
Now-nee-noww-nah-nah-na-na-naah-nowww... [Mark feels that this phrase phonetically describes the song *Danger Zone* by Kenny Loggins and I'm in no mind to argue – Ed.] How the hell did Tom Cruise manage to fulfil the height requirements demanded of a Top Gun pilot? Maybe they let him sit on a cushion or – aha! – perhaps it was not being able to see the enemy that actually made him so fearless? Whatever the case, we're glad they let him in, because now we get to play a game based (loosely, so it seems) upon his high-altitude Eighties exploits, courtesy of Virgin Interactive. But as Namco will tell you, all the perfectly rendered fluffy white clouds in the world can't help you when it's ground detail which garners prestige from Joe Public – hence, in a move aimed specifically at stealing *Ace Combat*'s thunder, *Top Gun* places much of the action at damn-near ground level, dumping the emphasis firmly upon deft sorties which show off environmental scenery to the max.

Despite requiring some optimisation, *Top Gun*'s cityscapes are already complex enough to impress – swooping low over a technologically inferior enemy's territory, wreaking fiery death as you proceed to fly through the settlement's entryway, is a suitably cocky way to announce the West's presence. There's more



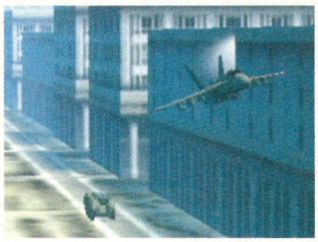
T ZONE

BREATH AWAY!)

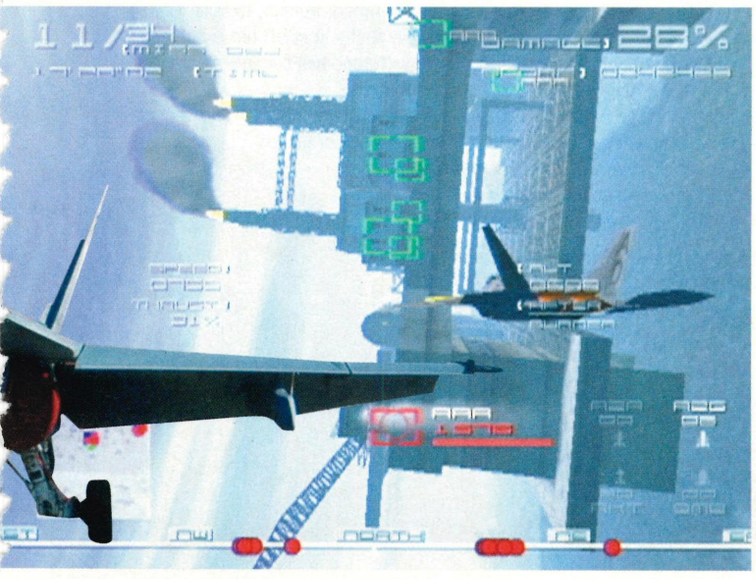








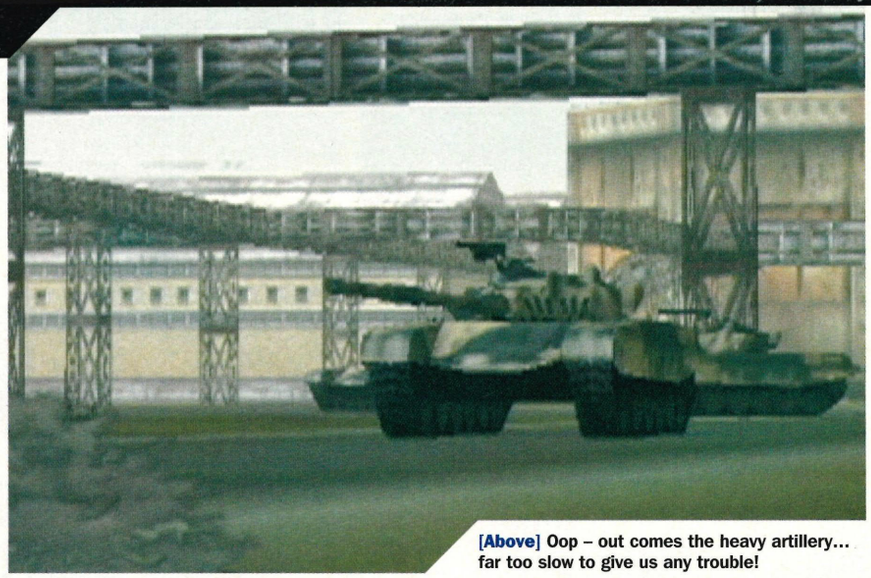






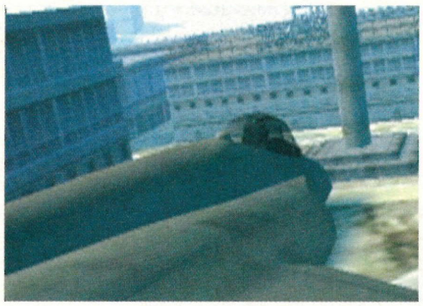
YOU JESTIN' ME?

/// Sorry, we're going to have to ask you to put those shades away, stop pestering the bank for a loan to buy that big fat motorbike and quit walking around on your knees – you don't get to play as *Top Gun*'s star pilot in this Titus game. Instead it's the roles of Viper and Jester, the *Top Gun* flight instructors, that are up for grabs... disappointing for would-be heart-throbs, but it does allow the game to embrace a wider variety of missions whilst maintaining a vital (in marketing terms) link to the film.



[Above] Oop – out comes the heavy artillery... far too slow to give us any trouble!

"IT'S IN DOGFIGHTING WITH ENEMY PILOTS THAT THE KIND OF ACTION WE REALLY WANT TO SEE EMERGES"





ICE 'EM ALL!

/// We have no idea what conditions sophisticated military equipment can operate under, but if you ever needed an incentive to stay in the air then the icy waters which surround this level's oil rig would probably do the job. The rig itself is infested with enemy gun emplacements which are often well protected by the main structure, ensuring that care must be taken in planning your angle of attack – use the space well and you can chip away at the enemy's defences whilst minimising the chance of being shot in the ass as you soar past for another run. Such variety in scene and structure certainly impresses and other levels sprawl enough to convince that *Top Gun*'s missions, unlike its textures, haven't been unduly influenced by the finite amount of available RAM.



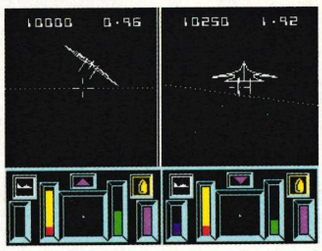


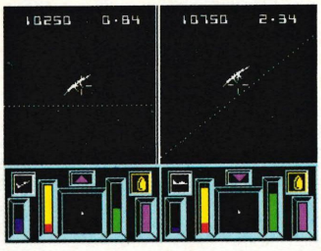


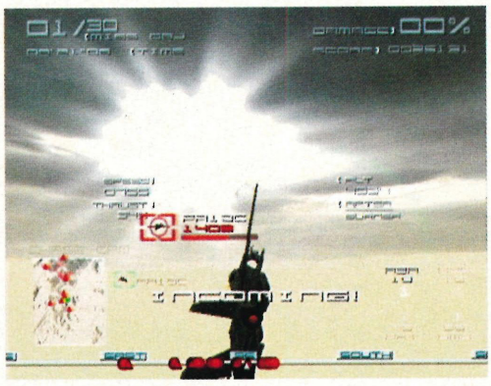
BLACK 'N' WHITE FLIGHT

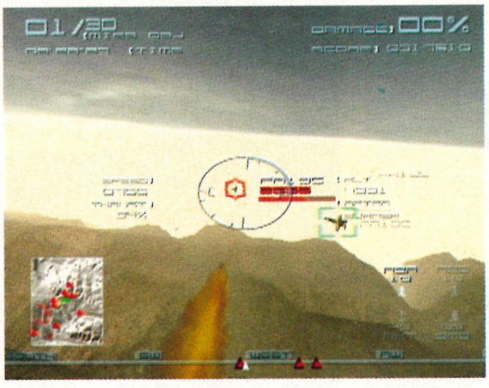
/// Back in 1987, when the amount of time you spent playing games was determined by how long that dodgy power adapter would hold out, those in search of a *Top Gun* fix had to turn to the Spectrum (or, if you were a bit swanky, the C64). Forsaking fripperies such as missions, way-points and the film's plot, Ocean Software's lofty licence threw players straight into the heart of a wire-frame dogfight. By placing such airborne antics within a more fully fleshed theatre of war, Titus's iteration runs the danger of becoming seriously appealing – though we bet it'll still be impossible to 'communicate' with enemy pilots in that one-fingered, *Top Gun* way...

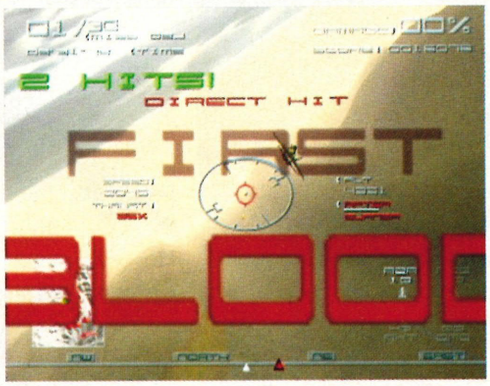






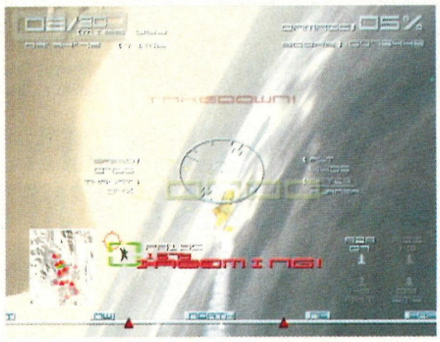






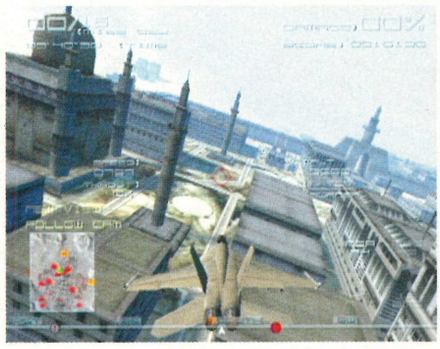
[Below] That's one down, but you're not out of trouble yet...



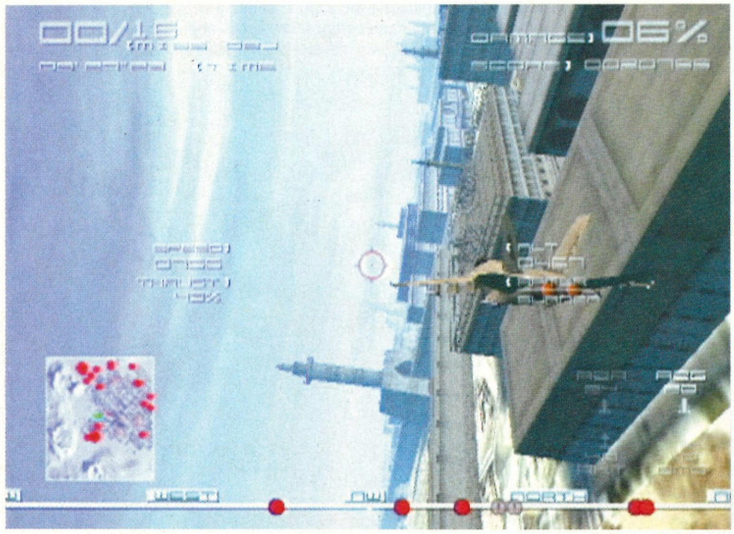




[Above] There's your target... a bunch of SCUD launchers.



[Right] Nice view – pity your job is to bust this place up (all in the name of freedom, of course).



"TOP GUN'S CITYSCAPES ARE ALREADY COMPLEX ENOUGH TO IMPRESS"

variety on offer than the now-clichéd *Desert Storm* catharsis, of course: a selection of locales pulled directly from the film are promised, along with several themes inspired by 'political hotspots', all of which stretch over a period of time from the early Seventies to the modern day.

The textures which adorn these environments so far (it's early days yet, remember) look like those of a decent modern graphics card, only one which has been neutered by a severe lack of video-memory (which is essentially the case with the PS2 hardware). Suffice to say the game's textures appear typically indistinct, but given the distance from which they'll normally be viewed (and remembering that the resulting look isn't necessarily undesirable anyway) it would be harsh to claim that they're not perfectly serviceable. Besides, the sheer resolution of the display manages to counter the more perilous effects of such smoothed-out visuals, ensuring that all the important elements (such as those flak-spitting enemy units) are rendered with the requisite clarity.

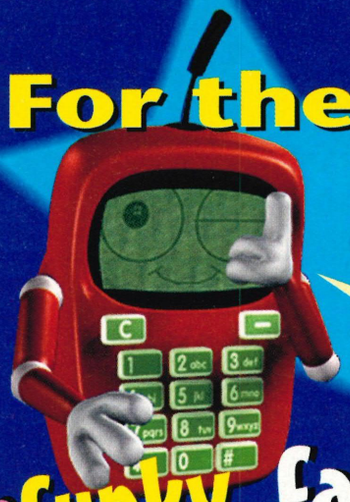
Speaking of which, the missions on display in the preview build certainly kept players busy, as the sky about their bird was pumped full of hot-lead death from ground-based emplacements and airborne foes alike. Taking out stationary gunners and slow-moving choppers is all very well, but it's in dogfighting with enemy pilots that the kind of action we really want to see emerges – these fellas can take a lot more punishment, and only persistent accuracy will see 'em decorating the scenery below. Whether *Top Gun* will offer the pleasure of sending one of your mates to a similarly grizzly end is still open to question however... a two-player competitive mode would seem the obvious thing to include, yet it remains unconfirmed thus far. In a similar fashion the different modes of play, whilst named, have yet to be defined to a satisfactory degree – Fly Target, Timed, Pursuit, Missile, Chase, and Wingman Down modes all sound tantalising (especially that last one!) but exactly how they will play out is still to be revealed. Something to do with top-level security clearance being required or, er... something?

Undoubtedly a strange choice of licence to resurrect, *Top Gun* has nevertheless managed to turn heads whilst plotting its course from the clammy confines of E3 to our equally sweaty palms. Further development should see the inclusion of some much-needed speed, along with those extravagant play modes. Get ready to Cruise at altitude...





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Star Wars - The Phantom Menace	4827
Star Wars - Return Of The Jedi	4828
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Rockford Files	4862
The Saint	4829
Fawlty Towers	0049
Have I Got News For You	0101
Magic Roundabout	4690
The Muppets	0099
Match Of The Day	0221
Pink Panther	4691
Ghostbusters	4823
Scooby Doo	0128
Thunderbirds	0155

FOOTBALL THEMES

Blue Is The Colour - Chelsea	4141
Blue Moon - Manchester City	4130
Fields Of Atehnray - Celtic	3547
City Till I Die	3540
Coming Round The Mountain - Arsenal	4131
Day Dream Believer - Sunderland	4132
Delilah - Stoke City	4133
Glory, Glory - Manchester United	4134
Forever Blowing Bubbles - West Ham	4136
Keep Right On Till The End.. - Bham	4137
You'll Never Walk Alone - Liverpool	3545
Nay Nay Never - Burnley	4138
Play Up Pompey - Portsmouth	4139
Z Cars - Everton	3546
When The Saints... - Southampton	3544

WWF THEMES

It Just Feels Right - Lita	4835
Ive Got It All - Billy Gunn	4836
Medal - Kurt Angle	4837
Out Of The Fire - Kane	4838
Pie - The Rock and Slick Rick	4839
Shooter - Chris Benoit	4840
The Game - Triple H	4841
Who Am I - Chyna	4842
Kane	3485
Kurt Angle	3480
Rawis War	1839
The Rock	1836
Stone Cold Steve Austin	3481
Too Cool	1840
Undertaker (New)	3484

CLASSICS

Gimme Gimme Gimme - Abba	4770
Oygene 4 - Jean Michelle Jarre	4824
The Magnificent Seven Theme	4826
Surfin USA - The Beach Boys	4820
Like A Virgin - Madonna	4779
I Will Survive - Gloria Gaynor	0201
Tubular Bells - Mike Oldfield	0159
Money Money Money - Abba	0095
Mull Of Kintyre - Wings	0224
Sex Machine - James Brown	1505
YMCA - Village People	0167
American Woman - Lenny Kravitz	0258
Bat Out Of Hell - Meatloaf	1583
Last Resort - Papa Roach	3691
Pantera - Cowboys From Hell	0111
Walk This Way - Aerosmith	0005

DANCE

Boom Boom Boom - Venga Boys	0284
Blue - Eifel 65	0283
Feel The Beat - Darude	1577
King Of My Castle - Wamdue Project	0335
Played a Live (Bongo Song) - Safri Duo	3680
Pop Ya Collar - Usher	3675
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Silence - Delerium	1578
Thong Song - Sisqo	0395
Zombienation - Kernkraft	1512

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Writer Chandra Nair **Available** 27 July 2001 **Weblink** www.scee.com/gt3

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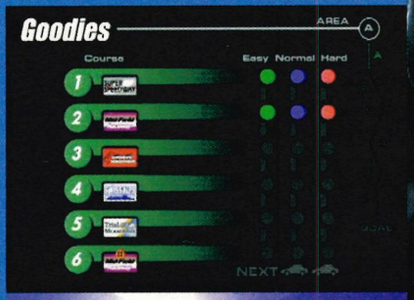
DID YOU KNOW?

- Feel free to write in and tell us just how rubbish you think silver Supras are. Our Managing Editor has one, you see.
- Despite what this game suggests, it is not safe to drive into a barrier at 300kph.
- At no point in Gran Turismo 3 do you get to race with any OAPs. Such a shame...

ARCADE MODE

NO MONEY? THERE IS ANOTHER WAY...

If you really can't be bothered to spend days building up your collection of cars, Arcade mode will allow you to control some of the more powerful vehicles from the word go.





[BELOW] This shot shows off the insane levels of detail on the car models. There are even door handles! I guess the fuel cap is on the other side.



[BELOW] Ahh, the perfect evening for a quiet drive down an empty country road. The sun through the trees, the wind in your hair...



GRAN TURISMO 3: A-SPEC



The reflections even stretch to the puddles on theatarmac. That's just overkill.

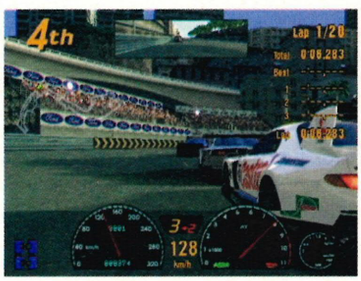
FINALLY, THE UK GETS WHAT IS CONSIDERED TO BE A 'TRIPLE-A' TITLE. EXPECT PS2 SALES TO SOAR!

Let's face it, Digital Polyphony is an extremely talented developer. With the original Gran Turismo, it created a new type of experience, one that carved out a sub-genre in the existing racing game market – the complete racing simulation. Alright, so maybe Geoff Crammond's *Formula 1 Grand Prix* on the PC was an accurate simulation as well, but who wants to race F1 cars all their lives? (Geoff, put your hand down.) With *Gran Turismo*, the cars were so much more familiar. The Castrol Tom's Supra might have been a distant dream, but the Supra RZ was much closer to home, and that created a sense of excitement like never before.

Whether or not you thought that it was an experience rather than a game (the difference being whether you thought it was fun or not) the original *GT* was a landmark of its time, scoring rave reviews across the board. Saying that, it probably wouldn't stand up in today's saturated marketplace. The physics engine will always hold its own merit but the limitations of the PSone hardware meant that deeply undulating courses and varying weather conditions were the stuff that dreams were made of. Being so close to Sony, one would assume that every trick in the 'PS2 guide to micro-code' book has been explained ten-fold to the guys and gals at Digital Polyphony. If this is the case, you shouldn't need a review to tell you that *GT3: A-Spec* will represent the true vision of its creators. But is that the case?

REALITY BITES!

So what would you like to know first? What about "How can the *GT* formula possibly be improved upon?" The most apparent improvement has to be the quality of the graphics. For starters the car models are so eye-poppingly detailed, you'll have problems separating them from their real-life counterparts. Every rim, exhaust, headlight and wheel-spoke is represented in true 3D. From the pure bulk of the Lancer Evo







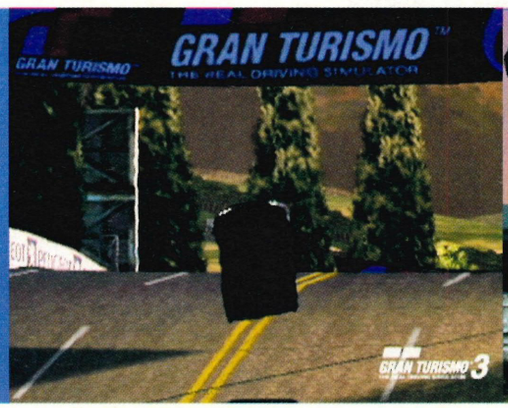
CATCH SOME AIR

I THINK THAT I'VE SEEN EVERYTHING WHEN I'VE SEEN A GT CAR FLY.

Disappointingly you still can't roll any of the cars in *GT3*, but you can damned well try! The best places to try this are:

SMOKEY MOUNTAIN
You can actually make your car take off and fly through the air vertically on the home straight.

TRIAL MOUNTAIN
As with the other *GT*s, the S-bend, which approaches the finish line, has a bank on one side. Clip this to send your car into orbit!



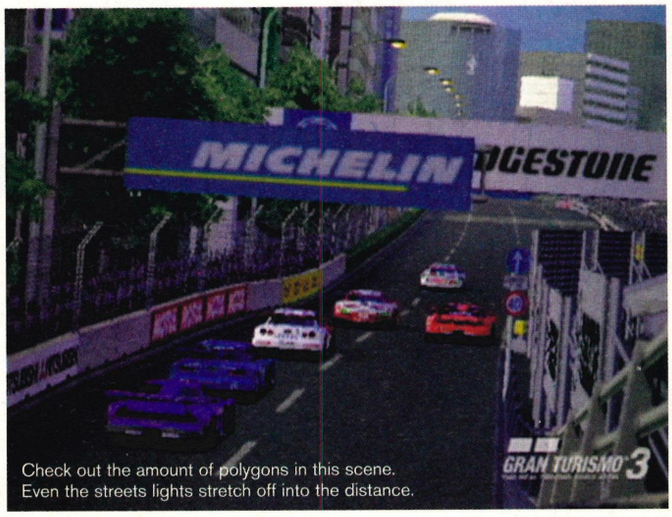


STRAIGHT TO NO 1

F1 CARS? WHAT F1 CARS!?

You won't get to see it until you reach the end of the Professional League, but there is a Formula 1 Championship within the game. Just as much thought and effort has been put into this section as in the other sections of the game, and the result easily challenges other dedicated F1 racers. Definitely something to look forward to!





Check out the amount of polygons in this scene. Even the streets lights stretch off into the distance.





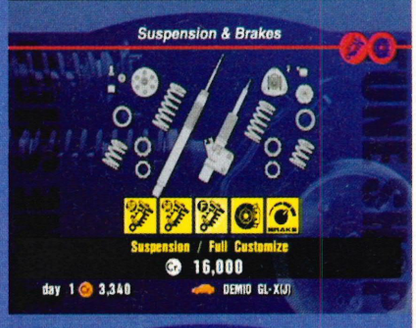
Erm, I really can't see a thing here. Some sort of radar navigation system would be good right now.

NAME THAT TUNE

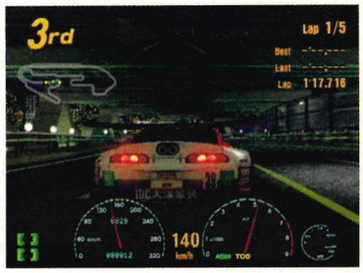
YEAH, I'LL HAVE A PINT, A PACKET OF CRISPS AND A STAGE 4 TURBO KIT PLEASE.

The tracks in *GT3* have varying road surfaces, undulations and corner content, therefore no one setting will be suited to them all. That's why you can buy different sets of tyres, different strengths of suspension etc. For a considerable amount of money you can also upgrade your engine with Turbo Kits and naturally aspirated engine parts.













"THE ORIGINAL GT WAS A LANDMARK OF ITS TIME, SCORING RAVE REVIEWS ACROSS THE BOARD"

VII GSR to the curvaceous finesse of the Elise 190, never have in-game cars looked so fine.

It doesn't stop there however. What would you say to a bit of real-time reflective mapping? There's no pre-determined, repeated texture passing over the cars in this game. Every object that passes you by will be reflected on the glass and the bodywork.

NO MOUNTAIN TOO HIGH

The next impressive feature is the scale of all the tracks. As you take the U-turn onto the freeway on the Seattle circuit, you'll notice a small structure that looks a bit like a stadium on the other side of town. You could be forgiven for thinking that it's just a 2D backdrop, but when you actually drive past the huge structure, you realise that it was being rendered the whole time! Ultimately of course, the scenery in the far distance is a 2D backdrop, but it looks gorgeous and adds to the depth of the courses.



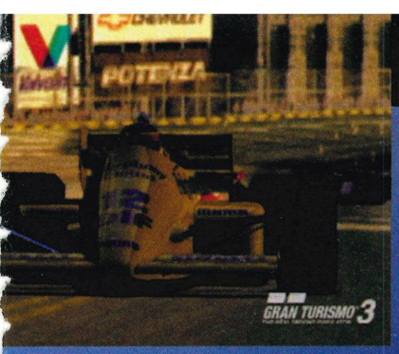
Of course, all of these graphical splendours are the base features that you would expect in a high profile next-gen title. The PS2 handles them extremely efficiently – and then some. The 'and then some' comes in the form of dozens of spot-effects. Lens flare might seem old-hat today, but *GT3* has the most realistic examples yet. Turning the first corner on the Cote D'Azur course will see you blinded by the sun, but sadly not to the extent whereby it affects your vision of the road. However, one spot-effect that will affect your vision is the dust cloud. Whether it's from the gravel pits on the Laguna Seca Raceway or from one of the many rally stages, disturbing the ground will send up plumes of super-realistic dust that drift across the track. On the Rally stages, knowing the track becomes crucial – if you're tailing an opponent, all that you'll see ahead of you will be a cloud of dust and a vague car outline.

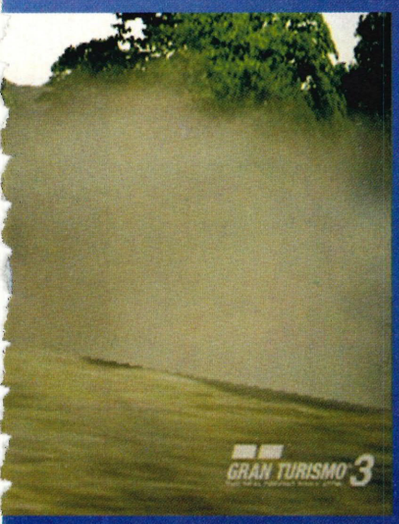
GT'S NOT ABOUT 'FUN'

Don't you believe it sonny! You can't quite put your finger on any particular reason, but *GT3* really is fun to play. This sees a marked changed from the previous instalments. There has always been a split opinion on *GT*. You either loved it because it was the definitive racer, or you hated it because it just wasn't as fun to play as a standalone game, but *GT3* combines elements from both sides of the fence. Maybe it's

GRAN TURISMO 3: A-SPEC

PS2 Review





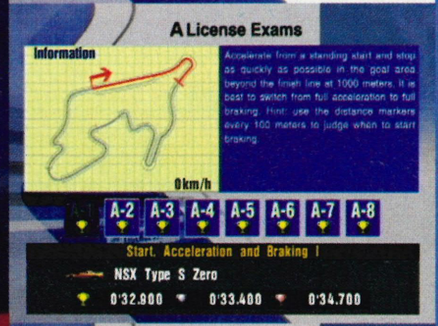


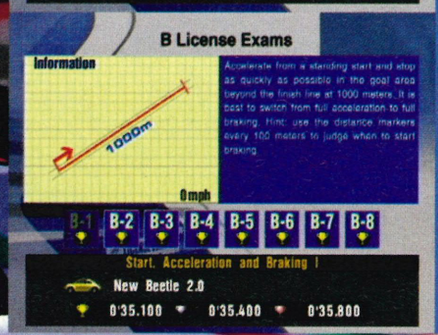
LICENSED TO THRILL

WITHOUT A LICENCE YOU AIN'T GOING NOWHERE!

A major part of the *GT* series has always been the Licence mode. It's here that you can put your skills to the test in order to earn the coveted licences. The rules are simple – no licence, no racing, so you'd better get your arse in gear. There's also the added incentive of a prize car if you manage to break all the best times.







CAN YOU KEEP IT UP?

THE HOURS WILL FLY BY IN ENDURANCE MODE

Simulation Mode will see you competing in the Beginner, Amateur, Pro, Rally and ultimately, Endurance League. The latter will see you pitting your skills against five other cars (just like any other race), only this time the races will be anything up to two hours long! During that time you'll have to decide when to pit and when to stop off for a Red Bull (trust us, do this, or you *will* fall asleep at the wheel.)



"LENS FLARE MIGHT SEEM LIKE OLD-HAT TODAY, BUT GT3 HAS THE MOST REALISTIC EXAMPLES YET"

WHAT A PITY

THERE ISN'T ANY REAL-TIME BODY DAMAGE, BUT THERE'S SOMETHING ELSE

In the longer races (five laps and above) active tyre-wear comes into play. Depending on what tyres you have fitted, they will deteriorate as you race. This is represented by four coloured squares on the screen. As they change from blue to green to red, your car will begin to lose traction and will eventually handle like a rogue elephant. Pitting in is the only answer.



"AT THE END OF THE DAY, GT3 A-SPEC IS A SUPREMELY PLAYABLE GAME, MIXING ELEMENTS OF FUN AND SIMULATION TO CREATE THE FINEST SERIOUS RACING TITLE YET"



DREAM ON!

EVERY INSTALMENT OF GT HAS ITS DREAM CARS. WHAT ARE THEY THIS TIME?

There are 185 cars in all in *GT3*. This number is considerably less than in previous versions of *GT*, but it's more than made up for by the attention to detail on the car models. This time round, the Toyota GT-1 Race Car and the Ford GT40 Race Car are the motors that everyone just has to have.











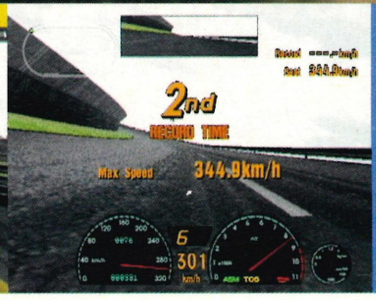
PUT THE PEDAL TO THE METAL!

TEST OUT YOUR NEW CAR IN THE MACHINE TEST MODE

You can't always tell what a car's strengths and weaknesses are simply by looking at the specifications. The Machine Test will give you a good idea of its top speed and acceleration. Three tests are available; Fast (top speed), 500m and 1,000m. All results can be saved to a Memory Card.





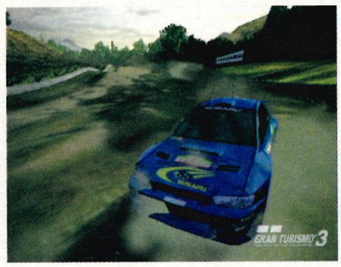


GRAN TURISMO 3: A-SPEC

PS2 Review

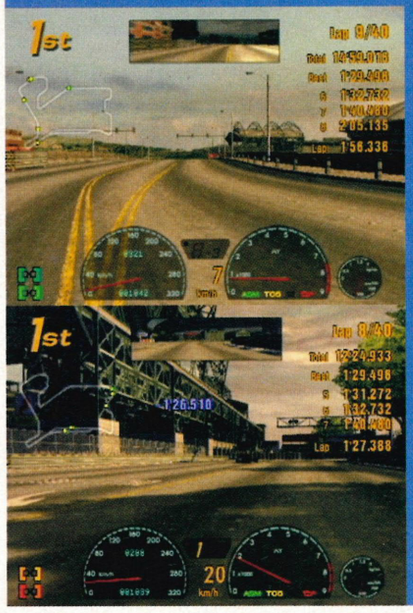






SO NEAR YET SO FAR

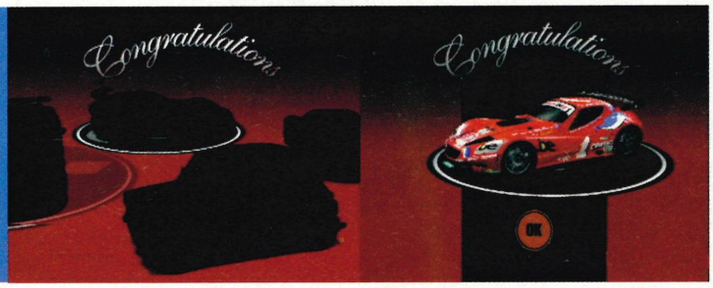
EVERY BUILDING IN VIEW IS A POLYGON MODEL. **It's testament to the talent of the developer that every track has been filled to the brim with fully rendered 3D objects. What may seem like a pointless building from one side of the track will turn into a huge structure when you finally reach it on the other side.**



"THE TWO-PLAYER MODE IS POSSIBLY THE BEST AVAILABLE, AND IS DEFINITELY UP THERE WITH SEGA GT AND WORLD DRIVER CHAMPIONSHIP"

LOST IN THE SHADOWS

FROM THE DARKNESS COME PRIZES. **Coming first in a Series not only earns you a ton of cash, but also a car of the organisers' choice. In some of the competitions, the prize car will be selected from a line-up of four cars. All four will appear as silhouettes on the screen before they spin around in a roulette style. The only way to win them all is to keep winning the Series.**





because the car handling is just that little bit more forgiving. Maybe it's because the tracks are so much more exciting than before. Maybe it's the increased AI of the cars. Maybe it's the constantly high frame rate. To be honest, it's all of these things – the developer really has spent the past few years making this into a game rather than an experience.

SMOOTH!

Frame rate is an essential factor in racing games, and Digital Polyphony knows that. The *GT* series has always had a decent screen update, but *GT3* goes all the way, and you'll be zooming around every corner at 60 frames per second (read 50 if you're using a PAL TV). Occasionally, the update will drop by a minimal amount if you have lots of cars, dust clouds and lens flare at the same time, but you have to go out of your way to make this happen.

There is one problem with the update of the game, however. At various points (at least once per race) you'll notice that the action skips. This isn't the frame rate dropping – you're actually losing about a tenth of a second of the game. If you happen to be on an important corner at the time, it's bad news. It's hard to believe that the developer could overlook this problem, but thankfully it hasn't affected this reviewer's opinion of the game.

WHAT ABOUT THE REST?

But what about the cars… and the tuning… and the multiplayer mode? Yeah, yeah, keep your backwards cap on! Rest assured, there are garage-loads of cars to keep you happy. The Tuning mode, meanwhile, is better than ever, with even the smallest adjustment making a difference to the way your car handles. The two-player mode is possibly the best available, and is definitely up there with *Sega GT* (Dreamcast) and *World Driver Championship* (N64), two of the best if you didn't know. You'll find that we've covered these aspects of the game in far more detail in the boxouts, spotted about these very pages. Sorry, there's just too much to say about them!

At the end of the day, *GT3: A-Spec* is a supremely playable game, mixing elements of fun and simulation to create the finest serious racing title yet. This title has been delayed so many times, and you can see where the time has been spent. Ultimately though, the lack of any kind of weather (wet roads isn't a weather condition, merely a clever effect), the frame-skipping problems (it just shouldn't exist!), and the lack of car damage (erm… this is a simulation, right?) drags the score down from the high nineties.

Still, this game is without a doubt the best racer on any platform and an essential purchase, but the massive amount of hype that it has been receiving (which nothing could ever live up to) could ultimately be its downfall.



PLAY

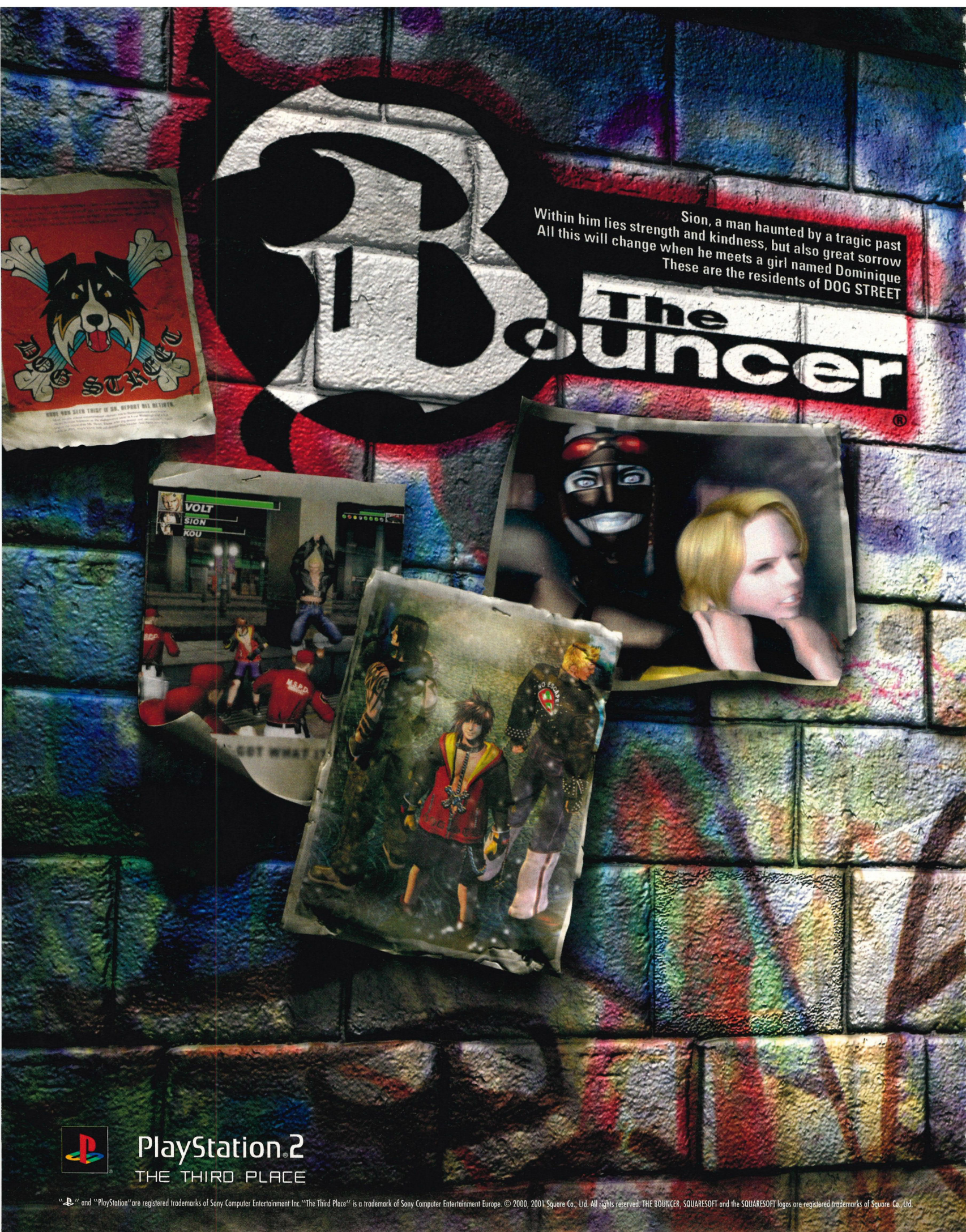
LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

91 PERCENT

WITHOUT A DOUBT, THE ULTIMATE RACING SIMULATION.

ALTERNATIVELY:

Formula One 2001	93%
Ridge Racer V	89%



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SQUARESOFT

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PLAY!

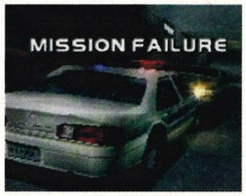
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- **MEMORY CARD**
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WORLD'S SCARIEST POLICE CHASES

IN A NUTSHELL: HIT TV SHOW GETS THE DRIVER TREATMENT





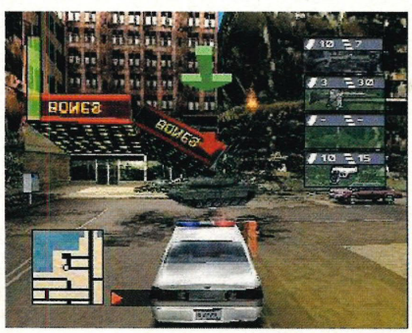
[Above] Any vehicle can be targeted for destruction, so watch out. Innocent civilians are simpler to kill than criminals. They moan more too.

DID YOU KNOW?

- The infamous OJ Simpson Bronco chase is not represented in the game.
- While playing WSPC's Free Patrol mode, many innocent cars can be gunned to a halt without you having to lose your badge.

Step away from the vehicle and put our hands in the air? Just give us our goddamned phone call!

As two mighty cultures continue to collide, so there must be a commerce of ideas political, philosophical and metaphysical. Only by this exchange can we ever hope to find peace and a greater understanding. And so we give our American cousins the television set and the analytical machine (thanks John Logie Baired and Charles Babbage respectively) and they in turn give us *The World's Scariest Police Chases* and the electric light bulb (cheers Fox TV and Thomas Edison respectively).



As far as the show goes, you couldn't ask for an invention that goes further to summarise perceived American virtues. You get the good guys as the cops, versus the bad guys who are basically anyone who's having a bad day and feels the need to break the law using an automobile. Good conquers evil through the use of reasonable force, a little dash of superior technology and a deftly delivered sub-Schwarzenegger retort. Now you can join in with these thick-necked upholders of vehicular law who, ironically, are allowed to ring up as many traffic violations as necessary to bring their man to book. Hey, you even get to shoot people with combat shotguns!

CUFF 'EM

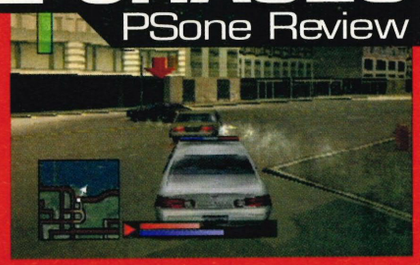
There was always going to come a time when someone would try and take what *Driver* had accomplished and add their own spin. This is the time, *TWSPC* is the game and shock of all shocks – it's actually quite darned good. Fans of the occasional series will be pleased to hear that all the trappings which make the show the judicial curiosity it is are all present, correct and ready for duty. We have the camp, drawling tones of Sheriff John Bunnell introducing each mission and passing his own wry look over the outcome. We have crimes of the human-interest variety where bus drivers take unwitting commuters hostage and drunk drivers pass through decent neighbourhoods while acing every white picket fence they can find. We even have authentic replay modes that emulate CCTV coverage and the iconic dashboard camera.

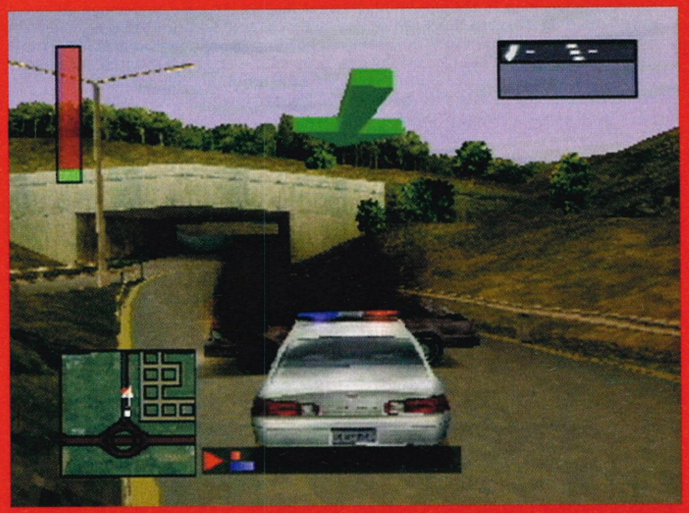


But just as you can't uphold the law without breaking it in a state-sponsored manner, you can't expect a game that exhorts good and righteous values to be totally good and righteous. The game's ideologically black and white world is rendered in a slightly scrappy manner. Landscapes pop, snap and twitch, while still maintaining a respectable frame rate and like the show, the intelligence of the crooks is always questionable if not non-existent. They won't improvise a way around

WORLD'S SCARIEST POLICE CHASES

"JOIN THOSE THICK-NECKED UPHOLDERS OF VEHICULAR LAW WHO, IRONICALLY, ARE ALLOWED TO RING UP AS MANY TRAFFIC VIOLATIONS AS NECESSARY TO BRING THEIR MAN TO BOOK"











[Above] *Driver 2* made a big thing about its curved roads. *WSPC* just does them.

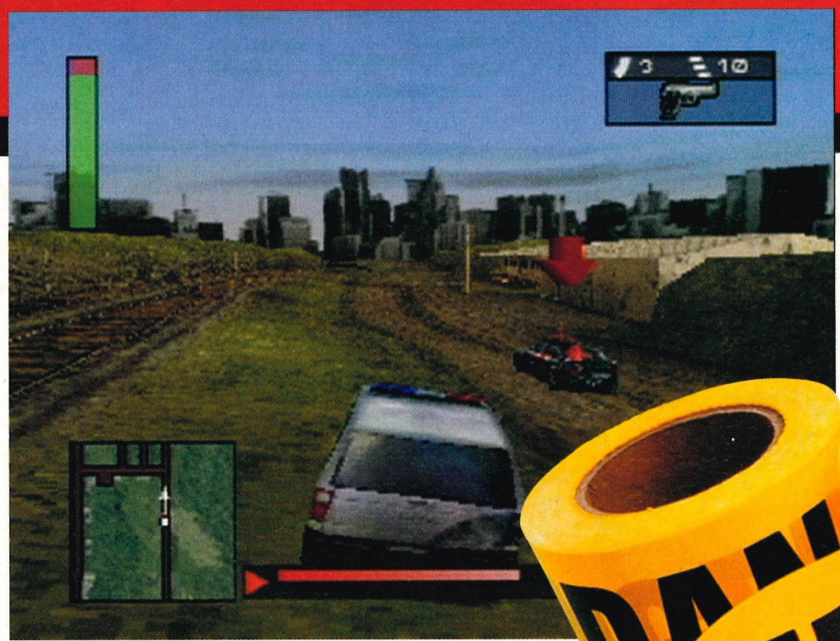
[Below] A one way gun battle rages across the scummy side of town and good fun is had by all.

INFAMOUS FOR 15 MINUTES

TRIAL BY TELEVISION, EXECUTION BY CABLE CHANNEL

Reality TV has become major business and it seems it doesn't matter what someone is doing, we will not only watch it, we'll gossip about it the next day. Of course, *The World's Scariest Police Chases* is different. Not only does it feature the unique vocal talents of Sheriff Jon Bunnell, but it's one of the only shows where you can see a guy in a stolen tank get pulled over by a horde of cops and get shot. If only *Big Brother* was so bold.

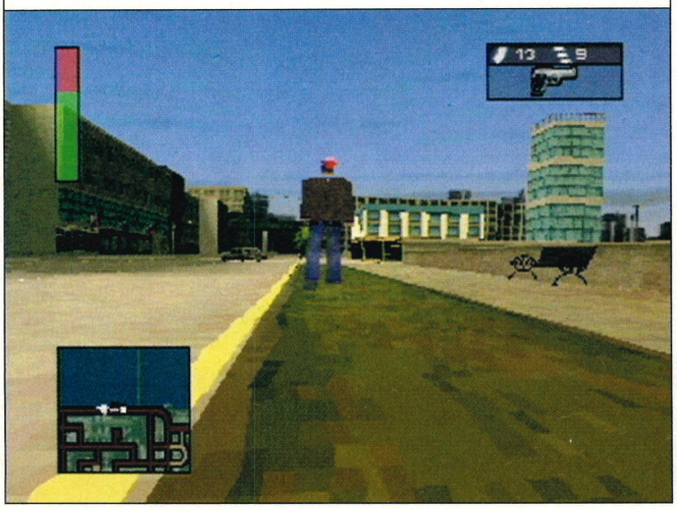


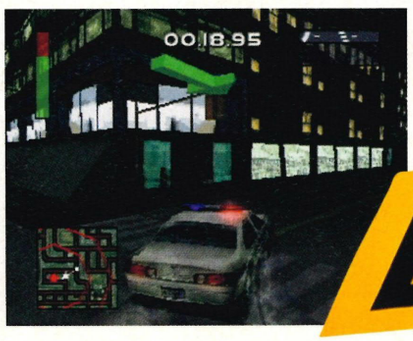


LET'S GO MR DRIVER...

YOU'LL HAVE TO TAKE THE WHEEL – I'M SHOOTING!

We've seen two-player driving games before, but not since the ancient arcade game *Lucky And Wild* could both players be in the same car, one doing the driving and the other aiming and pumping in the lead. Enter Free Patrol, set the camera to dashboard view and get the gunner to aim at as many cars as possible. It's a brilliant idea that admittedly could do with a rethink for a PS2 equipped with a lightgun. So simple, so please someone – make this game now.





[Left] Handling is nowhere near as heavy as the power-cars featured in the *Driver* games.

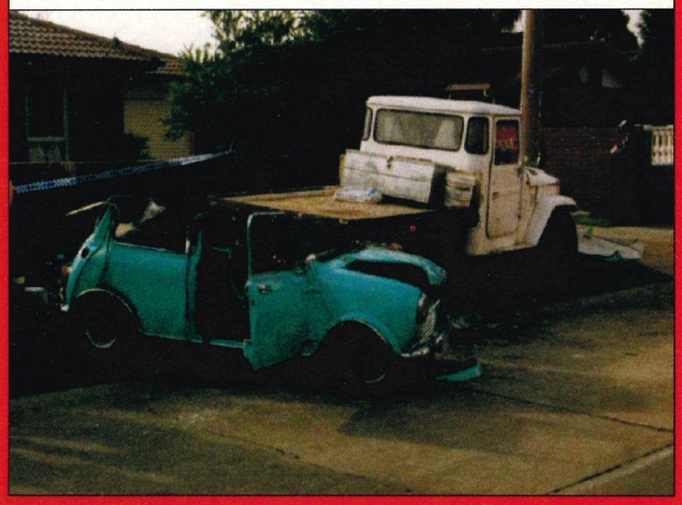
Writer Will Johnston **Available** Out Now **Weblink** www.activision.com



LOADED SCALES OF JUSTICE

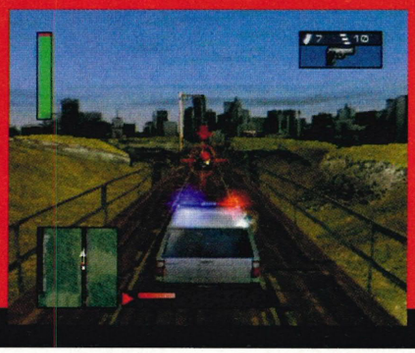
YOU BREAK THE LAW, WE BREAK YOUR LEGS!

We admit to having a lot of time for the person that invented the Police Stinger. An unfolding stretch of metal that lays tyre-popping spikes across the road? Brilliant and well done sir. But when it comes to the most mouth-watering device designed to bring a car to a halt, the Finnish have it. This Scandinavian idea is simple yet so Batmobile-like it's hard to believe. A metal spike is fitted to the front of the cop's car and is mounted on hydraulics. When close to a perpetrators car this lance can punch through its rear bumper and act like an anchor, thus as the cops slow down, so does their pray. There's even a version designed to pump incapacitating gas down the lance and into the rammed car. These designers are gods.

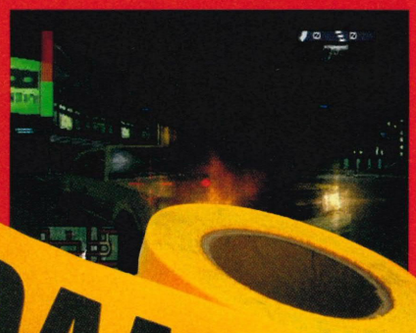


[Above] The crim's on the wrong side of the law... and the freeway. Since you're new to the streets you'll just have to hope for a gap.

[Below] You have permission to fire, so lock on and bring him down.



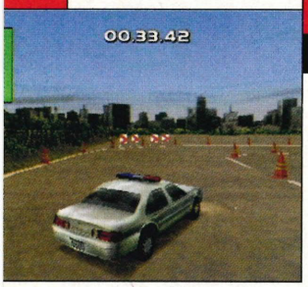


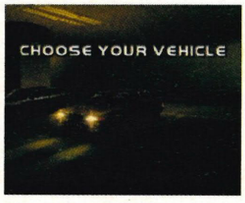


POLICE ACADEMY

MIRROR, SIGNAL AND A 12-GAUGE SHOTGUN!

If you can manoeuvre around traffic cones at high speed while using a shotgun to destroy targets, the LAPD would like to hear from you. Yes, the classic training missions – how we love them.





[Above] Your life as a cop will require you to master a variety of hardy vehicles.

DID YOU KNOW?

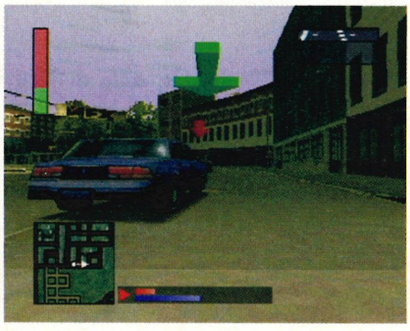
- A cop's hunch is not admissible in court.
- If the glove doesn't fit, he's probably guilty.
- Britain's police have a worse record for the heavy-handed use of cars and guns than America's.
- Every American has the right to bear arms, or if they live in upstate South Virginia – the right to arm bears.

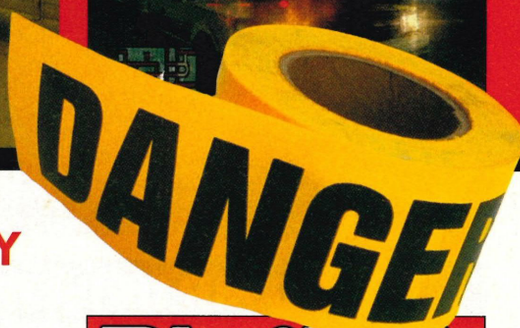
"ALL THE TRAPPINGS THAT MAKE THE SHOW THE JUDICIAL CURIOSITY IT IS ARE PRESENT, CORRECT AND READY FOR DUTY"

fellow motorists, always choosing a direct route that usually involves attempting to pass through an engine block.

STUFF 'EM

Personality can go a long way in making up for many physical nuances, and it's *TWSPC*'s character that makes it an overall winner. Hurtling around Anytown USA (population: you and some choppy AI) on your quest to serve the public trust you'll pass over freeways, around turnpikes, over train tracks and down to the seedy docklands. And yes, as *Driver* has decreed, you shall bomb up alleyways while busting through cardboard boxes. Apprehending felons is not a subtle affair by any means. Depending on your perp's anti-social leanings, you'll either have to engage them in pursuit till they give up the chase, ram them to submission or, best of all, fill their automobile so full of lead you could bust them for pollution if it wasn't for the fact that they were already dead. Fans of subtle police work will be happy to note that there are even sections that just involve tailing. So it's all there and it's tough, fun and either has its tongue firmly in its cheek or is dead-straight serious depending on whether you're an American or not. With a bit more spit and polish this could have been one of those unexpected classics that raise their heads every blue moon. As it is, we just have a fairly palatable take on *Driver*'s style that benefits wholeheartedly from embracing all the cheese, corn and base appeal of the TV show that inspired it.





PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

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ALTERNATIVELY:

Driver	94%
Driver 2	89%

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GORILLAZ < 126016	moto gp < 127535	SMACK DOWN < 129525	SONIC < 127521	CHU CHU ROCKET < 127530
< 127531	CRAZY TAXI < 127536	Wrestlemania < 129530	BAD FUR DAY < 127520	< 127519
Unreal TOURNAMENT < 127532	MGS2 < 127537	ROCK < 129517	GRAN TURISMO < 127526	Surf the Net < 121639
2001 < 127533	QUAKE III < 127538	DO YOU SMELL IT! < 129521	< 127523	e-mail me! < 127529
PRO EVOLUTION < 127534	Surfer < 127539	WHASSUP! < 121622	DIGIMON < 127527	Start < 127528



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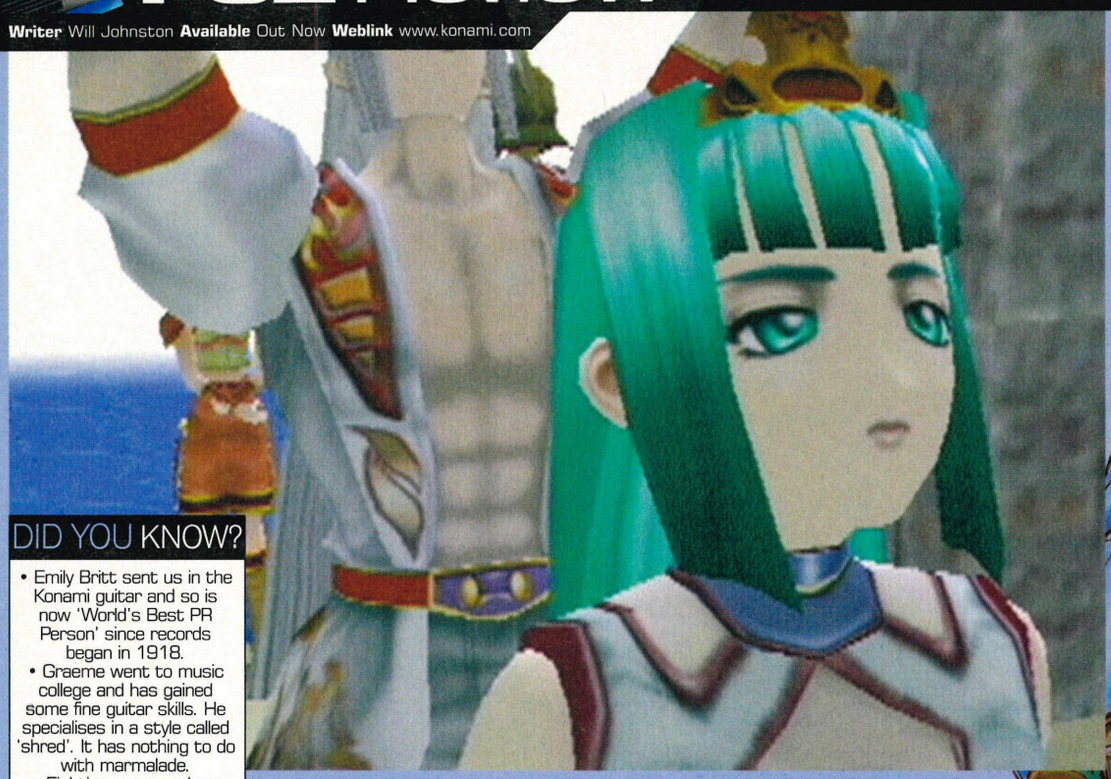


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Writer Will Johnston **Available** Out Now **Weblink** www.konami.com







EPHEMERAL FANTASIA

DID YOU KNOW?

- Emily Britt sent us in the Konami guitar and so is now 'World's Best PR Person' since records began in 1918.
- Graeme went to music college and has gained some fine guitar skills. He specialises in a style called 'shred'. It has nothing to do with marmalade.
- Eighties pomp rockers Guns N' Roses are reforming, with guitarist Slash being replaced by an avant-garde musician by the name of Buckethead.
- The electric guitar is an extension of the male penis while the Spanish acoustic is an extension of the female penis.
- Art bod Steve has no need of either instrument as he is hung like the hanging gardens of Babylon and has the staying power of a Duracell mega-battery.

IN A NUTSHELL: AN EASTERN BLEND OF RPG AND BEATMANIA



PLAY

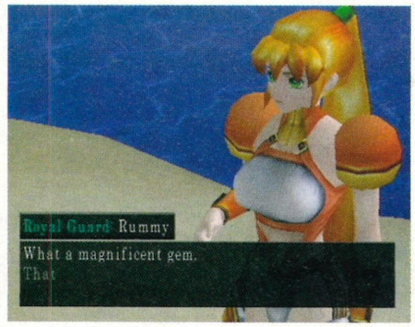
- **UK PAL**
- **PLAYSTATION2**
- **PUBLISHER** KONAMI
- **DEVELOPER** KCEJ
- **PRICE** £39.99

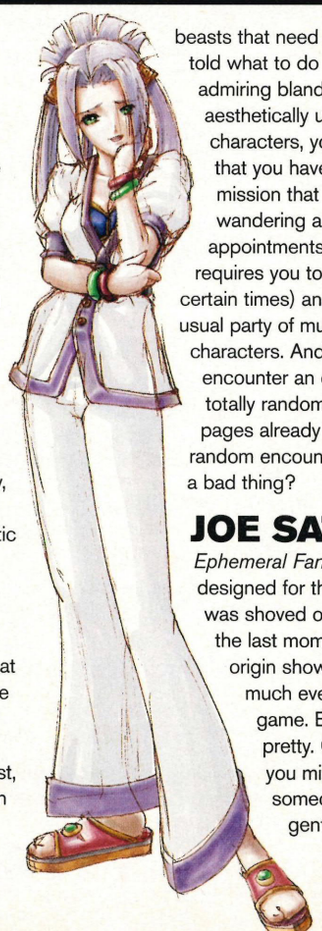
- **ONE PLAYER**
- **MEMORY CARD**
- **DUAL SHOCK2**

You play guitar for money and fight off rats... is this the world's first busk-'em-up?

A wise man once said that if you want to make an impression on the ladies, pick up a guitar and join a rock and roll band. Such statements may work well for the likes of Jimi Hendrix, Bill Wyman and, to a lesser extent, H from Steps, but in the world of videogames you ain't worth sneezing on if you don't have a big sword, gun or know kung-fu.

Enter a man called Mouse, his talking guitar and a role-playing game where you arrive on an idyllic island and are set the unenviable assignment of writing a musical number for a wedding. Not exactly the stuff of legend, we think you'll agree – and even a few hours into the game you'll be wondering why such a task should form the basis of a game at all. But heads up, someone's been noting down the current RPG fashion of using that *Groundhog Day* trick of looping time. They've seen the gimmick work in *Shadow of Memories*, they've spied it in effect with the *Legend of Zelda: Majora's Mask*. They know it works and by golly, they're going to use it. And so your initial chore of composing for a romantic ceremony takes a more sinister tome. The man who hired you, Zeraphapolis, has the entire island under his spell. Everyone is happy, content yet slightly forgetful. They don't seem to realise that they are stuck forever living through the same five days. Only you, the Z man himself and his bride to be Princess Roleiu know what's going on. So at last, after a few hours of walking through an adventure, encountering random beasts that need killing and being told what to do and where to go, admiring bland graphics and aesthetically uninspiring characters, you finally find out that you have a mission. A mission that involves you wandering around, keeping appointments (the time loop gag requires you to meet people at certain times) and building up the usual party of mutually beneficial characters. And again, when you encounter an enemy it will be totally random. Didn't our letters pages already conclude that random encounters were very much a bad thing?





JOE SATRIANI

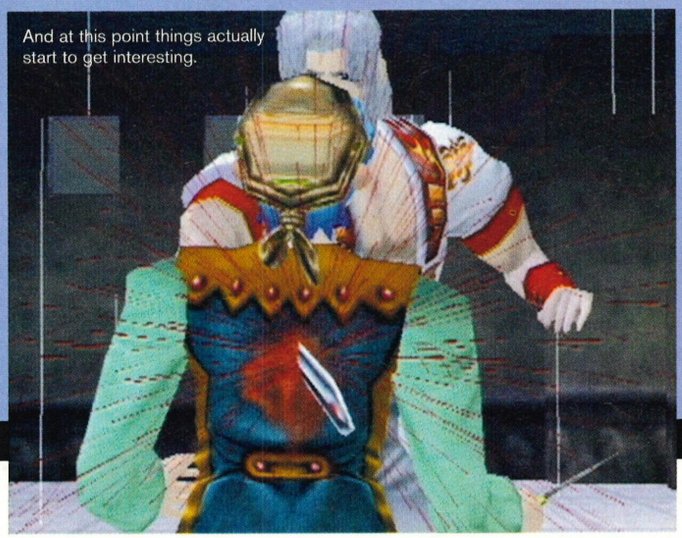
Ephemeral Fantasia was originally designed for the Dreamcast but was shoved over to the PS2 at the last moment. This abortive origin shows itself in pretty much every section of the game. Basically, it ain't pretty. Or even homely, as you might describe someone who's got a gentle personality but a

PATRONISING OUR PATRONS



***Ephemeral Fantasia*? Why is it that every time an RPG gets released it has to sound like some gout-ridden17th Century poet christened it after they'd just drunk a gallon of laudanum? Out came the PLAY dictionary, previously unused since Issue 1, just to find out what the hell Konami was doing with such a name. But as it turned out the people there were bang on. Ephemeral basically means something that is short lived – like the life of a fly, for example. And as for fantasia? No, nothing about Disney but instead it's a piece of music that is free flowing and doesn't stick to the rules. So the name of the game makes sense. Do any readers out there know the meanings of other infrequently used words that could appear in an RPG? Perhaps a word like Oligocene or haemoglobin? Feel free to write in so we'll have enough fuel to keep the Paragon boiler burning through winter.**

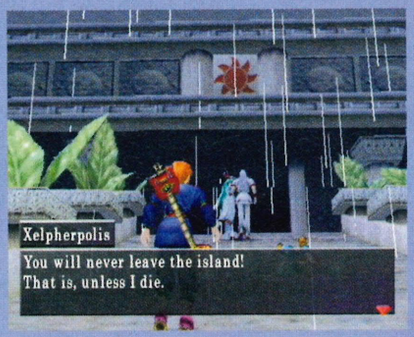
"A WISE MAN ONCE SAID THAT IF YOU WANT TO MAKE AN IMPRESSION ON THE LADIES, PICK UP A GUITAR AND JOIN A ROCK AND ROLL BAND"





[Above] The villain of the piece takes time out to examine his lady's chest puppies.

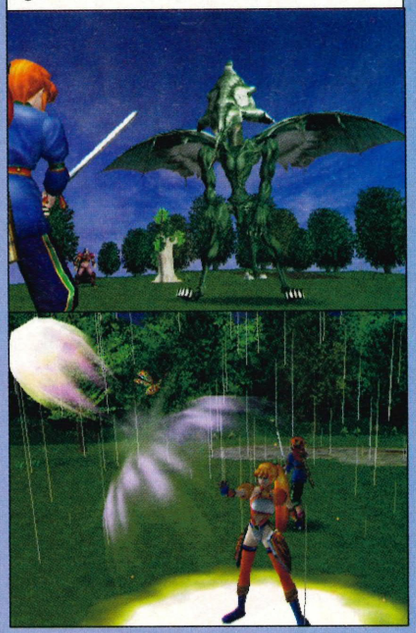
[Below] So, you reckon that means you have to kill this guy to beat the game then?





KILLING THEM SOFTLY

***Ephemeral Fantasia*'s combat system shadows that of the *Final Fantasy* active time bar, but manages to add a few of its own ideas. Well, you can be attacked from behind as well as having the chance to cleaver beavers using possibly one of the genre's coolest weapons – a guitar that holds a sword in its neck. Talk about a killer guitar solo!**





face devoid of any merit. It just exists in its own world where if anything has to be done, it's probably best if the least amount of effort is used. It's not that *EF* doesn't have some good points – any game where your first battles involve knocking out rats and beavers with your guitar, then pulling out a sword from your instrument's neck and finishing the vermin off has good points. They just don't string together to provide a game that you'd really want to spend much time on.

With *Final Fantasy X* on its way, surely it is time for someone to step up to the RPG mantle. As it is, Square still has nothing to worry about with this interesting yet slack adventure.

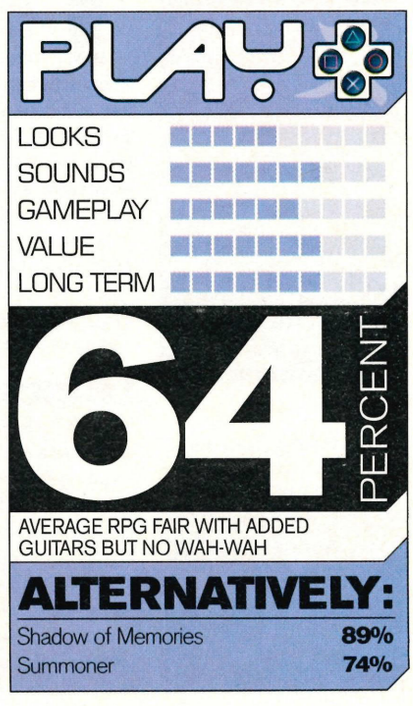


[Above] The hero's name is actually Mouse, but we changed it to William for obvious comical reasons. A-ha-ha-ha-ha…

CHOP SHOP

In our alternative RPG lives we've raced Chocobos, bet on rat races and fished. But what about the chance to play gee-tar for money in a *Guitar Freaks* style? This is where *Ephemeral Fantasia* comes in. Owners of the Konami guitar please note that this is the only role-playing game that utilises this cooler-than-cool device. Without one you'll be struggling with your pad's shoulder buttons, with one you will be an axe god! Well, in a slightly medieval man!





Writer Mark Crawley **Available** Out Now **Weblink** www.infogrames.com



WHO IS THAT MASKED MAN?

LIKE EVERY KART GAME, NICK TOONS HAS SECRETS...

The Mystery Rider is a bit of a tough cookie... save a shield and some boost for the home straight to give yourself the best chance of a win. Wonder if his identity will be revealed?...



NICK TOONS RACING



IN A NUTSHELL: KARTIE RACER FEATURING NICKELODEON'S CARTOON CHARACTERS

PLAY

- **UK PAL**
- **PLAYSTATION**
- **PUBLISHER** INFOGRAMES
- **DEVELOPER** SOFTWARE CREATIONS
- **PRICE** £TBA



- **1-2 PLAYERS**
- **MEMORY CARD**
- **DUAL SHOCK**

Recognise all the characters on show? You need to get out more...

The trouble with large, sprawling companies (apart from employees having to walk five miles to get from their office to the loo) is that you never quite know what you're going to get. Infogrames has acquired so much intellectual property over the last half-decade, the last two years in particular, that it's difficult to associate any one thing in particular with the burgeoning company.

In the one hand you get *Driver 2* and *Unreal Tournament*, whilst the other sneakily tries to palm you off with *Gekido* and *Asterix Mega Madness* – and somewhere in the middle must sit *Nick Toons Racing*.

LOOKS CAN KILL?

It initially looks pretty shoddy, the boxy nature of the karts themselves (especially Stimpy's) ensuring that first impressions of the game are not favourable. Effort may have been made to disguise the graphical engine's all-too apparent inadequacies behind a veneer of style, but it remains difficult to reconcile the visual quality on show with that of the 'toons it imitates. Let's not be hypocritical though – we're always harping on about how graphics really shouldn't matter, and the rough 'n' ready visuals have allowed the inclusion of outlandish environments whilst making it possible to pack tons of variety into each track. It's not unusual to drive though three distinct types of scene in the space of thirty seconds ensuring that, once attuned to the trade of clarity for diversity, there's always the danger that you'll begin to appreciate the look which has been achieved... it just takes a little time.

FOE WOE...

Fortunately this is time which can be spent, relatively happily given the multitude of horrors that life can throw at you, indulged in some surprisingly savoury racing fun. *Nick Toons* replicates the boost system of *Speed Freaks* (lines of turbo-granting icons adorn the track) and merges it with the more precise approach to control exhibited by *Crash Team Racing*. Without an equivalent to *CTR*'s 'Hang Time' system (which granted players a multitude of ways to illicit a speed boost) *Nick Toons Racing* understandably comes across as a touch shallow by comparison, but a selection of power-ups and weapons are on tap to make up the deficit. Unfortunately this is where things begin to go slightly awry...

There's no denying that some of the weapons-related elements are well thought out – it's impossible to collide with stricken, spinning enemies (ensuring that you don't scupper yourself by blasting an enemy ahead) and dropped weapons can be hung from the back of your kart for precise deployment; yet, as is apparent from the first hit one takes, your vehicle reels for far too long, getting successively blasted from first to sixth being all too common. Hence victory seems more a matter of who 'just happened' to cross the line first rather than who drove best. Couple this with the code's general discomfort (forget any two-player fun) and you've got yourself a racer which, instead of captivating in its own right, serves to remind just how great *Crash Team Racing* is. An okay(ish) imitation, but an imitation nonetheless.



[Below] Hitting dustbins can be bad news as the lights dim for a few seconds.



NICK TOONS RACING

PSone Review







[Below] The game is kind enough to warn you when you've been targeted. Unfortunately there isn't usually much that can be done.



"SURPRISINGLY SAVOURY RACING FUN"



DID YOU KNOW?

- For those interested in karting for real, www.karting.co.uk ain't a bad place to start.
- Just remember that attempting to emulate the jumps seen in videogames by bunny-hopping that expensive machinery is strictly forbidden...
- ...and don't even think about bringing along turtles or dustbins to throw at other competitors.

A CUT ABOVE

CONFOUND THE OPPOSITION BY TAKING THAT SNEAKY ALTERNATIVE ROUTE... IT AIN'T CHEATING!

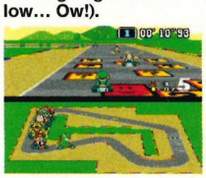
Races can be won without the use of short-cuts, but they sure come in handy for when things are getting tight. Just be aware that your AI opponents aren't adverse to making a holy leap from the beaten path in the name of a faster lap-time either.



A KART APART

PLAY TAKES A LOOK AT THE MOST NOTABLE MEMBERS OF THIS NOBLE GENUS...

SUPER MARIO KART (SNES)
Father of the sub-genre and recognised, by popular consent, as being the best goddamn kartie game out there (although a cynical critic might complain, anonymously, that the viewing angle is too low... Ow!).

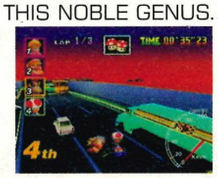




STREET RACER (SNES/MEGADRIVE/PSONE/SATURN)
An odd attempt to lend kart racing a grittier edge – self defeating given the cartoony nature of the characters and bright palette. Its Rumble and Football (!) modes added interest, but were nothing to *SMK*'s battles.

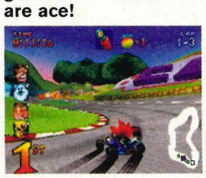
SPEED FREAKS (PSONE)
A decent stab at the genre, but the rapscallion characters and 'airy' controls let matters down. Enjoying a faux-classic status which will bemuse as many as it'll placate, *Speed Freaks* is worth investigating – if only to see how it hits you.





MARIO KART 64 (N64)
Generally accepted as inferior to the SNES original, this 64-bit update differs from its li'l brother in that it's not quite worth buying hardware for and is infamous for the kind of lousy AI which *Nick Toons Racing* embodies.

CRASH TEAM RACING (PSONE)
An underrated excursion for the 'Coot which brought the revolutionary 'Hang Time' system into the foray. At its best in one-player admittedly, but what a ride you recluses get... those tracks are ace!



PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

69 PERCENT

NOT IRREDEEMABLE, BUT THERE'S CERTAINLY BETTER OUT THERE

ALTERNATIVELY:

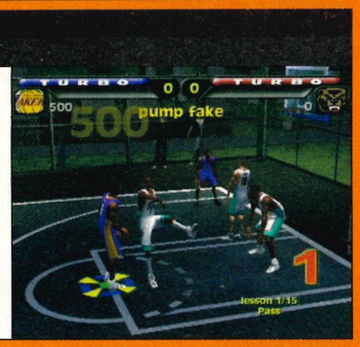
Crash Team Racing	88%
Speed Freaks	90%

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

LICK A SHOT

THAT'S A GREEN FOR GO AND A RED FOR NO!

The art of dropping balls though metal rings is not a haphazard affair thanks to *NBA Street*'s handy traffic light system. Basically, the colour of the cursor below the active player denotes how accurate the shot will be, so red is a no go, amber you've got a good chance and green shows that pretty much only a block will stop the point being scored.





"SPIKE LEE MAY HAVE ONE OR TWO THINGS TO SAY ABOUT SOME REPRESENTATION ISSUES"

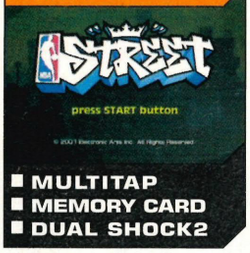


NBA STREET

IN A NUTSHELL: WHY IT'S A SEMI-CONTACT SPORTS GAME PLAYED BY THREE PEOPLE INVOLVING A BALL, SOME ASPHALT AND TWO HOOPS

PLAY

- UK PAL
- PLAYSTATION2
- PUBLISHER EA
- DEVELOPER EA SPORTS
- PRICE £39.99



- MULTITAP
- MEMORY CARD
- DUAL SHOCK2

Chilling out, maxing, relaxing all cool and all shooting some b-ball outside of the school...

Brace yourself for a bombardment of what can only be described as total basketball attitude. We got home boyz, home girlz, hustlaz, playaz, brothaz, bloodz, cripz, hoodz and Michael Jordan. They've got style and they've got grace but if you step up to play you'll get a ball in your face, bitch. Yes, *NBA Street* is basketball with attitude. It frontz, it representz, it demandz re-zpect. It's well and truly just street tough and that ain't no illin' neither fool. Okay, we'll stop that line of American urban rhetoric right away and keep to the facts. *NBA Street* is a basketball game that is heavily influenced by the (yep, it's that word again) attitude of the street. It favours posing, posturing and pouting for points over just getting the job done by dropping a ball through a hoop. Now, all this (sic) pomped up school yard aggression wouldn't mean a damned thing if it was tied to a straight-laced, po-faced game where rulz be rulz. Thankfully, if ever there was a PlayStation rendition of the sport of giants that isn't afraid to poke fun at stereotypical American street behaviour then this is it, although Spike Lee may have one or two things to say about some representation issues.



[Below] Her name is Prophecy and we created her specially for all our readers



MICHAEL J FOX

Complicating what effectively would be an arcade game by the inclusion of an intricate control system seems to allow many sports games the right to call themselves by the rather pretentious moniker of 'simulation'. Now bluds, we've been and seen most everything but we've never seen no footballer power-up a shot by holding a button down. *NBA Street* doesn't have this problem with its identity and has no qualms sticking with efficient controls and fast action all in the name of accessibility and smooth game flow. This is nippy three-man team basketball that's quick to pick up, easy to understand and all the time accompanied by the hip-hop, laidback yet self determined (groan) attitude. Basketball is not the world's most complicated game and even some **PLAY** members have been heard to band about the opinion that surely it's just a more kinetic form of netball. *Street* understands this misconception and acknowledges by providing a game that's surface simplicity belies its underground complexity. Points are awarded for style more than content, so fancy moves, combos and basically looking good affords you a separate score to standard dunking. It all combines together to provide gallons of strategic play that's deftly disguised as an arcade thriller.

EA GOT GAME

NBA Street is a fine example of the bonus effect a sports game can attain when it ignores straight-laced sensibility for pure fun. The only real problem here is one endemic of the sport as a hole. You'll get more depth out of *ISS* due to the obvious complexity found when 22 men battle on a football pitch, so don't expect *Street*'s six men on a pool table to fill too many hours of constant play. But what is there? Damn that's fine – sheeit!

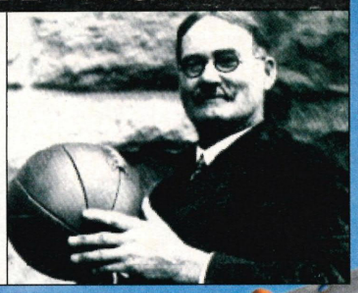
DID YOU KNOW?

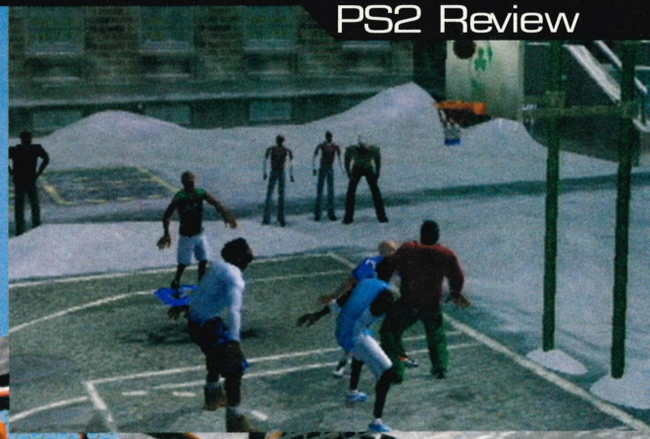
- BasEkit ball is a movie by those anarchic plebs behind South Park. We haven't seen it, but suggest that it as at least as bad as their other full motion feature, Orgazmo.
- Contrary to popular belief, the Reichstag fire of 1933 was not started by the infamous Armenian Fire Fly brothers – they weren't even in Berlin that day.
- White bread can't jump.
- PLAY art guru Steve Gotobed's first job involved artificially inseminating pigs using authentic yet incredibly illegal medieval surgical equipment. He was sacked due to the fact that he was working as a gym teacher in a girl's school at the time.

WHITE MEN CAN'T JUMP

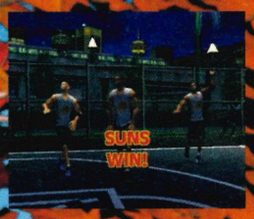
OLD BLOKE INVENTS NATIONAL SPORT SHOCK

The celebrated Dr James Naismith invented basketball way back in 1891. It was designed as a game that could be played between baseball and football seasons, which combined elements of the two sports. Further news, trivia fans – the first hoops were made of peach baskets and not as widely-yet-wrongly believed, cat tongue.





[Below] And yeah, the archangel Gabriel did appear toward the basketball players and the game was won...







DESIGN A DUNK

CELEBRATING OUR DIFFERENCES...

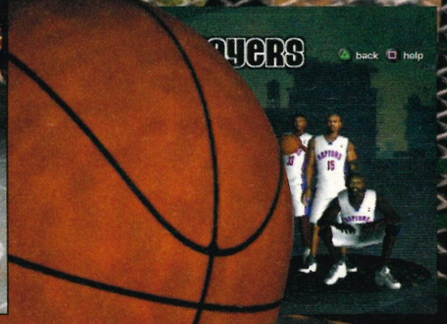
As is the mode with most sports games, *Street* gives you the option of spending earned points on character statistics. Player's names aren't featured in the game so it is vital that each member of the team has their own definite look. The best way to do this is to either insist they don't wear identical team uniforms, or in this case just fill your team with your own strikingly un-similar players.







[Above] How much attitude can one guy have? None as it happens, this man IS attitude.



PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

85 PERCENT

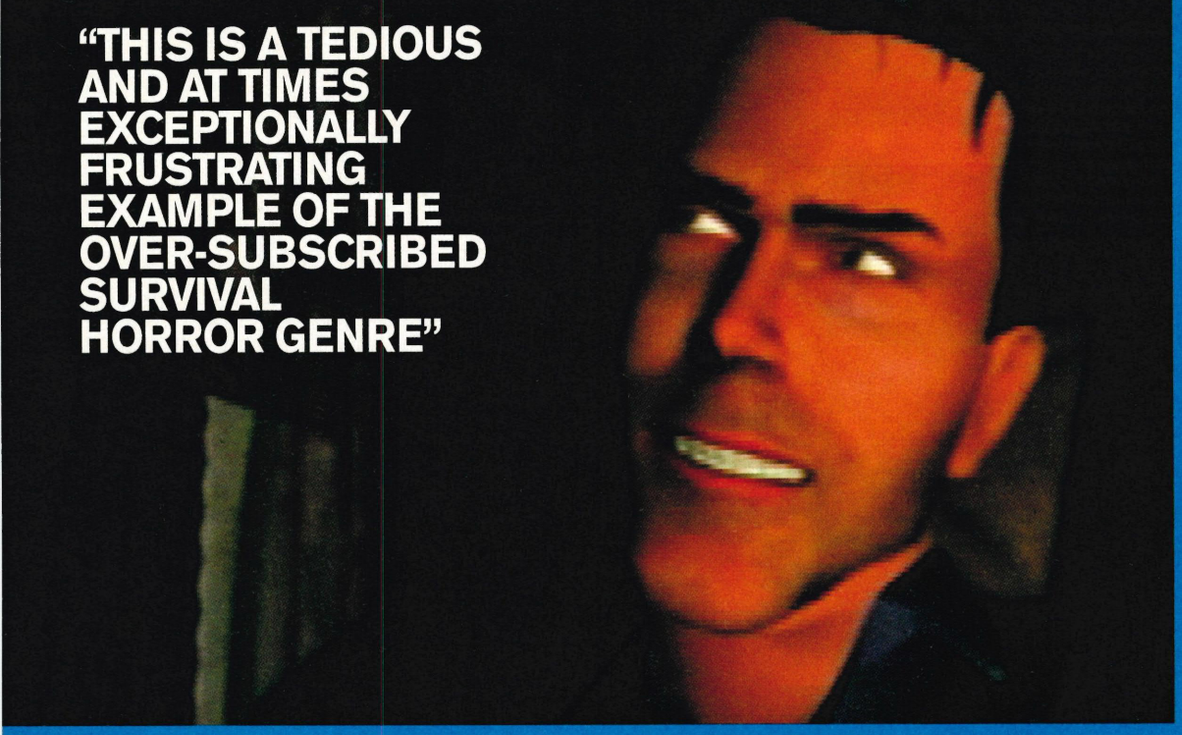
SLICK AND STREET TOUGH BASKETBALL AUTHORITY BOYEE!

ALTERNATIVELY:

NBA Live 2001	80%
NBA Hoopz	68%

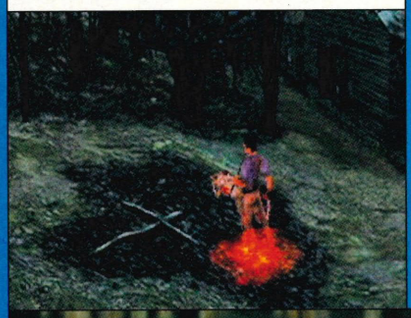
Writer Simon Cann **Available** Out Now **Weblink** www.thq.com

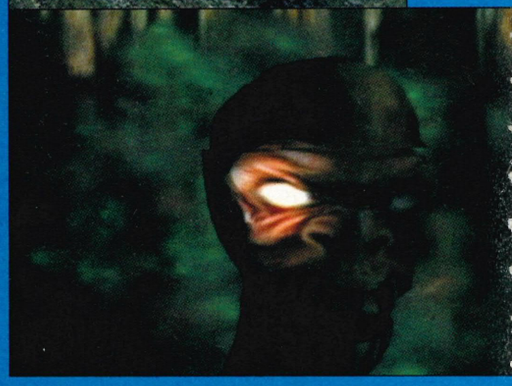
"THIS IS A TEDIOUS AND AT TIMES EXCEPTIONALLY FRUSTRATING EXAMPLE OF THE OVER-SUBSCRIBED SURVIVAL HORROR GENRE"



BIG BOSS

Much like the rest of the game, the boss encounters have been implemented with great incompetence. The first major boss initially appears as a bed-ridden old lady. Having carried out a favour for her (oo-er) she whips off the blankets and reveals herself to be a huge spider-like creature. Now experience the pleasure of trying to shoot her spindly legs in shifty 3D without an auto lock-on button. Groovy.





EVIL DEAD: HAIL TO THE KING

IN A NUTSHELL: SURVIVAL HORROR TITLE BASED ON THE HIT MOVIES.

Festering zombies, hands with minds of their own and a chainsaw-wielding hero with a penchant for one liners. How can this fail?

PLAY

- UK PAL
- PLAYSTATION2
- PUBLISHER THQ
- DEVELOPER HEAVY IRON STUDIOS
- PRICE £29.99



- ONE PLAYER
- MEMORY CARD
- DUAL SHOCK

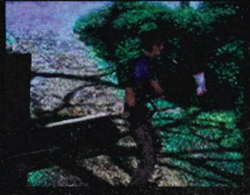
With a rich sense of blacker-than-black humour and some truly outlandish (read as gory) special effects, The *Evil Dead* trilogy of films contains enough source material upon which to base a whole series of videogames. Sadly, THQ and developer Heavy Iron Studios have somehow managed to create a hugely disappointing title that will appeal to neither fans of the films nor gamers in general.

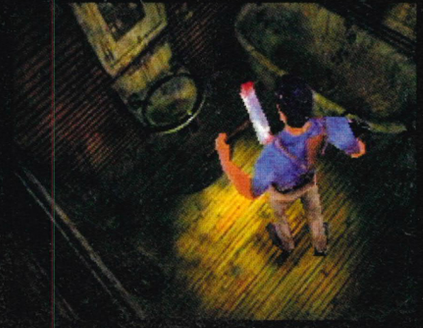
Evil Dead: Hail To The King's plot, whilst not directly based on any of the movies, will still be immediately familiar to fans of the celluloid trilogy. The action is set shortly after the events of *Evil Dead: Army Of Darkness* and sees the luckless Ash and his new girlfriend returning to the log cabin where the nightmarish events of the films all began. Before long things have gone awry and as Ash you must collect the scattered pages of The Book Of The Dead (Necronomicon), which holds the secret of how to return the evil from whence it came.

DEAD ON ARRIVAL

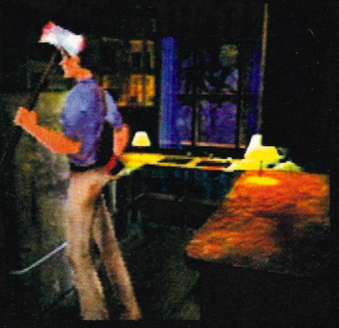
What this translates to in terms of gameplay is a tedious and at times exceptionally frustrating example of the over-subscribed survival horror genre. Given the title's enormous gestation period it's hard to fathom how this has turned out to be so grossly incompetent. Indeed, the lack of imagination on display here could lead you to believe that the developer has never even seen the films. So, where to begin?

Well first off you have the game's horribly murky backgrounds. These have been so badly compressed that many of the environments look as though they were slapped together on a Commodore 64. THQ has made much of the game's quasi-animated backdrops – curtains moving and trees swaying for example. However, with most of this movement being conveyed through just two frames, the effect looks laughable. What's more, certain objects – for example the save







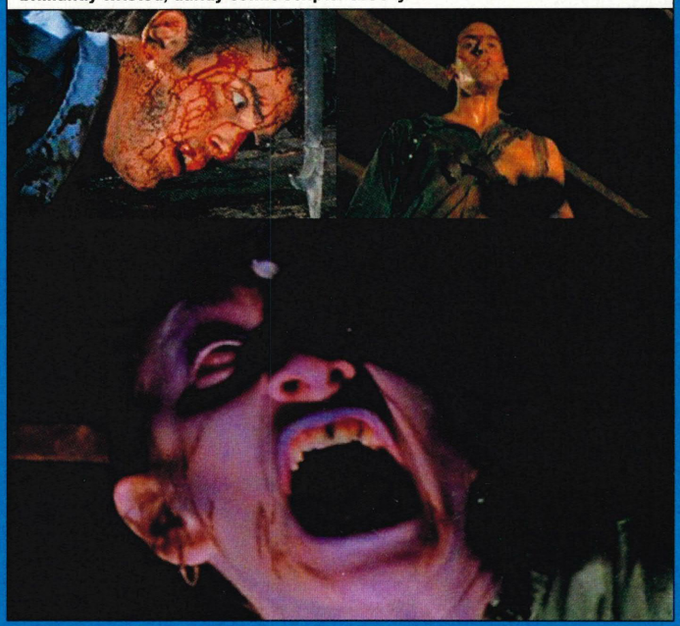


EVIL DEAD: HAIL TO THE KING

PSone Review

MOVIE MANIA

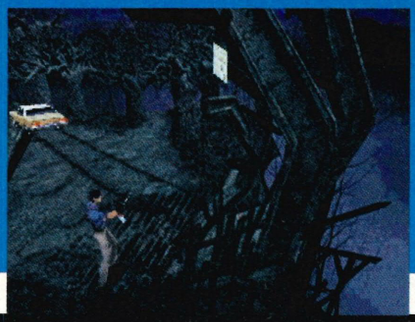
If you haven't seen the *Evil Dead* movies (and are over the age of 18) then we suggest you track them down immediately. Sam Raimi's first film in the series is testament that you don't need a big budget to pull in the crowds. Bruce Campbell plays the role of Ash with an unholy relish, as he combats the decaying legions of the undead. The following two films are also well worth a look, seamlessly blending together the mad and macabre with brilliantly twisted, darkly comic scripts. Groovy.





"WITH SO MANY BETTER EXAMPLES OF THE GENRE AVAILABLE, INCLUDING THE ORIGINAL *RESIDENT EVIL*, THIS JUST DOESN'T WARRANT ANY ATTENTION WHATSOEVER"

[Right] Fans of the movies will recognise the bridge that barred Ash's escape by road. That white thing hanging off it is a page from Necronomicon.



NEW FOR OLD

If you've been around the block a few times, you may recall the awful 8-bit *Evil Dead* game released by the long forgotten Palace Software. Played from an overhead view, the game was even worse than this PSone title (no small feat). At least Palace could blame its game's limitations on the underpowered technology of the time. Quite what the developers of *Evil Dead: Hail To The King*'s excuse is, is anybody's guess. Answers on a postcard please. The most convincing argument wins a smashed copy of the game. Groovy.



DID YOU KNOW?

• Evil Dead: Hail To The King is a partial anagram of lazy, rushed out at the last moment, movie tie-in. Sometimes fact is indeed stranger than fiction.

game crates (that's original) – don't animate at all when you open them. The controls are also poorly thought-out and cumbersome to use. Ash lurches around the place in an incredibly stiff fashion, with combat for the most part being an exercise in simply standing there, hacking foes to bits with a chainsaw or an axe. Later on in the game you acquire more powerful weapons, including the famed 'Boomstick', though sadly these do little to improve the action.

SPAWN AGAIN UNCHRISTIAN

By far the game's greatest flaw is the manner in which the deadites you encounter re-spawn within seconds of killing them. This is especially annoying in narrow paths (of which there are many), because as soon as you've dispatched one (horribly designed) hell-beast, another immediately replaces it. Consequently, it's better to just run away from the enemy (if you can actually get past), which renders the game's combat rather pointless. Admittedly you don't want to be left wandering around empty landscapes, but this is just too much. It also makes picking up items and solving the laughably poor puzzles far harder than it should have been. Even the one liners that Ash spouts are badly handled – Bruce Campbell (for it is he) delivers them with all the enthusiasm of a speak-your-weight machine. With so many better examples of the genre available, including the original *Resident Evil* (which can be picked up for less than a tenner) *Evil Dead: Hail To The King* just doesn't warrant any attention. Truly this ranks as the biggest waste of a licence in recent memory and is in no way at all 'groovy'.

MORTAL COMBAT

Explaining just how badly the game's combat system works is no easy task. You encounter the badly designed deadites, hack them to pieces (whilst they do the same to you) and then collect the power-ups they leave behind in order to replenish your lost health. By the time you've picked up the Med Kits, a new foe will probably have appeared. The procedure can last for hours, should you wish it to. Groovy.





[Above] Early on in the game Ash stumbles upon his car. Sadly his deceased girlfriend had the keys, so you can't just get in and drive off, which would have saved you drudging through the game.

PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

25 PERCENT

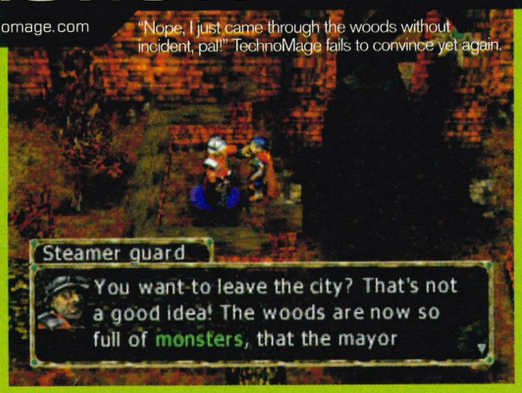
THIS REALLY IS A TRULY ABYSMAL MOVIE TIE-IN IN EVERY CONCEIVABLE WAY

ALTERNATIVELY:

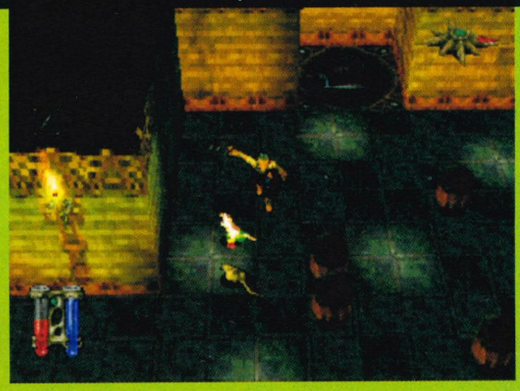
Resident Evil 2	96%
Silent Hill	84%

Writer Mark Crawley **Available** Out Now **Weblink** www.technomage.com





"Nope, I just came through the woods without incident, pal!" TechnoMage fails to convince yet again.





TECHNOMAGE

IN A NUTSHELL: LEGACY OF KAIN MEETS GRANDIA MEETS DARK SAVIOUR

PLAY

- UK PAL
- PLAYSTATION
- PUBLISHER INFOGRAMES
- DEVELOPER SUNFLOWERS
- PRICE £29.99



- ONE PLAYER
- MEMORY CARD
- DUAL SHOCK

[Right] What game? Hey, stay in character!





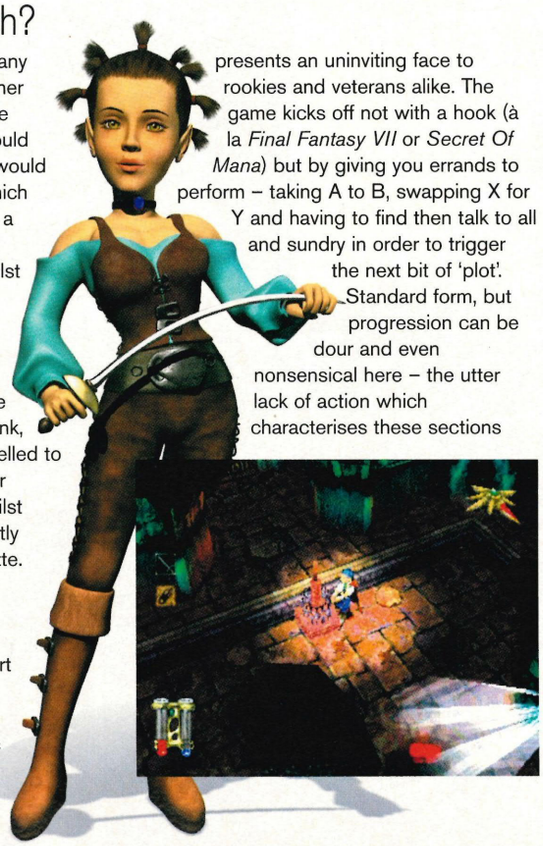
Okay, who accidentally pressed the 'Not 2D' switch?

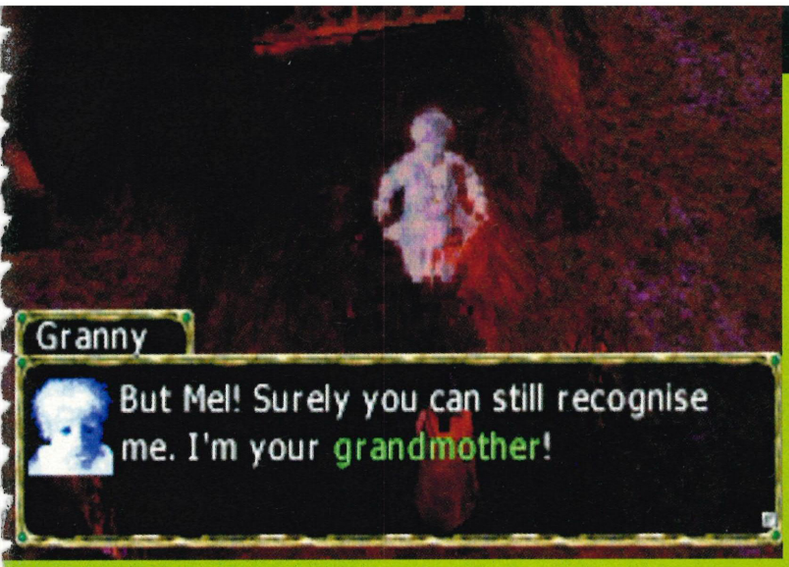
What's the secret of a good, wholesome beverage? Some eastern tea leaves, boiled then complimented by a spot of milk and a touch of sugar, perhaps? Or how about coffee beans, freshly ground and served with cream and a mint chocolate? You might, if you were a member of the PLAY team, even go so far as to mix Drambue with... erm, well nothing [cough] after all those kiddieware 'games' had driven you to the point of drink-addled insanity. Bibble.

Infogrames, if *TechnoMage* is any indication, would take an altogether different approach, however – the company's barely-brewed tea would be like gnat's piddle, the coffee would be that mega-economy brand which doesn't actually dissolve, leaving a brown lumpy funk floating on top (students will know the stuff) whilst any alcohol would be watered down to the point at which chemical analysis becomes necessary to detect its presence. Of course, to mask the inadequacy of each individual drink, Infogrames would then be compelled to mix them all together into a rather unsavoury concoction which, whilst seemingly bland, leaves a distinctly distressing flavour on one's palette.

TECHNO-MIX

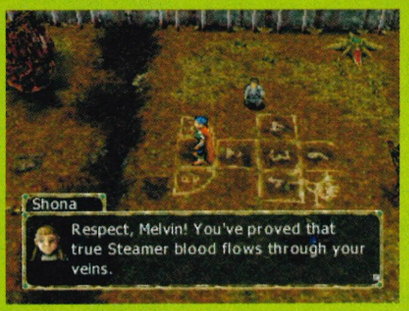
Yes, *TechnoMage* tries to serve lots of tastes – it's part RPG, part adventure and even part platformer – but each element is so undernourished and formulaic that, as a whole, the title presents an uninviting face to rookies and veterans alike. The game kicks off not with a hook (à la *Final Fantasy VII* or *Secret Of Mana*) but by giving you errands to perform – taking A to B, swapping X for Y and having to find then talk to all and sundry in order to trigger the next bit of 'plot'. Standard form, but progression can be dour and even nonsensical here – the utter lack of action which characterises these sections



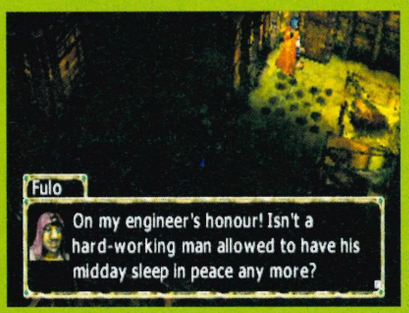


[Above] Dialogue is well delivered and speech is plentiful, though you have to wonder why there's enough disc space for such a frippery.

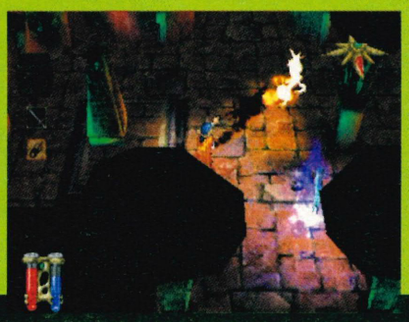




[Above & Below] More interesting models of interaction (such as competing for information or proceeding with stealth) are too few and far between to reverse opinion.

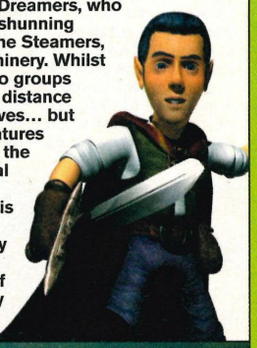


"IT BADLY NEEDS A DEDICATED BATTLE-ENGINE"

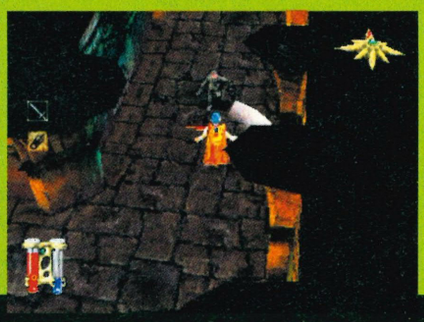


ONCE UPON A TIME...

***TechnoMage*'s back-story is one of the better ones, making the way it's been squandered even more of a waste. Melvin is the offspring of two races: the Dreamers, who use magic whilst shunning technology, and the Steamers, who revel in machinery. Whilst not at war, the two groups keep a respectful distance between themselves... but once strange creatures begin to terrorise the land, Melvin's dual status sees him ostracised from his home and he begins his journey to find out what's going on – and, of course, eventually save the world.**

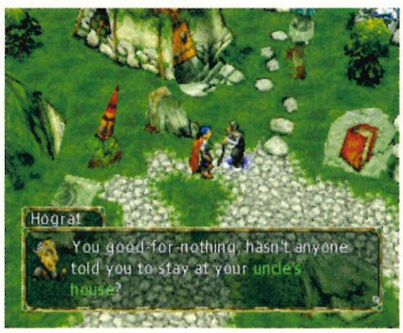






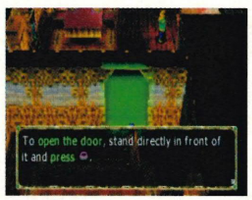
DID YOU KNOW?

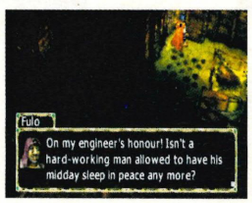
- Shigsy, Nintendo's top game designer, gets his inspiration from the stuff he used to get up to as a child, exploring caves and the like.
- We really wish that the Sunflowers crew had grown up in a more interesting environment.
- Part Steamer, part Dreamer, Melvin begins with the skills of neither group. What a bum deal!



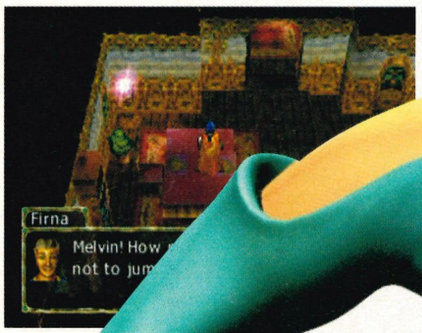


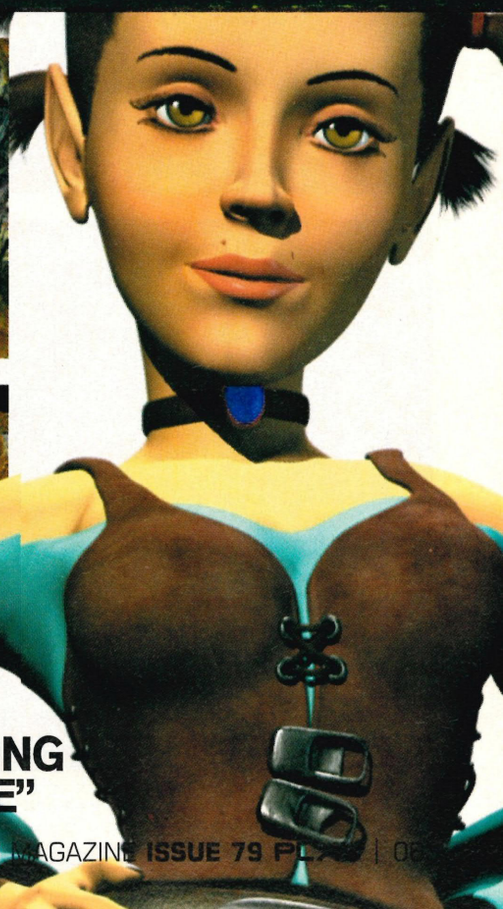
[Below] At least it eases you in...











"AS A WHOLE, IT PRESENTS AN UNINVITING FACE TO ROOKIES AND VETERANS ALIKE"

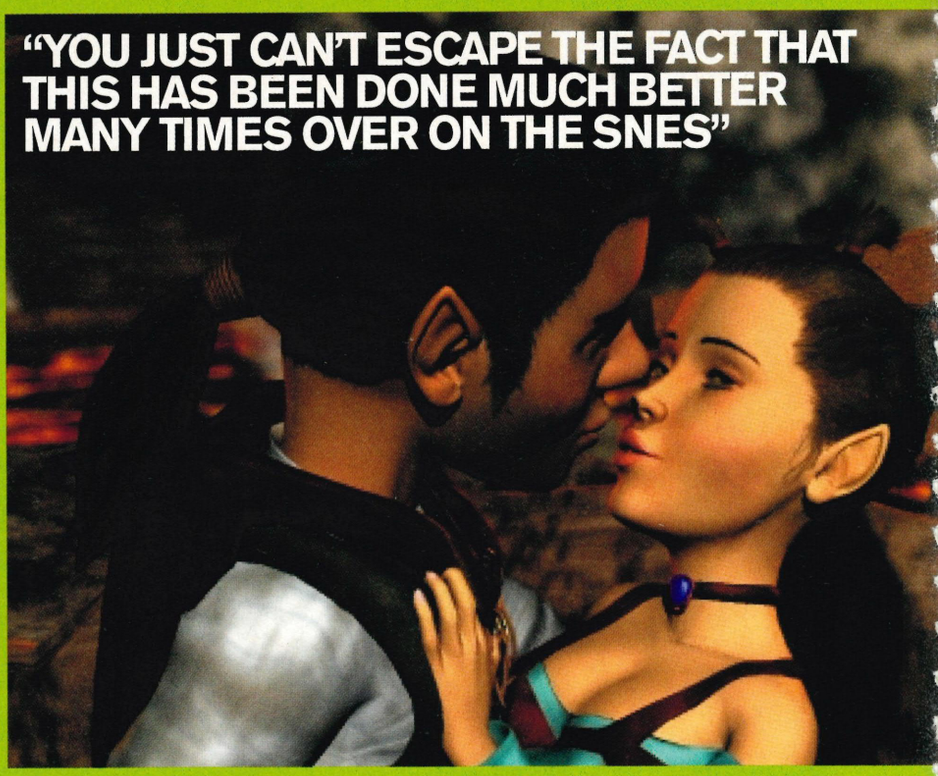
A TO THE B TO THE D TO THE C

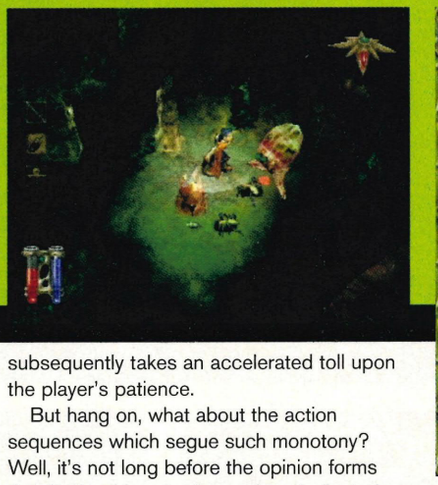
***TechnoMage*'s inconsiderate linearity periodically shatters the illusion of a coherent world, forcing players to see tasks for the hoop-jumping exercises they are. For example, one section sees you trying to doctor somebody's food... so you get hold of the dish and the ingredient you want to add but, because the designer seems only to have envisioned Melvin adding the 'special sauce' to the cooking pot, you can't perform the reasonable action of mixing the two. In a similar fashion, near the start of the game, it's possible to get damn near everyone in the village to command you to go to your uncle's immediately... even though you won't necessarily have performed the task which will trigger your uncle's presence there!**

It's logical inconsistencies and scripting discrepancies such as these which help to drag *TechnoMage* down towards the merely average, undoing much good tutorial work and making the experienced balk, whilst confusing new, more innocent gamers.

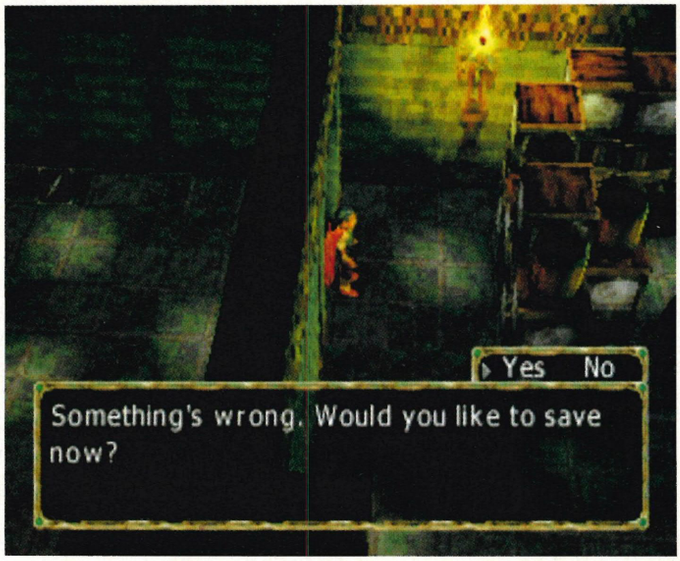


"YOU JUST CAN'T ESCAPE THE FACT THAT THIS HAS BEEN DONE MUCH BETTER MANY TIMES OVER ON THE SNES"









[Above] Save often, you won't always be so well warned.

subsequently takes an accelerated toll upon the player's patience.

But hang on, what about the action sequences which segue such monotony? Well, it's not long before the opinion forms that *TechnoMage* badly needs a dedicated battle-engine to take the place of real-time combat. What's on offer is far, far behind that of *A Link To The Past* – there's no shield-play, avoiding hits is awkward (ensuring defeat feels unfair) and rotating the camera in order to actually see smaller enemies approaching is a constant and depressing duty. A great shame, as such flaws draw attention from the otherwise-engaging *Grandia*-inspired puzzles which crop up.

Where puzzle-solving involves platforming, things weaken further though. Rotating camera or not, *TecnnoMage* is no *Dark Saviour* and the picky collision detection sees Melvin (our hero, and yes that really is his name) regularly slip off the side of whatever he tries to jump on – occasionally to his death. Being able to save anywhere, PC-style, might take the sting out of such unfairness but, aw heck, you just can't escape the fact that this kind of game has been done much better and prettier many times over on the Super Nintendo. If *TechnoMage* doesn't convince you to finally shell out £15 for that second-hand SNES you've been considering then you probably deserve a Melvin anyway...

PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

62 PERCENT

NOT HOPELESS, BUT OFTEN CRUSHINGLY DULL

ALTERNATIVELY:

Grandia	90%
Legend Of Mana	NR

When calling from a normal phone: } 1) Change your default voicemail pin number 2) Switch your mobile off



answer back

09066 47 47 83

ORANGE users please call from a normal phone!

Want some one else to answer your mobile? Just call us...

Stars & Celebrities

alice cooper	160601	Hello you rotten little blood sucker, this is Alice Cooper..
george bush (snr)	160602	I can't answer the phone right now ..
elvis	160603	he, he, hello baby, this is the king ..
gazza	160604	Wi ay man ...am oot on the toon with me mates and that ..
jack nickolson	160605	Normaly I wouldn't answer the phone myself but ..
kermit	160606	Testing, testing, ahem, I must have a frog in my throat
madonna	160607	What are you calling for ? ....
inspector clouseau	160608	I can't get to the phone right now, I'm engage'ed in mortal combat with kato ..
the queen	160609	Ladies and gentlemen, lords and ladies ...
ronald reagan	160610	Hello, I'm here taking a message ..
ren and stimpy	160611	Happy happy, joy joy ..
hannibal lecter	160612	Have the lambs stopped screaming ?... don't bother with the trace, I wont be on long enough
robin williams	160613	Hello, you've reached Dr Hiemlick. Leave a message
schwarzenegger	160614	Asta la vista baby, don't terminate your call ..
flanders	160615	Howdely doodely doo !

Humorous

altzheimers	160107	Hi, you have reached the Alzheimers Research errr... lavatory
6sense	160108	"We know you you are and what you want so at the sound of the tone please hang up
afterlifevoicemail	160109	Welcome to the Afterlife Voice Mail System..."
alien greeting	160110	Greetings Earthlings, I am an extraterrestrial being..."
anxious	160111	Hello, I told you never to call me here
drinking	160112	I'm sorry I can't answer the phone right now, I'm down at the pub..."
dude	160113	Dude, we're not home...Bogus..."
fawlty	160114	Will you answer that phone dear? No, not you - you Spanish imbecile..."
jagger	160115	How you all doing out there? I can't hear you..."
james bond	160116	Sean Connery as James Bond
mission	160117	The President in not in the office at this time...Leave your name, and the name of the country you wish to invade
onlyfools	160118	I'm afraid there's no one available to take your call at the moment - Oy!, give me that you little tart!"
sillyv2	160120	You've called the monty python silly voice preservation society ..
emergency	160121	We interupt this phone call to advise you of an important development ..
toofat	160122	The fingers you have used to dial are too fat ...
mission1	160123	Hello caller, your mission, should you choose to accept it ..
tr1mess6	160124	Hello. I'm home right now, but I can't find the phone, so please leave a really loud ...

Adult

fart	160201	Hello friends and thanks for calling Flatulence Anonymous..."
asshole	160202	Thank you for calling Dial an Asshole, all our assholes are currently assisting other assholes..."
bedstory	160204	Hello children and thank you for calling Storytime. Third weeks bedtime story - Deep Throat..."
erotheatre	160205	Thanks for calling the Eros Theatre, the ultimate in erotic cinema..."
insult	160206	"What is it you great pillock! Why do you persist in bothering us!..."
obscene	160207	"(Heavy breathing)...whoops you called me
toliet	160208	There he sits reading a magazine, suddenly the telephone rings..."
santa	160209	Thankyou for calling the north pole. Santa is in mexico at the moment guzzling tequila ...
sexy	160210	She tore the silk of her bodice, exposing her creamy flesh to the chill of the night air ..

Music

bohemian	160301	Is this a real voice? No this is an answerphone...
	160302	I don't care who you are, why you called..."
	160303	Don't Hang up, oh no, Oh don't you do it now..."
	160304	I'm Busy, I'm Busy, I can't come to the phone..."
spicegirls	160305	If you wanna be my lover.....
colacola	160306	We're sorry we're not home, (Cola Cola theme)
friends	160307	You better leave a message before you go away..."
mixicall	160308	Well you know I'm at the Fiesta, I will call you when I take a Siesta
powers	160309	"Like, no ones home, baby...Oh behave baby!"
satnightfever	160310	Well, you can tell by the way I answer your call, there's no one home, no one at all..."
seinfeld	160311	Believe it or not George isn't at home ..
nohome	160312	We're sorry we're not home right now, we thank you for your call
reason	160313	You didn't call me for fun girl...you called me for a reason, let the reason be known.
sandman	160314	Mr Sandman, please call again, or at the beep you can leave me your name ...

Bizarre

	160401	Your voice patterns are now being digitally encoded and stored..."
	160402	This is the Multiple Choice Answering Machine Message..."
	160404	If you would like to press 1, press 1. However if you would like to press 2, press 2..."
angry	160405	Hey! Hey! Where did you get this number? What makes you think I want to talk to you?"
	160406	Please leave a message at the tone
formal	160407	Good Day, the party at this residence is unavailable to accept your call at present..."
irish	160408	Hello, are you calling me? Sure I'm just after leaving the house ..."
kitty	160409	This answering machine has been connected to a 5,000 volt power supply that has been wired to this small kitten..."
pulpfiction	160410	Any of you hang up without leaving a message and I'll execute every last one of you..."
rap	160411	Yo! What's up, thanks for ringing our bell..."
simpsons	160412	Hello, you've reached the home of - whoever you're calling..."
spock	160413	Greetings, this is Science Officer Spock
advertisment	160414	You've reached the amazing phone-o-matic automatic answering machine, not only
aliens	160415	We interupt this phone call with a special new bulletin ...
confused	160516	Hi, we're not in right now, to leave a meesage press #, press 3 then dial your name ...
easter	160517	You've reached cluck, the chicken labour union coalition ....
flight	160518	Welcome to flight 416 direct to the beep. Please observe the no mumbling sign ...
japaneese	160519	Welcome to learn japanese in twenty seconds a day ..
to the point	160520	Good photography is .... Simple, brief and to the point.

USA

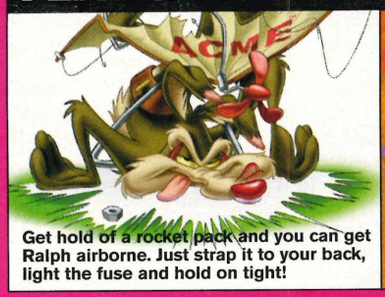
900	160501	Hello, You've reached the presidential chatline
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an$wer	160503	Hi we cant come to the phone right now, if you are a bill collector, your cheque is in the mail
fonetag	160504	Its telephone tag time !! You leave a message on this machine and we'll ..
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Writer Mark Hattersley **Available** September 2001 **Weblink** www.infogrames.com

FLYING WITH WOLVES







Get hold of a rocket pack and you can get Ralph airborne. Just strap it to your back, light the fuse and hold on tight!

DID YOU KNOW?

- Sheep reach puberty after around six months. Australian favourite Waltzing Matilda is about an Aussie who falls in love with a sheep, and runs away with it.
- Dogs were actually one of the first animals to be domesticated. The very first use of them (after food) was to guard livestock.
- According to Duran Duran, wolves are usually quite hungry.







SHEEP DOG 'N' WOLF

IN A NUTSHELL: MUTTON LOVIN' WOLF SETS OUT TO STEAL SHEEP WITH THE HELP OF SOME ACME GADGETS

PLAY

- UK PAL
- PLAYSTATION
- PUBLISHER INFOGRAMES
- DEVELOPER IN-HOUSE
- PRICE £29.99
- ONE PLAYER
- MEMORY CARD
- DUAL SHOCK

Cattle-rustling cartoon caper isn't that baa-d (sorry!)

Sam Sheepdog and Ralph Wolf (no it's not Wile E Coyote) have this weird working relationship. They both clock on in the morning, then Sam stands and watches over a flock of sheep, whilst Wile E, sorry, Ralph Wolf tries to steel the mutton in a variety of ACME-augmented antics.

The game takes the original cartoon and updates it into a more modern idea, however. Ralph Wolf is invited by Daffy Duck to take part in a gameshow called 'Who Wants To Steal A Sheep?' To win, he must steal one sheep per level from under the ever-watchful eye of Sam Sheepdog.

IT'S A DOG'S LIFE

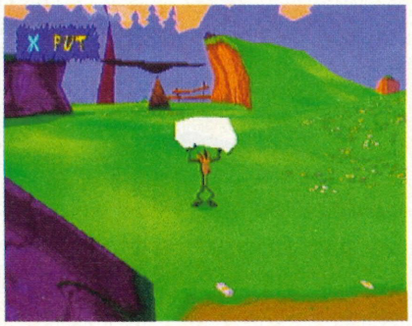
As far as cartoon-inspired games go (and let's face it, there have been some bad ones lately) *Sheep Dog 'n' Wolf* is one of the best yet, managing to capture the look and feel of the ACME universe perfectly – and it's a pretty good game to boot!

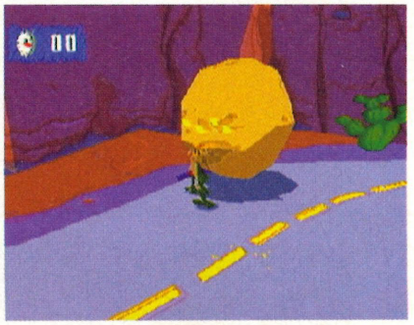
Every level has a flock of sheep with Sam standing guard. You have to sneak up and grab a sheep without him seeing you, then high-foot it to the end-zone. The game incorporates stealth elements – Sam looks from left to right, and an icon in the top of the screen shows you where the mutt's looking. So you have to sneak around, hiding behind different objects. If Sam spots you, you must run away with Roadrunner speed or face a pummelling.

SHEEP LOVER

The real fun of the game isn't in the stealth, however – it's in using the ACME objects dotted around the levels (you order them by bashing mailboxes.) Everything from humble lettuces to rocket packs, fans, sheep perfume, disguises and much more is yours for the taking! Getting the sheep is never a case of just grabbing them – you have to figure out a way of using these insane items to lure the lambs into your grasp.

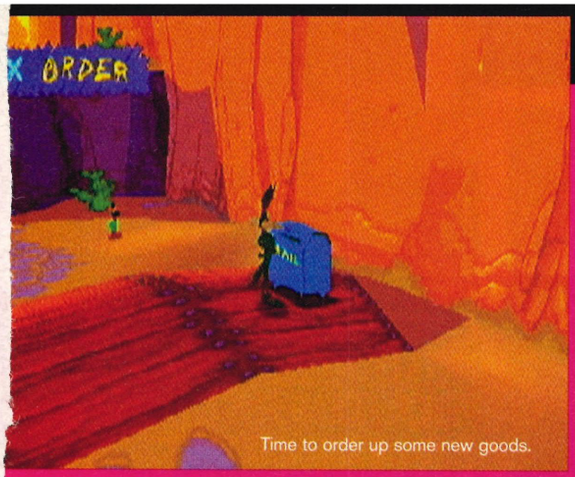






SHEEP DOG 'N' WOLF

PSone Review

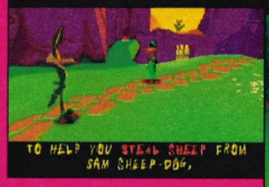


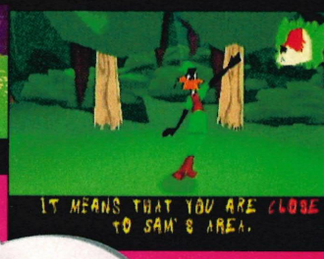
Time to order up some new goods.



HELPING HAND

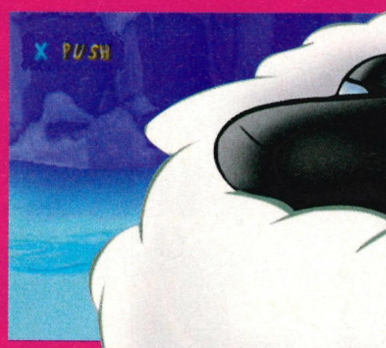
Throughout the game Daffy Duck is on-hand to give you advice and teach you how to use new objects. They never explain why he changes into his Robin Hood outfit though.

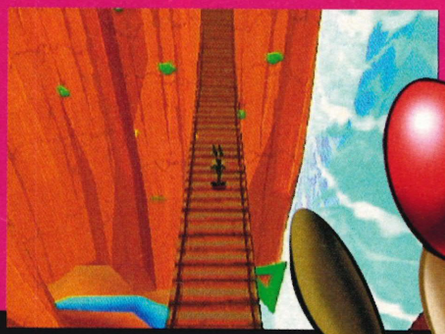












HIDE AND SNEAK

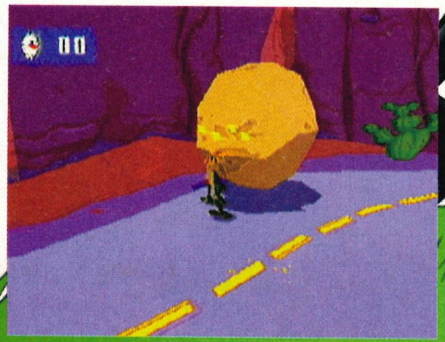
If you just run up to Sam, you'll get a bashing! Instead, get into costume and sneak right up without him noticing.







[Below] Slow down or you'll end up with a headache!

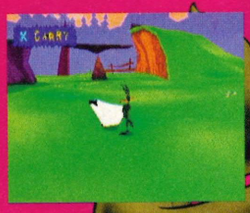








[Below] No physical difference from what I hear.



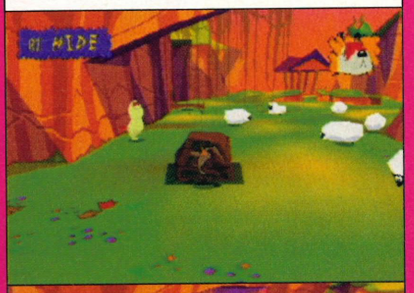




"IT CAPTURES THE ATMOSPHERE OF THE LOONEY TUNES CARTOON PERFECTLY"

MUSICAL BOULDERS

One of the funniest ways to get rid of Sam is by hypnotising him with the magic flute. Just sneak up on him, play the flute and get him to walk under the falling boulder!

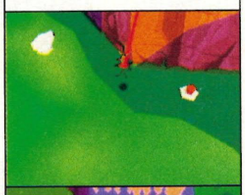


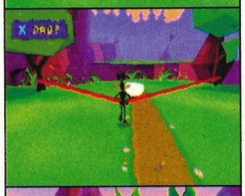




SHEEP FLINGING

One of our favourite ACME gadgets is the big rubber band. You can use it as a bungie rope or, like here, tie it between two trees and use it as a sheep catapult. Poor thing...







The game is a very mixed bag visually, and ranges from brilliant to meanderingly average. On the one hand the design is fantastic, especially the facial expressions of the characters, but there's a lot of fogging and at times, the levels look very murky instead of bright. Oddly enough, it's one of those games that starts to look better as you get further into it though, and despite its faults, it still manages to look amazingly good at times. When Ralph jumps into a bush to hide, and you just see his eyes and nose poke out, craftily looking left and right, it's pure Looney Tunes.

The only real problem is with the levels, which tend to be very linear. You do one puzzle at a time. If you get stuck, that's it – you ain't going nowhere until you figure that puzzle out. The only other thing to do in each level is find a hidden time-clock, and once you've done that there's no reason to return to that level. With only 18 levels, we do have concerns over the long-term life of the game, but it is fair to say that after the first few sheep are stolen, the levels get larger and more complex.

Ultimately, *Sheep Dog 'n' Wolf* is a good game, which captures the atmosphere of a Looney Tunes cartoon perfectly. With a few tweaks, and more to do in each of the levels, it would have been truly great – but it's still good!





[Above] Aha! The old pheromone and fan combination. Get's you a sheep every time.

PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

84 PERCENT

A FUNNY AND ADDICTIVE PUZZLER FOR KIDS OF ALL AGES

ALTERNATIVELY:

Ape Escape	90%
Spyro: Year Of The Dragon	80%

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0374 Sexbomb
1585 Rock DJ-Robbie Williams
1513 Stan
0395 Thong Song
1515 Real Slim Shady
0294 Changes
0132 Simpsons
0268 Angels
1579 The Way I Am
1516 Charlie's Angels
3151 Star Wars
0282 Bitter Sweet Symphony
0283 Blue
0065 Halloween
1501 Music
3719 Uptown Girl - Westlife
3705 Shaggy - it wasn't me
3670 Whole Again - Atomic Kitten
3721 Clint Eastwood - The Gorillaz
3690 Teenage Dirtbag - Wheatus
3690 Im Like A Bird - Nelly Furtado
3707 Always Come Back To Your Love - Samantha Mumba
3706 Ms Jackson - Outkast
3722 S*** On You - D12
3728 Think About Me - Artful Dodger feat. Michelle
3724 Jaded - Aerosmith
3712 Nobody Wants To Be Lonely - Ricky Martin With Christina Aguilera
3723 Piano Loco - DJ Luck and MC Neat
3725 X - Xzibit
3698 Here With Me - Dido
3716 Paradise - Kaci

ALL NEW

4093 0714 4096 1178 0713
4094 0716 1192 4095 1166 0712 2378
2402 2474 2570 0582 2575 2500 2468
2409 2477 2572 0609 2479 2482 2573
2406 2417 2492 2495 2574 0610 0655
2369 2385 2425 2398 2379 04053 2386
2367 2370 2384 2448 2432 2463 2436
0455 0461 2433 4058 1177 2941 2959
2944 2949 2950 2953 2994 2962 2561
2942 2112 2534 2542 2919 2921 3425
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3337 3335 3316 0795 0775 0796 0802
1176 0748 0749 0756 0761 2093 0813
1665 2109 2163 2115 2172 2095 2124
2475 2160 2107 2154 2194 2097 2184
2470 2473 2940 2948 2376 2113 2532
2951 2546 2510 2918 2823 2821 2807
2872 2740 2749 2827 2765 2763 2757
2752 2755 2756 2780 2786 0520 0559
0510 0543 0546 0501 0500

1000s more to choose from...!

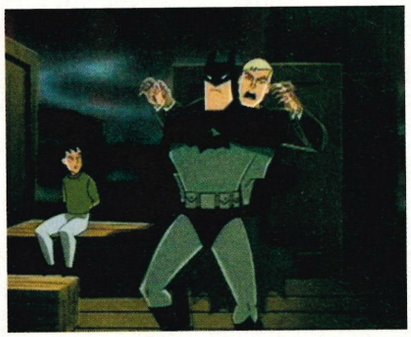
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Writer Will Johnston

BATMAN GOTHAM CITY RACER

PLAY
- UK PAL
- PLAYSTATION
- PUBLISHER UBI SOFT
- DEVELOPER SINISTER GAMES
- PRICE £29.99
- RELEASE DATE OUT NOW
- 1 PLAYER
- MEMORY CARD
- DUAL SHOCK

Makes acid in the face seem preferable.

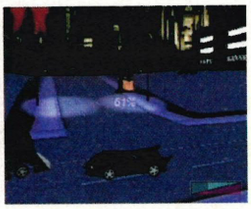


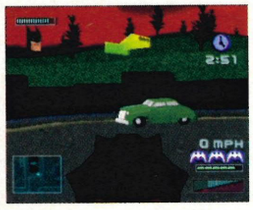
To paraphrase the original movie, "We have given a name to our pain and it is *Batman... City Racer*." How bad could this be? Well, if ever there was a reason to write naught but scorn for a game, this must be it. But where to start? Firstly, Batman generally doesn't solve every crime from the seat of his ride, so putting him in his Bat vehicles all the time must just be a cynical move to squeeze out another 'Racer' title with no care to the respect fans have for the Dark Knight. Secondly, the game looks like it was designed for an ancient 16-bit home computer. With such a basic look taking absolutely no toll on the PSone's CPU, you'd expect it to run at a smooth rate – it doesn't. But who cares about shoddy looks and lame visuals when the vehicles in question handle like bricks on roller-skates that are going through withdrawal.

The list never ends. Empty streets littered with roadblocks, unimpressive weaponry, mentally neutralising missions... to let this one off on the pretence of it being a kiddie game is patronising. This is a character with a huge scope for the videogame arena, so if he must be shoehorned into a racing game why not just do *The World's Scariest Police Chases* with a Batmobile? Oh right – development costs! This is a cheap and turgid little game – avoid! **9%**

"THE VEHICLES IN QUESTION HANDLE LIKE BRICKS ON ROLLER-SKATES THAT ARE GOING THROUGH WITHDRAWAL"

[BELOW] Fans of the top 'toon deserve more respect than this...









Writer Mark Crawley

INTERNATIONAL LEAGUE SOCCER

PLAY
- UK PAL
- PLAYSTATION2
- PUBLISHER EON DIGITAL ENT
- DEVELOPER TAITO
- PRICE £39.99
- RELEASE DATE OUT NOW
- 1-4 PLAYERS
- MEMORY CARD
- DUAL SHOCK2

Bored with the established players? Try this substitute...

Is there anything more depressing than the status quo? Not the band, mind (although now we mention it...) but the dulling fact that each new football game review has been practically pre-written by history. You know the thing: *International Superstar Soccer* is still the hardcore choice [snore], *FIFA*'s the one for the mass-market [zzzzzz]... but hang on – make a strange snorking sound, sit bolt upright and rub those disbelieving eyes because the PS2 has come along to change all that! 32-bit *ISS* has already disgraced the word 'evolution' and *FIFA*, sensing the chance to steal some territory from its arch-rival, eagerly jumped into its shoes in its 2001 incarnation, leaving a big fat gap in the market for a more arcadey footy-fest. Cue Taito...

Known as *Greatest Striker* in Japan and appearing on Western consoles minus its innovative voice recognition system, *International League Soccer*'s preserved core manages to provide an accessible forum for utter novices whilst giving veterans a more thorough workout. Indeed, Taito has even been thoughtful enough to provide a simplified control system for virgin joypad-jugglers, and enough difficulty settings to ensure that everyone is catered for. In fact, if you don't enjoy *ILS* then you should probably give up on soccer games altogether – its arcade stylings and pick-up-and-play sensibilities conspire to produce an instantly gratifying experience.

True, the game isn't quite perfect: play can become scrabbley and claustrophobic at the highest level, player selection is occasionally erratic, there's the merest hint of a suffering CPU when rendering weather and the wings are arguably too supreme. But none of this alters the fact that International League Soccer is great FUN and the perfect way to free yourself of the eternal yin-yang struggle of *FIFA* vs *ISS*. Recommended. **87%**









Writer Mark Crawley







UEFA CHALLENGE

Challenge? That doesn't even begin to describe it...

- UK PAL
- PLAYSTATION2
- PUBLISHER INFOGRAMES
- DEVELOPER INFOGRAMES [SHEFFIELD HOUSE]
- PRICE £39.99
- RELEASE DATE JULY 2001

- 1-4 PLAYERS
- MEMORY CARD
- DUAL SHOCK2
- MULTI-TAP

"UEFA ISN'T ABOUT TO MAKE ANY CONCESSIONS"



It's fair to say that *UEFA Challenge* didn't set off on the right boot-clad foot. As always, the reviewing process began by switching the game to its easiest settings to gauge its suitability for novices... and boy, should those guys steer clear! Even taking on one of the weakest teams with the best (France, whose stats are maxed – nothing like modesty, eh?) the CPU ran straight up the field, shimmied a bit then banged one home. And things got worse as, in the following minutes, the French goalie (the finest on earth by the game's estimation) left his net ambitiously, conceding two needless goals by running out to the wing. Had we called him out? Who can say when the default control configuration has Run mapped awkwardly to Triangle. One thing was instantly clear, though – *UEFA* isn't about to make any concessions to coax your favour. Fortunately, this is ultimately a strength...

Unlike *ILS*, *UEFA* won't see you sneaking down the wing and crossing the ball for a regular supply of scissor-kicked beauties – in fact, we've yet to see anyone pull such a shot off, let alone score from one. Indeed, thanks to the sheer pace of proceedings and the game's utter refusal to indulge in any arcade niceties, scoring can initially appear depressingly random. Persevere, however, and your input gradually feels less incidental, leading to an eventual feeling of responsibility for the team's performance – although the morale system artificially affects proceedings in a similarly unwelcome way to *NHL 2001*'s momentum meter.

Despite its occasionally lethargic players and loading times, *UEFA Challenge* remains a game that is worth getting to know – there's enough content to keep you busy all season and a coherent, if frosty, play-system to get to grips with. A good month for football games, this. **79%**



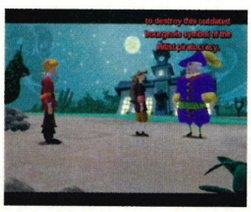
Writer Will Johnston

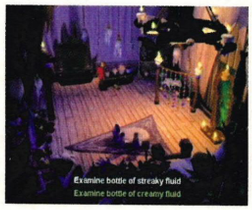
ESCAPE FROM MONKEY ISLAND

We have no bananas today...

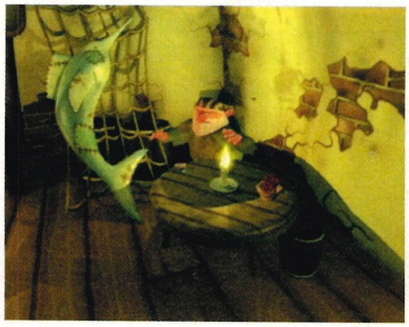
- UK PAL
- PLAYSTATION2
- PUBLISHER ACTIVISION
- DEVELOPER LUCASARTS
- PRICE £39.99
- RELEASE DATE OUT NOW

- 1 PLAYER
- MEMORY CARD
- DUAL SHOCK2





Quick history lesson in LucasArts monkey-based adventure lineage. From the start we have *The Secret of Monkey Island*, *The Secret of Monkey Island 2: Le Chuck's Revenge*, *The Curse of Monkey Island* – and now this, what the laws of maths force us to call the fourth in the series. Not many things have changed since Guybrush Threepwood first stunned Amiga owners all those years ago. The constant stream of pop culture references still abounds, puns fly whether funny or not and the term 'wacky humour' can still be used to describe the countless meaningless tasks you have to perform. *Escape*'s main deviation from the path of all-things Monkey Island is that its point-and-click interface has been swapped for a more intuitive run-about-and-chat system, first seen in LucasArts' *Grim Fandango*.



Fans of the previous seadog-'em-ups will take to this latest adventure like [ahem] ships to water, since the style and substance remains largely unchanged. Those who have never encountered corrosive Grogg ale, three-headed monkeys or spitting competitions may find themselves slightly [a-ahem] at sea since the game constantly references back through the previous games. Still, those thirsty for sub-pythonesque adventures on the rolling seas of a mock Caribbean would be well advised to pick up this piece of prime booty. Be warned, the game's illogical nature means that this is one for the hardened or crazy brave. **80%**



"FANS OF THE PREVIOUS SEADOG-'EM-UPS WILL TAKE TO THIS LATEST ADVENTURE LIKE [AHEM] SHIPS TO WATER"

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

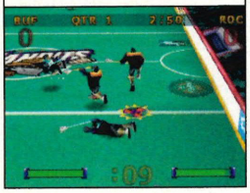
BLAST LACROSSE

PLAY

- US NTSC
- PLAYSTATION
- PUBLISHER ACCLAIM SPORTS
- DEVELOPER SANDBOX STUDIOS
- PRICE AROUND £45
- 1-2 PLAYERS
- MEMORY CARD
- DUAL SHOCK

DOWN AND OUT

Throughout the course of each game you'll find yourself constantly being knocked to the floor following a bodycheck. Indeed, at certain points it's difficult to stay in possession for more than a few seconds at a time. The problem is that having been knocked to the ground, players take an eternity to pick themselves back up and get on with things. Suffice to say this aspect of the game becomes incredibly annoying, incredibly quickly.





[Right] Scoring for the most part is an exercise in futility, with most points being made from random attacks at the net.

A sight for sore eyes...

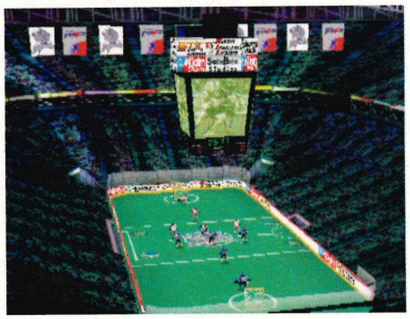
Oh lordy, we've seen some bad PSone software of late but quite frankly this tragic US import takes the biscuit. Based on the 'massively popular' sport of lacrosse, *Blast Lacrosse* attempts to carve itself a niche amongst the myriad football, basketball and other sports titles on the market... it fails on every level.

Where to begin is difficult. The game's graphics are perhaps as good a place to start the edification as any. They are, put simply, disgraceful; the crudely constructed players animate in a fashion that suggests they've all had their kneecaps broken before the match. Adding insult to injury is the fact that despite being only five-a-side, it's still all too easy to lose sight of the ball when the woeful player AI creates a crowd around the action. Perhaps next time developer Sandbox Studios should consider employing a graphics artist, possibly even someone who's worked in the videogames industry before.

BAD SPORTSMANSHIP

Play modes on offer include Sudden Death, Arcade, Season and Tournament, all of which are incredibly shallow. Gameplay itself is astonishingly bad, with the developers going for a Midway-style arcade slant on the subject matter – for example, after scoring three consecutive goals, teams are 'On Fire' (Midway lawyers take note). However, even when 'On Fire' (the flame effect signifying this is laughably poor) the game continues in the usual vein of constant body checks (from which players take an age to get up from) and random goal scoring. Perhaps the most testing aspect of *Blast Lacrosse*, however, is what must count as one of the most annoying (and inane) commentaries ever heard in a videogame. The honours have been carried out by B-list radio presenter Scott Farrell, who repeatedly barks out mindless nuggets of wisdom such as "Kick him, kick him again".

To examine each one of the game's flaws would fill a magazine in itself, but all you really need to know is that this lazy, incompetent title should be avoided at all costs. Acclaim, if you must release quirky sport titles then so be it, but next time remember to make them at least partially playable.





"THE GAME ATTEMPTS TO CARVE ITSELF A NICHE AMONGST THE MYRIAD FOOTBALL, BASKETBALL AND OTHER SPORTS TITLES ON THE MARKET... IT FAILS ON EVERY LEVEL"







PLAY

LOOKS	3
SOUNDS	2
GAMEPLAY	3
VALUE	1
LONG TERM	3

20 PERCENT

A HORRIFICALLY BAD SPORTS GAME THAT ISN'T WORTH YOUR TIME

ALTERNATIVELY:

NFL Blitz	87%
NBA Hoopz	71%

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

PLAY

- US NTSC
- PLAYSTATION
- PUBLISHER BANDAI
- DEVELOPER IN-HOUSE
- PRICE AROUND £50
- 1-2 PLAYERS
- MEMORY CARD
- DUAL SHOCK





[Left] Akira travels about the place in his trusty, tank-like Dig-Beetle. The vehicle may remind older readers of the labour-saving device that was Big-Trak.

DIGIMON WORLD 2

Brave new world? Nope, just a boring one.

It would be fair to say that Bandai's Digimon brand and the associated merchandise surrounding it failed to capture the public's imagination in the same way that Nintendo's ubiquitous Pokémon did. Indeed, the whole Digimon thing deserves to be filed alongside such other 'never beens' as the Barcode Battler (what the hell was that about anyway?). Undeterred by the apathy the first *Digimon World* game was met with, Bandai has elected to release a sequel, the imaginatively titled *Digimon World 2*. The wafer-thin plot centres on the exploits of a monster tamer called Akira who, having passed his final training test, embarks on a journey to capture and train as many Digimon as possible.





WAR OF THE WORLDS

This basically involves traipsing around some exceptionally bland dungeons and entering into battle with different types of beasts. Of course, you begin the game with a small selection of your own creatures, which you must train up and pit against the foes you encounter. *Digimon World 2* leans more heavily towards the RPG genre than its predecessor, although the main bulk of the game is still comprised of training up a selection of creatures and then taking them into battle.

Combat works on a fairly simple turn-based principal, with each Digimon possessing specialist attacks (most of which are elemental). The game is reasonably diverting, if a tad slow-paced, and training your stable of creatures proves to be oddly enjoyable. Each of the characters in the game is well designed (if a tad formulaic) and there's enough challenge to keep gamers with a lot of time on their hands happy for a while. Likewise, a Battle mode allows two players to pit their strongest characters against each other, which will probably keep younger gamers happy. However, just like the original game this is far from an essential purchase, especially given its high import price.

"THE GAME IS REASONABLY DIVERTING IF A TAD SLOW-PACED, AND TRAINING UP YOUR STABLE OF CREATURES PROVES TO BE ODDLY ENJOYABLE"





HOUSE SPECIALITY

Whilst out on the hunt you'll encounter coloured areas known as Speciality Zones. When fighting on these areas certain spells and creatures will become more powerful. For example, a blue zone will increase the power of water attacks, whilst red bolsters the potency of fire-based strikes. As you progress further into the game, understanding and using these zones becomes pivotal to success in combat, lending the battles a nice strategic depth.



PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

57 PERCENT

REASONABLY DIVERTING MONSTER-TRAINING TITLE

ALTERNATIVELY:

Digimon World	60%
Monster Rancher 2	76%

FMV

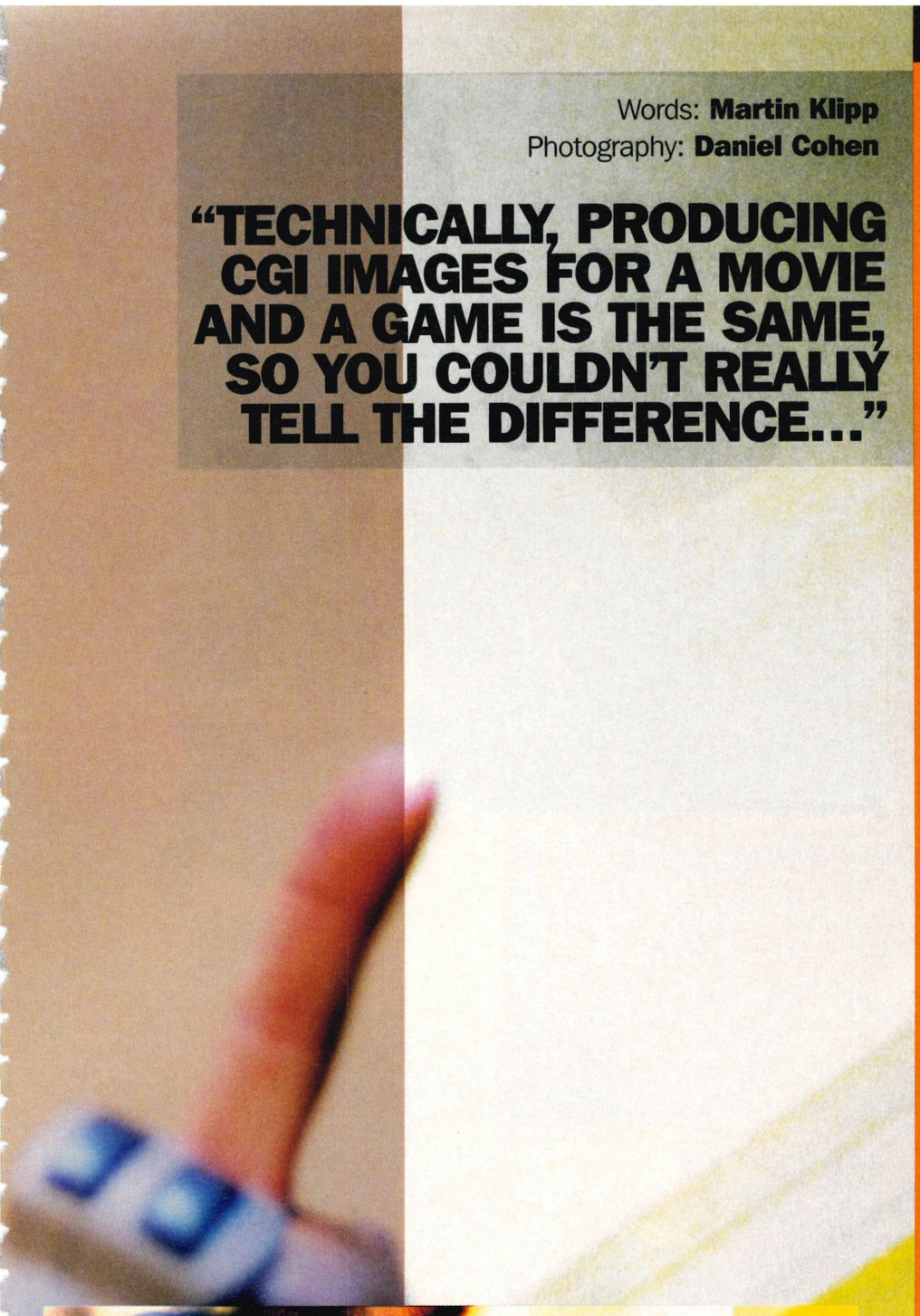
THE BRAINS BEHIND THE FINAL FANTASY MOVIE TALK TO PLAY ABOUT THE CHALLENGES AND TRIUMPHS OF DIGITAL FILMMAKING

"Its finished," he beamed through a broad grin, shooting an excited glance across our Paris hotel suite just off the Champs Elysées, as we wait eagerly to greet the two men behind what could turn out to be one of the most important films of our time. The grin belongs to one designer-stubbled, stylishly-tailored Jun Aida, outgoing business-focused producer of the 137 million dollar, four-years-in-the-making, digital opus *Final Fantasy: The Sprits Within*. In sharp contrast Hironobu Sakaguchi sits, arms folded and uncomfortable, his shyness openly apparent. Still, it is hard not to feel humbled by the movie's director and Square USA's CEO. His vision is ultimately responsible for selling over 30 million units of the *Final Fantasy* franchise, making it one of the most popular interactive games titles ever created. This month PLAY delves beyond the animation and gameplay to uncover the dreams that make fantasy reality...



Words: **Martin Klipp**
Photography: **Daniel Cohen**

"TECHNICALLY, PRODUCING CGI IMAGES FOR A MOVIE AND A GAME IS THE SAME, SO YOU COULDN'T REALLY TELL THE DIFFERENCE..."





***The Spirits Within* reportedly cost around 137 million dollars to make. That's a large amount of cash to spend on a genre that consistently produces box office bombs. Do you think you will turn a profit?**

JUN AIDA: I have this jinx. I don't want to talk about numbers before the film is released. We had a budget... it did go up because the picture's release date went back by one year, but in the end the movie still came in no more expensive than the average Disney blockbuster.

What were the main difficulties you faced when making the movie?

HIRONOBU SAKAGUCHI: There were many difficulties but I guess the biggest technical challenge was trying to achieve the really lifelike-looking live action characters. Now, what we have created is a very compelling visual presentation; by creating fine strands of hair, wrinkles, texture, clothing and skin, we have succeeded in something that no one has ever tried to do. That was really difficult, but even before that we had to set up a studio and an entire new organisation.

How is directing a film different to directing a game?

JA: Technically, producing CGI images for a movie and a game is the same, so you couldn't really tell the difference. If you were to sit in with our artists, obviously there is a great deal more material required – about 400 minutes for the movie. The motion capture aspect is also basically the same technique, the only difference is that for the film it had to be photo-realistic and a great deal more raw data was needed. The difference for me is that I had to learn to be very patient. Principle photography for a live action movie like *StreetFighter* takes on average three months; with *Final Fantasy* it took us two and a half years.

What about the plot? The story has always been important in the *Final Fantasy* series and is indeed one of its greatest selling points. Has developing the story line for *The Spirits Within* taken on a different process than developing for the games?

HS: The biggest difference in the story flow between game and movie would be that in an interactive game you have a role-playing story line that the user has to follow. So we give the storyline to the gamers to play with. The story is always there, it's just that the speed of story-telling gets slowed down so the gamer can be creative and join in. In the movie the story is delivered within 90 minutes. That is the major difference.

What do you see as the future of this kind of film?

JA: I think we are definitely setting up a new genre of entertainment and this summer there are about ten big movies opening, so it is very competitive. There are only two CGI animations, *Shrek* and *Final Fantasy*, so I think it's a very good mix for the audience. If we can have two or three very good CGI animation titles per year it makes a nice change for the movie-going audience.

The Honolulu studio was set up principally for *Final Fantasy*. What are you planning on doing with it now you have completed the movie?

JA: Hopefully we'll be making many more features – the original goal of the studio was to create a very high-end studio that could compete with the creative houses in Hollywood. The technology we have created with the characters can now be applied to other forms of entertainment.

With the video games industry producing a higher revenue than the film industry, how much of a risk was it to Square going ahead with the movie?

HS: If we were just making the one movie then it could have

been a risk, but this was not just for one movie creation. The final goal was to create a digital studio that can adapt to many different types of entertainment. The technology that we have created can now be used in other areas of entertainment including, online business, so looking at the studio as a form of long-term investment, it wasn't too risky.

What attributes did you look for in the characters, particularly Aki?

HS: I was looking to create a character that would have the determination to do whatever necessary to solve the problem. That's what Aki is and in the movie she is very lonely because nobody understands what she is trying to achieve. She has to have the conviction within herself to follow through what she believes in.

Also, in the movie Aki solves her problems through healing, not by force or destruction. It was important to show that healing and not violence could overcome enemies.

Aki looks like a number of different actresses. Who was she based on?

HS: She didn't take after any existing actresses in particular. In the process of creating the characters we had talks with the illustrators based on the characters in the movie. When the illustrations were completed we went on to create the character. If we had taken any attributes from existing actors or actresses that would become a legal issue. But of course whichever character you see, there is always someone you can relate it to.

What does the future hold for Aki in new films and *Final Fantasy* games?

JA: For the next Square Pictures project our director has several ideas for a story. We are currently discussing that with Columbia Pictures and hopefully we will be in production of the next feature by this fall. It will not be a sequel to *Final Fantasy: The Spirits Within*, though it may take on a similar science-fiction adventure format. Whatever subject matter he finally chooses, to do the production he is thinking about not just Aki but two other characters from *The Spirits Within* to appear as actors in the next movie. So in this movie she is scientist Dr Aki Ross, but in the next movie she might become a female detective and we may even give her a different hairstyle.

It sounds like you are moving along pretty quickly on the second movie?

HS: The reason we can shoot so quickly on the second movie is that we already have so much great work done in the digital data. We can re-use some of the resources, especially the characters, or our next project.

What about the next *Final Fantasy* project proper?

HS: We do have an idea, we are thinking about going to the moon next, called *The Revival Of The Moon*.

So you are definitely sticking to the CGI format and not planning to pring in some actors and make it a little retro?

JA: It's always a possibility. We may bring in some actors to depict likenesses, but live action and CGI… at this point we have no interest in live action coupled with CGI animation.

In the 20-minute preview there seemed to be quite a few film references, ranging form sci-fi to the classic Hong Kong action stand-off. Are you paying homage to your favourites?

HS: No. I mean, it's interesting when you reference other movies. In every movie certain scenes can be compared to something else. We didn't think about depicting scenes from other films in our movie. With the particular stand-off scene in the aircraft shown in the 20-minute preview we wanted to see a







"WE MET GEORGE A COUPLE OF YEARS AGO BECAUSE ALL OUR SOUND EFFECTS AND SCORE MUSIC WAS MIXED AT SKYWALKER RANCH"



tight action suspense sequence. There are many movies that show action sequences with big weapons, explosions and sound effects but the real thriller in the action sequence is the hand-to-hand combat and we wanted to see if we could pull that off in a very tight environment. It's certainly rewarding for us to see comparisons being made to real life cinema.

Not since the death of Bambi's mother has an animated movie been so vividly able to capture human emotions. Have you been able to recreate this emotion accurately for *Final Fantasy*?

JA: I certainly hope so, we tested an unfinished version of the film about four months ago and although incomplete it still had enough animation to tell the story. I was very pleased when the audience, young and mature, really associated with the characters. Many people said one of the things they hated the most about our movie is when a character was killed. That gave us an understanding of how people are really able to associate and bond with the characters.

There is no blood, but you are dealing with quite serious issues. How did you deal with romance, sex and violence, given the film was rated PG13 rating in the US?

HS: Understanding there are low teens playing the *FF* games, we have purposely avoided any violence or sex scenes in them. As a natural flow these elements were never included in the movie.

What is the future for the game series? Are we likely to see a game tie-in, and will you be looking at other platforms, namely Xbox?

HS: We look at many different platforms but it's more than just putting a title onto a platform. It involves politics and game content, so please ask Bill Gates.

Hideo Kojima is planning on passing over the *Metal Gear Solid* franchise to another director. Would you be interested in taking on the project?

HS: I would like PLAY to covey to Kojima-san that if *Metal Gear Solid* was made by anybody else then I wouldn't be interested in playing it!

As Kojima is turning his efforts to other projects, is there any chance he could join you with *Final Fantasy*?

HS: That's a huge possibility.

Rumour has it you are planning something a little special when the movie is released on DVD...

JA: We are going to have two different products but it really differs country to country, so I can't say exactly for the UK. We are planning on having a normal DVD package with added features, behind the scenes, never-released animation, cool stuff and so forth, that's the regular DVD. For PlayStation2 we are creating software only for PS2, where you are able to take some scenes from the film and act as your own director, changing camera angles and lighting etc. It has some interactivity not as a game, but to view the movie, and that product we are hoping to launch maybe spring of next year.

Has George Lucas been knocking on your door for help with *Episode 2*?

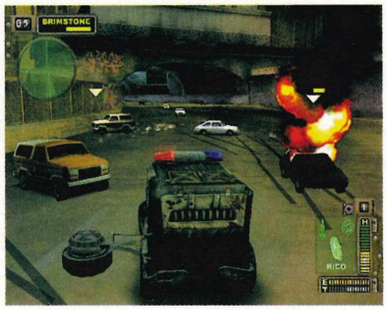
HS: We met George a couple of years ago because all our sound effects and score music was mixed at Skywalker Ranch; we were there last week. He hasn't approached us but if he did we would be very interested in talking to him. Though he does have ILM so I don't think he'd be interested in talking to us.

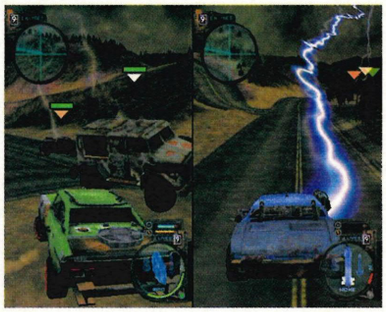
FINAL FANTASY: THE SPIRITS WITHIN IS RELEASED NATIONWIDE FROM 10 AUGUST THROUGH COLUMBIA PICTURES.

"INNOCENT TRAFFIC WILL GET IN YOUR WAY, THE WEATHER WILL CHANGE MID-BATTLE AND BEST OF ALL THERE WILL BE PEDESTRIANS TO 'DEAL' WITH"









expected release date
JULY 2001
PUBLISHER SCEE
GENRE Driving
1-2 **Players**
85% **Complete**
Anticipation ★★★★★

TWISTED METAL BLACK



[Above] Ghost Rider, motorcycle hero, makes a return to the gladitorial ring of intense pain. Get those heavy metal albums ready!

It's not just Welsh birds that get road rage!

Look back to the year 1995 and try to think of a game that involved driving cars while shooting opponents with a wide variety of military class weaponry. Yep, the game was, of course, *Twisted Metal* and it's back for the third time, but on the second PlayStation. More cars, bigger missiles and a highly refined control system won't sound like huge improvements... and to be honest, they're not. Nope, the biggest innovation to be found in *Black* will undoubtedly be its pumped-up environments. Innocent traffic will get in your way, the weather will change mid-battle and best of all, there will be pedestrians to 'deal' with. We've already had one huge disappointment with the PSone's version of *Carmageddon*, so it looks like those of you who'd love to mow down squishy bags of flesh with no legal consequence will finally have their means of escape. Get in lane!



[Above] Green skies punctuated by the groans of buckling metal. What more could a fan of the colour green wish for? Nothing, that's what.

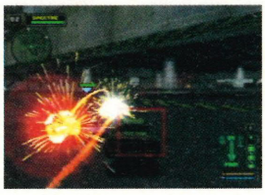








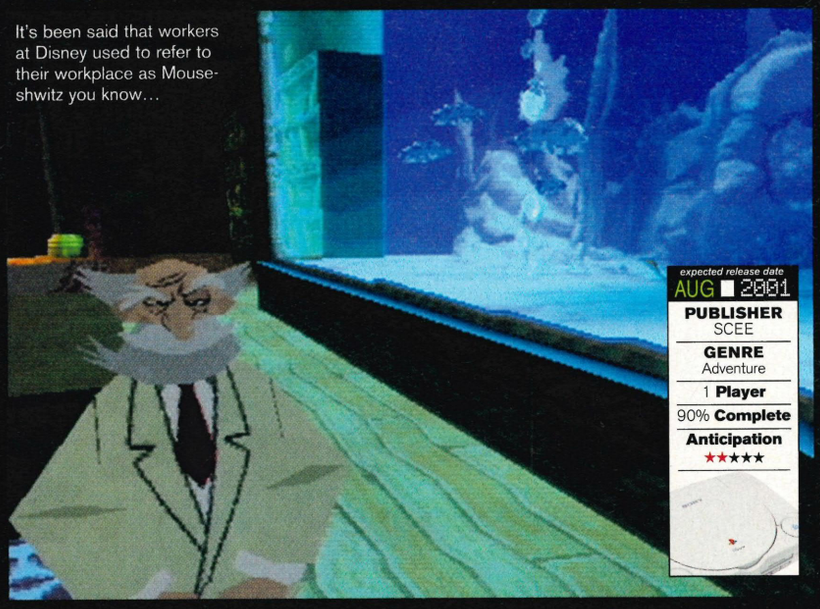




[Below] There's no danger here, so what's going on? Looks like this guy has the mood-wrecking trick of premature ejection. Not funny when it happens you know.



It's been said that workers at Disney used to refer to their workplace as Mouse-shwitz you know...



DISNEY'S ATLANTIS: THE LOST EMPIRE

It's like ten thousand spoons... hang on, that's Alanis!

The mystery of Atlantis has intrigued people for generations and we're excited to add this captivating tale to our PlayStation library," – Director of Product Marketing, Sony Computer Entertainment Inc. "It's another of those Disney Cartoons that we see on the PlayStation way before they ever hit the screens," – an informed Joe Public. "Generally they are third-person adventure-type affairs like *The Emperor's New Groove*," he was later heard to add.

Indeed, it's Disney movie licence time again, so prepare thyself for more puzzles, sub-games and a plethora of memorable characters that are guaranteed to keep you amused with their cheeky mannerisms, B-list celebrity voices and in-built ability to sell McDonalds Happy Meals. But first, the story. Lucky players who pick up this indubitable gem will take on the central role of Milo, a man who, being a linguist and cartographer, enjoys both foreign tongues and making maps. He also has a burning desire to discover the mythical lost land of Atlantis. Twelve worlds will distance you from this goal, you'll have six characters to control and even the chance to get to grips with a variety of different vehicles including a digger and, of course, a submarine. Expect the usual collection of movie FMVs to break up the action, as well as one character who sounds exactly like the old guy that plays Frasier's ex-cop dad in that top American shrink-com – Frasier. The gods are truly smiling on us this day!





"EXPECT THE USUAL COLLECTION OF MOVIE FMVS TO BREAK UP THE ACTION, AS WELL AS ONE CHARACTER WHO SOUNDS EXACTLY LIKE THE OLD GUY THAT PLAYS FRASIER'S EX-COP DAD"



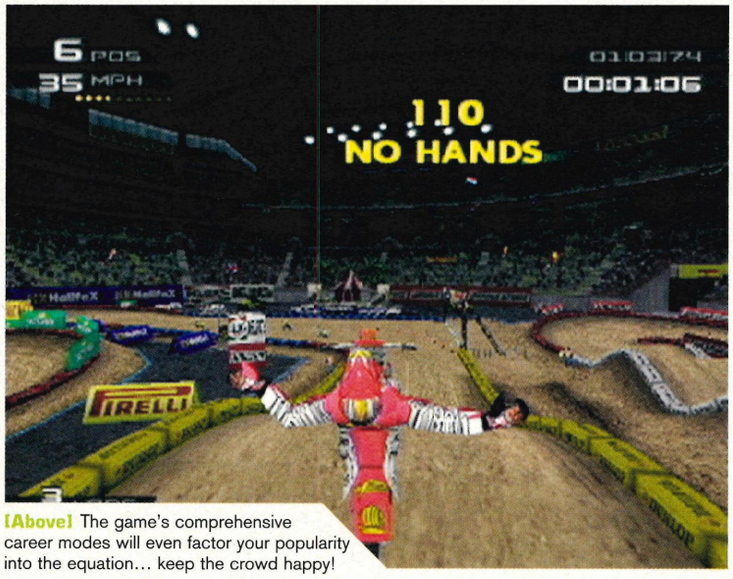
expected release date
OCT 2001
PUBLISHER Infogrames
GENRE Racing
1-2 **Players**
70% **Complete**
Anticipation
★★★★★





[Left] With months to go before release and Paradigm at the wheel, **PLAY** expects *MX Rider*'s gameplay to undergo a massive overhaul. Don't write it off just yet…

MX RIDER



[Above] The game's comprehensive career modes will even factor your popularity into the equation… keep the crowd happy!

"A WELL-CRAFTED DIRT-BIKING GAME FROM PARADIGM IS MORE THAN ENOUGH TO WATER THE MOUTH"

Coding's like riding a bike, right?

If you ever had any doubt that Nintendo's watchful eye had a distinct effect upon the output of its 1.5 and 2nd party flock then *MX Rider* could well be destined to dispel it. Coming from Paradigm, the folks behind *Pilotwings 64* and *Beetle Adventure Racing*, the game in its preview form looks, for want of a better term, shocking. The frame rate is unpalatably jerky and 'complimented' by physics from hell. One thing's for certain – ragging your scrambler around its taxing contours certainly isn't a whole lot of fun at the moment, something which we pray must be due to the code's status at only 70% complete.

That's not to say the developer doesn't have aspirations, though. If the PR blurb is to be believed, *MX Rider* will hit the shops a Motocross/Supercross simulator par excellence, delivering 'unrivalled riding sensations thanks to straight-to-the-action control'. Which must be the first time a feature which should go without saying has been so boldly touted… next they'll be wowing us with the fact that it has graphics!

Hilarious jibes aside, Paradigm is one of the few codeshops that could conceivably turn such a project around before release and, truth be told, the idea of a well-crafted dirt-biking game from the stable is still more than enough to water the mouth. Nevertheless, a poor PS2 title from a solo Paradigm would be nothing but a coup for the 'Big N' and, given this month's PAL release of *Excitebike 64*, the insistence that *MX Rider* is the 'new reference' in its field (implying 'new benchmark') still seems downright rude. It'll be interesting to see if the finished product can live up to its parent's heritage, never mind the shameless hype which has thus far surrounded it…



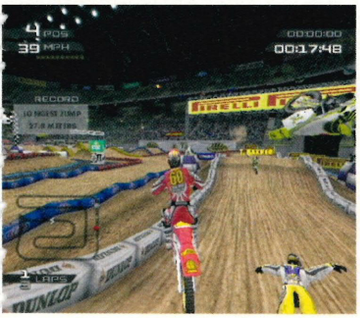




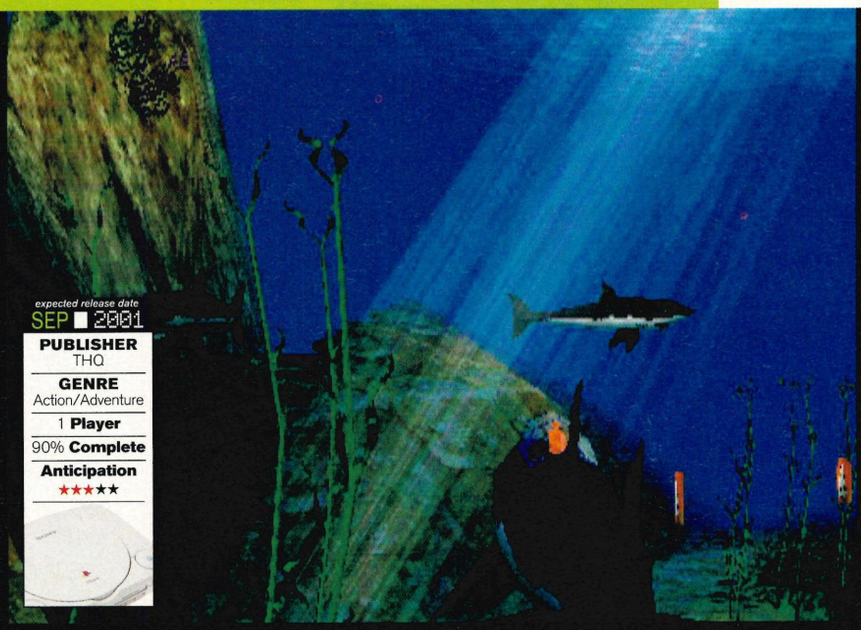
[Above] The draw distance is already most impressive, but then it should be!











expected release date
SEP 2001

PUBLISHER
THQ

GENRE
Action/Adventure

1 **Player**

90% **Complete**

Anticipation
★★★★★

TIN TIN
DESTINATION ADVENTURE

The Ian Hislop lookalike is coming to PSone...

Ever-expanding publisher Infogrames has just announced a forthcoming 3D adventure for PSone entitled *Tintin: Destination Adventure*. As the name suggests, the game is based on Hergé's popular French cartoon character and will take in elements of five of his greatest adventures, including *The Black Island, Land Of Black Gold, Red Rackham's Treasure, Explorers On The Moon* and, of course, the unforgettable *Flight 714*. The plot begins with Tintin attending a presentation made by old-time friend Professor Calculus – who's showing off his new Super-Calcacolor television. True to form the invention isn't working quite as it should and some repairs are needed. As the duo attempt to fix the invention, Tintin's trusty canine companion Snowy drifts off into slumber, dreaming of past adventures with his clean-cut master (insert joke here). This is where the player steps in, as you guide the titular hero and his pet dog over 21 levels, spread across five differently themed worlds. Gameplay will blend together traditional platform action (coin collecting and so on) with sections where you control vehicles, such as boats, jeeps and planes. Visually it is looking impressive, with the vibrant 3D environments and characters staying true to the feel of the comic books. The title is being pitched towards both adults and children alike, although judging by the preview code we received it's likely to be of most interest to nippers. We'll let you know for sure next month.

"THE VIBRANT 3D ENVIRONMENTS AND CHARACTERS STAY TRUE TO THE FEEL OF THE COMIC BOOKS"





[Above] Each of the five worlds has a unique feel to it. Later on in the game our hero even gets to don an astronaut's outfit and travel to the moon.



Skol, Skol, Skol, Skol, Skol, Skol, Skol, Skol, Skol, Skol, Skol, Skol, Skol, Skol, Skol!

expected release date
AUG ■ 2001

PUBLISHER
Take 2

GENRE
Action/Adventure

1 **Player**

90% **Complete**

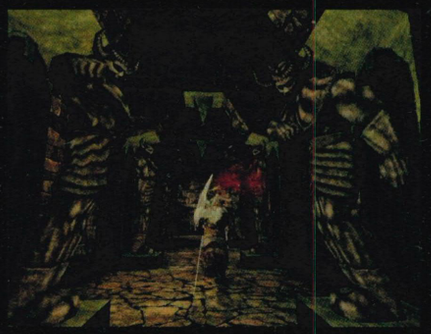
Anticipation
★★★★★

RUNE

VIKING WARLORD

Run to the hills, run for your life!

Way, way before they tantalised us with their flat-packed furniture, black metal and high quality pornography, Scandinavia was a land of Vikings and, so our history book tells us, Viqueens. *Rune* is set during these most heavy metal of times, where you (as Ragnar, a handpicked hero of the gods) must make sure evil powers don't bring around the final battle of Ragnarok, when man, giant and god will wage war and destroy the world. Luckily, you're not only equipped with many-edged weapons, but you (not unlike *2000AD*'s Slaine) can also build up your bloodlust-o-meter and unleash a feverishly violent beserker attack. Hey, you can even attack enemies with their own severed limbs! *Rune* is already doing well on the PC and is getting a special rethink for the PS2, where it will again make use of the industry-respected Unreal engine. Stay tuned to find out if we will have to cry "Skona oss herre från nordmännens raseri!" or as we say, "Oh Lord, save us from the rage of the Nordic people!" – or not.



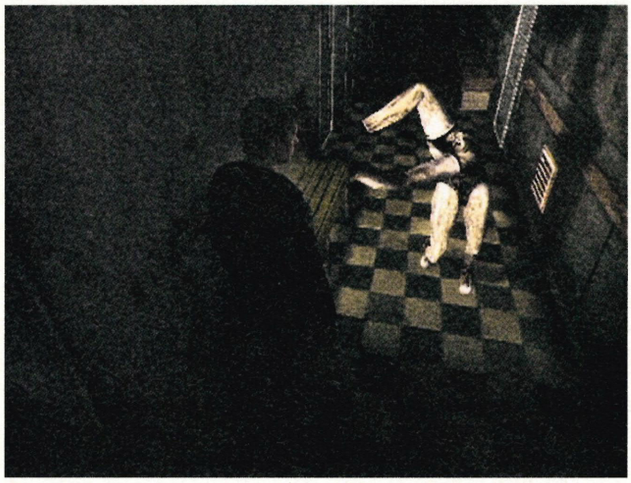


"BUILD UP YOUR BLOODLUST-O-METER AND UNLEASH A FEVERISHLY VIOLENT BESERKER ATTACK. HEY, YOU CAN EVEN ATTACK ENEMIES WITH THEIR OWN SEVERED LIMBS"



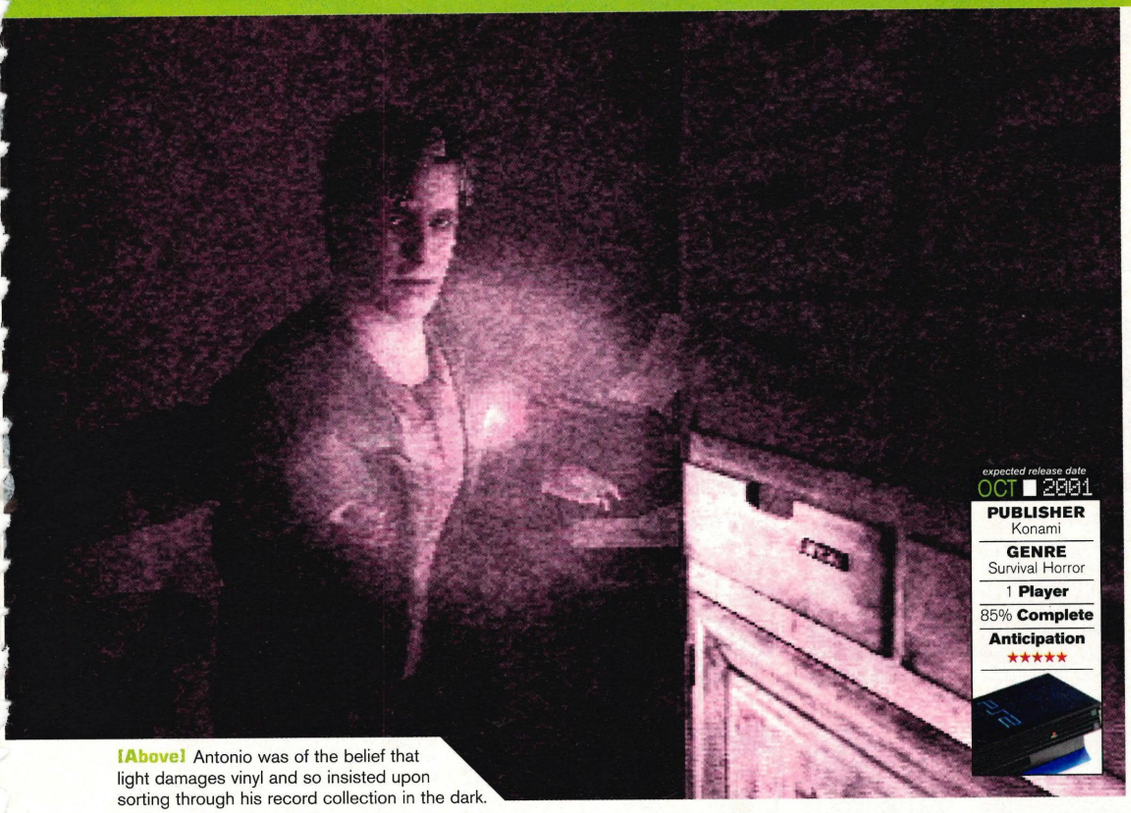








[Above] In addition to a hand pistol, the central character starts the game armed with a large stick with nails hammered through the end. Bludgeoning the unholy creatures you encounter remains just as it was in the first game.







expected release date
OCT 2001

PUBLISHER
Konami

GENRE
Survival Horror

1 **Player**

85% **Complete**

Anticipation
★★★★★

[Above] Antonio was of the belief that light damages vinyl and so insisted upon sorting through his record collection in the dark.

SILENT HILL 2

Be afraid… be very afraid.

The original *Silent Hill* was without a doubt one of the most psychologically unnerving videogames ever released. However, after playing an all-too-short demo of this forthcoming PS2 sequel, we can confirm that this new game makes its predecessor look like a Sunday school outing. Unlike similar games of this ilk (take, for example, this month's appalling *Evil Dead: Hail To The King*) *Silent Hill 2* doesn't try to shock with mindless schlock-horror tactics. Instead, its thrills are delivered more by what you don't see than what you do, the result being a game that looks to be rich in atmosphere and extremely disturbing into the bargain. New hero James Sanderland has received a letter from his wife (who's been presumed dead for over three years) asking him to meet her in the titular American ghost town. Having arrived there it soon transpires that all is not how it should be and before long, Sanderland is drawn into a spine-chilling tale of the mad and macabre.

Gameplay has remained largely unchanged from that of the first game. As before you must solve cryptic puzzles and do battle with some truly grotesque creatures as you attempt to fit together the pieces of the jigsaw-like mystery. Indeed, the darkness-enshrouded locales act as home to a host of abominable denizens (for example, one creature resembles two pairs of legs joined together at the waist), ensuring that the player is never quite sure what lies around the next dimly lit corner. A deeply unsettling soundtrack and some well-picked spot effects (unseen beasts groaning and unexplained banging on doors) round off the whole experience with aplomb. Due to arrive in October, this should prove to be one of the games of year.









"WE CAN CONFIRM THAT THIS NEW GAME MAKES ITS PSYCHOLOGICALLY UNNERVING PREDECESSOR LOOK LIKE A SUNDAY SCHOOL OUTING"

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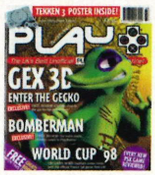

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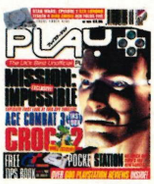

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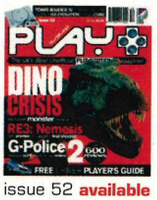

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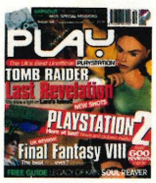

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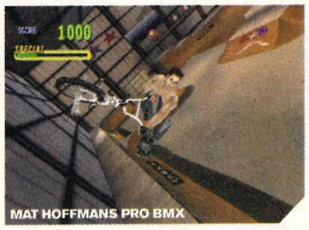
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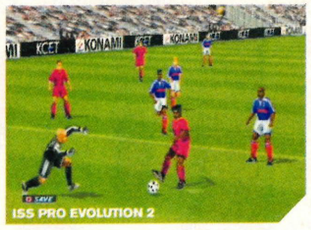
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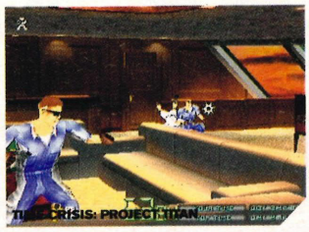
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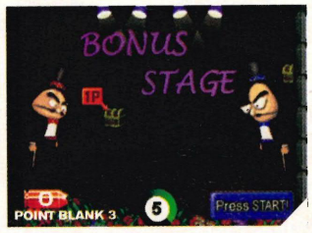
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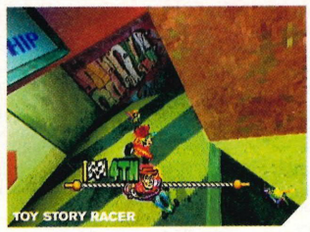
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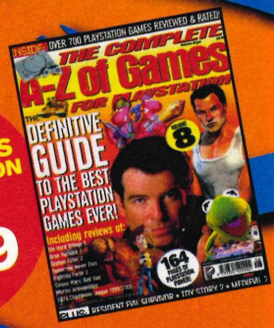


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StationMaster

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. Dear StationMaster guy, On the rather good *Parasite Eve 2* I'm on the hieroglyphics part in Neo Ark. Can you please help me solve that puzzle? James Udner, Kent

A. Sure can. The door leading out of the Shrine is locked. Look at the hieroglyphics opposite the door. Note down the order of the pictures and go back into the shrine. Examine the puzzle on the wall. Arrange the red tiles so that they run in line with the red bar in the same order as you noted down outside. Make sure that the dot in the bottom-right corner can be seen. This will open the door. Use the same method with the blue tiles; except this time, line them up with the blue bar. This will open the sarcophagus – there is an MP Boost 2 inside. Arranging the yellow tiles will lock you in the room with three beetles. They can only be beaten by knocking them over with Plasma. Now that their bellies are facing up, you can easily kill them with a weapon. It's worth it as you'll receive a Recovery-2 from them. Simply cover over the dot in the bottom-right corner to open the grate.

Q. On Disc 3 of *Fear Effect*, I've collected a black vase, white vase and some flowers. I've reached the door where I have to put them in some kind of combination. I've guessed over and over and looks for clues for hours on end, but I still can't get it right. I've also entered a cheat for Instant Puzzle Solution, but it still doesn't work. So please, Dr Tippett, help me and tell me the combination. Joachin Ellias, Mudnock on Whirral

A. First, place one of the vases on one of the pedestals outside the door. Then move the vases so that the Black Vase is on the right-hand side. Place the flowers in the vases as so:
White Vase – A fresh Sunflower.
Black Vase – A wilted Calla Lily. Now watch out for the Demon Whores (!); run back to the lift and go downstairs.



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MAT HOFFMAN'S PRO BMX

AIN'T NUTHIN' WRONG WITH A LITTLE BUMP AND GRIND

10X MULTIPLIER:
Press **Start** to pause game play, then hold **L1** and press ■, ●, ●, ↑, ↓, ↓ . Repeat the code to return to normal.

10X DIVIDER:
Press **Start** to pause game play, then hold **L1** and press ↑, ↓, ↑ ● ●, ■. Repeat the code to return to normal.

PERFECT BALANCE:
Press **Start** to pause game play, then hold **L1** and press ■, ←, ↑, →. Repeat the code to return to normal.

SPECIAL ALWAYS AVAILABLE:
Press **Start** to pause game during play, then hold **L1** and press ←, ↓, ▲ ● , ↑, ←, ▲, ■. Repeat the code to return the game to normal.

EXTRA COURSE TIME:
Press **Start** to pause game play, then hold **L1** and press ■, ↑, ●, **X**. Repeat the code to add more time on top of the time that's already been added.

BIG TIRES:
Press **Start** to pause game play, then hold **L1** and press ↓, ●, ●, ↓. Repeat the code to return to normal.

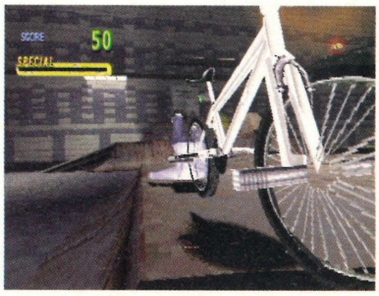
GRANNY:
Press **Start** to pause game play, then hold **L1** and press ↑, ■, ✕ ✕, ↓, ●. Alternately, you could retry a level in career mode ten times.

DISPLAY BALANCE STATUS:
Press **Start** to pause game play, then hold **L1** and press **Left**, **Circle**, **Square**, **Triangle**, **Square**, **Circle**, **X**. Repeat the code to return to normal.

TONY HAWK:
Get all thirty covers and two gold medals in career mode with any character to unlock Tony Hawk on an old girls bike. Some moves are
Decade Air: .....Press ←, →, ●.
Body Varial: .....Press ←, →, ■.







STATION MASTER

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WAREHOUSE LEVEL FROM TONY HAWK'S PRO SKATER:

Score a 200,000 combo.

To unlock this level easily, make your own level with the level editor filled with 5,000 point gaps. 10x multipliers are not valid to get the level. Try making a series of low sloping rails placed this way: \\\\\\\\. Make gaps of 5000 points between each until you run out of gaps. Ride parallel, this way : \\\ <-. Jump up and grind. You should skip on the tops of each one, getting massive points. Eventually you will begin to slow down and grind backwards. If this happens and you do not already have the points, jump up to other rails until you get the points. If you get the points in a park editor test ride, it will not work. Make sure it is saved and that you do all of this in a single playing session.

BURNSIDE LEVEL FROM *TONY HAWK'S PRO SKATER*:

Get all thirty covers and two gold medals with all characters.

VIEW RIDER'S ENDING SEQUENCE:

Win any type of medal in both competition levels with any rider to view the corresponding FMV sequence.

GRANDMA FMV SEQUENCE:

Win any type of medal in both competition levels as Grandma.

NEVERSOFT BAILS FMV SEQUENCE:

Win any type of medal in both competition levels as Tony Hawk.

BEST BIKE:

Win gold medals in both competition levels to unlock your rider's best bike.

MOVES:

Backflip: .....Press ➡, ⬇, ■.
Body Varial (Mike): Press ⬅, ➡, ● while in the air with a full special.
Double Tailwhip: .....Press ↘ + ● when launching off a ramp, but not in a halfpipe.
Flair: .....Press ⬇ ■, then do a 180.
Indian Air: ....Press **Up/Right** + **Circle**, but not in the halfpipe.
Rocket Queen: .....Press ↗ + ■.
Single Tailwhip: .....Press ↙ + ● while launching off a ramp, but not in a halfpipe.
Superman: .....Press ↖ + ● while in the air.

SPECIALS:

Use the following moves when the special bar is flashing.

CORY NASTAZIO (NASTY)

Backflip Tabletop: .....Press ⬆, ⬇, ●.
Double Tailwhip: .....Press ⬇, ➡, ●.
Front Flip: .....Press ⬇, ⬆, ●.
Look down backflip: .....Press ⬆, ⬇, ●.
Superman Seatgrab: .....Press ⬇, ⬇, ●.

DENNIS MCCOY (DMC)

Backflip One Footer: .....Press ⬆, ⬇, ●.
Decade Air: .....Press ⬅, ➡, ■.
Double Tailwhip: .....Press ⬇, ➡, ■.
Superman Tailwhip: .....Press ⬇, ⬇, ●.

GRANNY

Front Body Flip: .....Press ⬇, ⬆, ●.
Superman Seat Grab: .....Press ⬆, ⬆, ●.
Gum Grab: .....Press ⬆, ⬆, ■.

JOE KOWALSKI (BUTCHER)

Backflip Tabletop: .....Press ⬆, ⬇, ●.
Half Barspin Tailwhip: .....Press ⬇, ➡, ●.
No Footed Candybar One Hander:
.....Press ⬆, ⬆, ●.
Superman Back Peg Barspin: Press ⬇, ⬇, ●.

KEVIN ROBINSON

Bar Hop: .....Press ➡, ➡, ■.
No Handed Backflip: .....Press ⬆, ⬇, ●.
One Handed Swing Leg: ....Press ⬅ ⬇, ■.
Superman Tubegrab: .....Press ⬇, ⬇, ●.

MAT HOFFMAN

Backflip Tailwhip: .....Press ⬆, ⬇, ●
Bar Hop: .....Press ➡, ➡, ■.
One-handed Superman: ....Press ⬇, ⬇, ●.
Peacock: .....Press ⬅, ➡ , ■.
Triple Tailwhip: .....Press ⬇, ➡, ●.
Backflip One Footer: .....Press ⬆, ⬇, ●.
Body Varial: .....Press ⬅, ➡, ■.
Front Flip: .....Press ⬇, ⬆, ●.
Superman Seat grab Barspin: Press ⬇, ⬇, ●.

RICK THORNE

Backflip No Footer: .....Press ⬆, ⬇, ●.
Decade Air:..... Press ⬅, ➡, ●.
Double Seatgrab Superman: Press ⬇, ⬇, ●.
Front Body Flip: .....Press ⬇, ➡ ●.

SIMON TABRON

Backflip One Footer: .....Press ⬆, ⬇, ●.
Double Seat Grab Superman: Press ⬇, ⬇, ●.
No Footed Candy Bar One Hander:
.....Press ⬅, ➡, ■.
Superman Seatgrab: Press **Up**, **Up**, **Circle**.

TONY HAWK

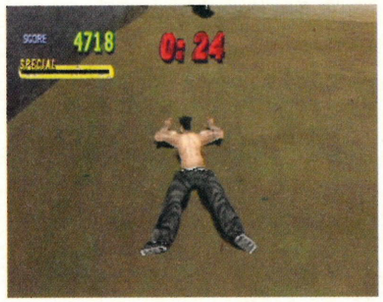
Body Varial: .....Press **Left**, ➡ ■.
Decade: .....Press **Left**, ➡, ●.
Front Body Flip: .....Press ⬇, **Up**, ●.
Superman Tailwhip: .....Press ⬇, ⬇, ●.













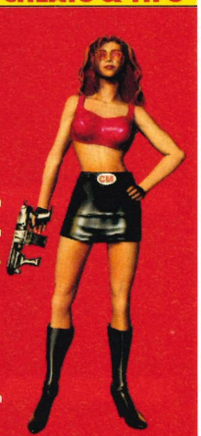
Q. On *In Cold Blood*, I am stuck on Level 1-3, The Mine Workings Session. It's the bit where you're meant to escape in the mine cart. In your walk-thru, you say to run to the mine cart and press the ✕ button. I have done that and it doesn't work. Also, the robot follows me so I have no chance to escape. Do I have to try to escape before the robot gets to where the mine cart is? Also, I tried every button, but I cannot get into the mine cart. Please could you give me some help with this problem?
Shoen Guntersvarnt, Hellieg

A. The one you need to climb into is on the screen with a bird's-eye view of all the railtracks (which you saw earlier if you examined the locked door near Kiefer's body). After exiting the fusion cutter screen, you may need to wait a moment to lure the robot after you as you head right to a new screen (otherwise it may take an alternate route and intercept you in the tunnel). From there, run upwards (away from the camera) into the tunnel. Continue up through the next screen (with noninteractive mine cart) until you reach the screen with the railtracks. Go to the nearby mine cart and press ✕ to climb into it.

more **Q&A** next month

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ALL WEAPONS

Press ←, →, L1, R1, ●, ■ R2, L2 at the main menu. All weapons in free patrol mode and all bonus item menu options will be unlocked.

EVIL DEAD: HAIL TO THE KING

SAMIN RAIMI'S ASSURED PENSION

KEEP ATTACKING WITH CHAINSAW

Press L2 + X to turn the chainsaw one and off and press X to attack. After several attempts this will leave the chainsaw in your opponent's body, when this happens, press X again to finish the bugger off.

MO' HEALTH

Just keep shooting or use the axe on the imaginatively designed beasties running down the hall in the fortress. They will usually just drop a little health so you can stay alive longer and enjoy this remarkably tepid little game.

LARGE MED-KIT

Turn on the chain saw and slash at Deadites or Hell Billys. After you ram the chainsaw into them, use the axe and whack em. When they die, they will usually leave behind a Large med-kit.

MO 'SHROOMS

Collect appearing mushrooms, then leave the screen, Return to collect them again. Repeat this until they no longer appear.



MEGA MAN X5

BLAST EVIL-DOERS IN A BLUE SUIT



X BUSTER'S SUPER NOVA ARMOUR

Highlight X Buster at the character selection screen, then press ↑, ↑, ↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓. You'll hear a sound, then press ●.

X BUSTER'S FOURTH ARMOUR

Highlight X at the character selection screen, then press ↑, ↑, ↓, ↓, ↑, ↑, ↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓. You'll hear a sound, then press ●.



ZERO'S BLACK ARMOUR

Highlight Zero at the character selection screen, then press ↓, ↓, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑. You'll hear a sound, then press ●.

ZERO'S GOLD ARMOUR

Highlight Zero at the character selection screen, then press ↑, ↑, ↑, ×,×,●, ↑, ↓, ●, ▲, ↑, ←, ▲. You'll hear a sound, then press ●.



ZERO'S SUPREME SLASH

Either press **Dash** + **Slash**, or press **Forward**, **Forward** + **Slash**

ZEROS'S SLASH COMBO:

Press ■, ■, **Back**, ■ for a 4-hit combo!.

CART FURY: CHAMPIONSHIP RACING

FEELING THE WRATH OF SIMPLISTIC F1

Enter these codes at the cheat menu

FOG

R2, R1, ×, ■, ■ ,●

BIG HEAD MODE

▲, ■, ■, **L2, L1, R2**

MORE DRIVERS AND CARS

Press **R1** at the driver selection screen to get more drivers, **L1** to get more cars.

NIGHT DRIVE AND ALPINE RACEWAY TRACK

Finish lock-on mode under the easy, medium, and hard difficulty settings.



ROCKET WHEELS BOSTON BIG DIG TRACK

Finish game in Block Your Opponent mode under the easy, medium, and hard difficulty settings to unlock the Rocket Wheels and Boston Big Dig track options.

DEATH CAR AND MIAMI TRACK OPTIONS

Finish simulation mode.

INFINITE CONTINUES OPTION

Finish season mode.

JUMP OPTION

Finish last man standing mode.



DRIVING 101 FMV SEQUENCE:

Complete all Driving 101 options to unlock the Driving 101 FMV sequence.

NO TIME OUT AND MOON TRACK

Finish the game in time trial mode under the easy, medium, and hard difficulty settings to unlock the No Time Out and Moon track options.



WRITE TO STATION MASTER, PLAY MAGAZINE, PARAGON PUBLISHINGLTD, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH BH1 2JS

Hacker's Paradise

Regardless of the glorious English summer sun beating through your slime-coated windows, you're still flooding us with requests for much-needed cheats. And of course your ever-loyal **PLAY** team is here to help as always, providing a healthy supply of Xploder codes for the most requested games. Still not satisfied? Well send us your query, label it **'Most Wanted'**, and quit your bleedin' whinging!

FROM THE MAKERS OF XPLODER
XPLODER
THE ULTIMATE CHEAT SYSTEM CD9000

CODES

ALONE IN THEDARK: THE NEW NIGHTMARE
SLES-02801
NEVER SAVED
7431 6BFB 15C8
3431 6BFB 15C9
INFINITE HEALTH
3431 5A0E E430
CUSTOMISED REVOLVER
3431 581E D205
TRIPLE-BARRELLED SHOTGUN
3431 5806 E22D
ROCKET LAUNCHER
3431 583E D2E5
GRENADE LAUNCHER
3431 59D7 D3FC
PLASMA CANNON
3431 582E E212
PHOTOELECTRIC PULSAR
3431 580E E25C
MAGNESIUM FLARE
3431 5836 D274
LIGHTNING GUN
3431 59DF D3D7

ARMY MEN: OMEGA SOLDIER
SLES-03431
INFINITE LIVES (NOTE 1)
77DA E07B C831
87D9 D9A2 3535
LIVES INCREASE (NOTE 1)
77D7 B90A C134
87D4 D89F 3436
INFINITE HEALTH: ON (NOTE 2) (PRESS L2)
77E1 B209 C034
87D8 D6A0 3535
INFINITE HEALTH: OFF (PRESS R2)
77E2 B10A BF34
8708 62A0 C157
RIFLE TO LEVEL 3
37AC F9A1 3238
GRENADE TO LEVEL 3
37AD F8A2 3238
HAVE BAZOOKA: L3
37AE F7A3 3238
HAVE FLAME THROWER: L3
37AF F6A4 3238
HAVE ALL WEAPONS: L3
B79F 7838 3535
17A9 FC9E 3538
HAVE MAX BIO-ATTACK (PRESS L1 + R1)
77EC A708 B534
37AD F6A8 333B
INFINITE BIO ATTACK
773C 6B20 3D35
3746 6522 3535
773C 6B20 3D35
8748 6324 3535
START WITH HIGH SCORE
7770 2770 3535
8789 4ECD 5C95
8772 2972 3535
376D 2473 3238
• LEVEL CODES:
• BEACH FRONT:
INVINCIBLE
7768 2648 51B5
377D 235F 32BC
MAX SCORE
870D E876 C134
ALL MEDALS
374B 4651 3238
• TROPICAL DUNES:
INVINCIBLE
7713 0FF4 51B5
3728 0C0B 32BC
MAX SCORE
870F E678 C134
ALL MEDALS
374C 4552 3238
• JUNGLE FEVER:
INVINCIBLE
77C7 2F78 51B5
37DC 2C8F 32BC
MAX SCORE
8711 E87A C134
ALL MEDALS
374D 4453 3238
• SUB HUNT:
INVINCIBLE
775F 1F40 51B5
3774 1C57 32BC
MAX SCORE
8713 E67C C134
ALL MEDALS
374A 3F58 323C
• COYOTE CANYONS:
INVINCIBLE
77E4 3FB4 51B5
37F9 3CCB 32BC
MAX SCORE
8715 E87E C134
ALL MEDALS
374F 4655 3238
• HIGH NOON:
INVINCIBLE
77B2 C980 51B5
37C7 C697 32BC
MAX SCORE
8717 E680 C134
ALL MEDALS
3750 4556 3238
• ALPINE AIR:
INVINCIBLE
77A2 DD60 51B5
37B7 DA77 32BC
MAX SCORE
8739 D882 C134
ALL MEDALS
3751 4457 3238
• TROLLO MOUNTAIN:
INVINCIBLE
772F EB30 51B5
3744 E847 32BC
MAX SCORE
873B D684 C134
ALL MEDALS
374A 3B60 3240
• THE LOST JUNGLE:
INVINCIBLE
7730 6ED0 51B5
3745 6BE7 32BC
MAX SCORE
873D D886 C134
ALL MEDALS
3773 3659 3238
• ENTANGLED:
INVINCIBLE
77EA 28A8 51B5
37FF 25BF 32BC
MAX SCORE
873F D688 C134
ALL MEDALS
3774 355A 3238
• SIX SWAMPS:
INVINCIBLE
77A7 5398 51B5
37BC 50AF 32BC
MAX SCORE
8741 D88A C134
ALL MEDALS
3775 345B 3238
• TWISTA MIRE:
INVINCIBLE
77A6 7454 51B5
37BB 716B 32BC
MAX SCORE
8743 D68C C134
ALL MEDALS
3766 234C 2248
• GOING TO TOWN:
INVINCIBLE
7778 FA78 51B5
378D F78F 32BC
MAX SCORE
8745 D88E C134
ALL MEDALS
3777 365D 3238
• GREEN RIDGE:
INVINCIBLE
77AF F350 51B5
37C4 F067 32BC
MAX SCORE
8747 D690 C134
ALL MEDALS
3778 355E 3238
• ENEMY BASE:
INVINCIBLE
77D1 C5D0 51B5
37E6 C2E7 32BC
MAX SCORE
8729 C892 C134
ALL MEDALS
3779 345F 3238
• TANIHILATION:
INVINCIBLE
77CB 27DC 51B5
37E0 24F3 32BC
MAX SCORE
872B C694 C134
ALL MEDALS
375A 1380 1258
Note 1 : Use only one of the codes.
Note 2 : When using this code, tanks, ships, planes etc can also become indestructible. Switch code off briefly in this case.

C-12 : FINAL RESISTANCE
SLES-03364
INFINITE HEALTH
879D 835C 5935
SUDDEN DEATH ALL ENEMIES
772F 5504 3343
37EF 4D10 1559
INFINITE BULLETS (UPON COLLECTION)
8720 6008 5935
INFINITE GRENADES (UPON COLLECTION)
87B0 7478 5935

DRIVER 2
SLES-02993
TURBO REVERSE
D00A A8E4 0080
800D 1334 9000
Note: Press ■.
FLOATING TRAFFIC
800D 3010 1000
800D 32AC 1000
800D 37E4 1000
800D 135C 0900
800D 1894 0900
800D 1B30 0900
800D 15F8 0800
800D 283C 0800
800D 2D74 0800
800D 2304 0700
800D 2068 0700
800D 1DCC 0700
800D 2AD8 0600
800D 25A0 0600
800D 3548 0600
Note: Take A Ride & Driving Games only.
BIG CARS
800D 10D0 2000
800D 136C 2000
800D 1608 2000
800D 18A4 2000
800D 1B40 2000
800D 1DDC 2000
800D 2078 2000
800D 2314 2000
800D 25B0 2000
800D 284C 2000
800D 2AE8 2000
800D 2D84 2000
800D 3020 2000
800D 32BC 2000
800D 3558 2000
800D 37F4 2000
LEAVE ANY CAR DURING CHASE
D005 5904 000A
8005 5906 1000
Note: You are now able to leave any car while being chased.
STOP TRAFFIC
D005 3DF0 5A39
8005 3DF2 2000

THE EMPEROR'S NEW GROOVE
SCES-03010
UNLOCK ALL LEVELS
8007 4ECB 0808
INFINITE HEALTH
8007 4B40 5000
INFINITE GRAPES
8007 4CC4 F000

FINAL FANTASY 9
SLES-02965
INFINITE MONEY
8008 B7B0 FFFF
MAXIMUM MONEY
8008 B7B0 967F
8008 B7B2 0098
ALL ITEMS CHEAT
B0FF 0002 0001
8008 B7C4 6301
NO RANDOM BATTLES ON OVERWORLD MAP
D00A 897C 1821
800A 899A 2400
NO RANDOM BATTLES EVERYWHERE ELSE
D003 8DD0 202A
8003 8DD6 1000
WALK THROUGH WALLS ON OVERWORLD MAP
D00B 0FB8 A021
800B 0F06 2400
D00B 0FB8 A021
800B 0FC2 2400
WALK THROUGH WALLS EVERYWHERE ELSE
D00C 378C 3021
800C 3792 1000
D00C 378C 3021
800C 389A 1000
CAN RUN AWAY FROM BOSS BATTLES
D00C 1A40 3572
800C 1A2C 00C2
D00C 1A40 3572
800C 1A2E 2402
D00C 1A40 3572
800C 1A52 2400
D00B AECC 11C2
800B AED2 1000
INFINITE ITEM USE
8002 7EB6 2400
INFINITE MAGIC STONES
B009 0090 0000
3008 B2A3 0063
ENABLE EQUIP OPTION
D01F BF88 0001
801F BF88 0101
ALL ABILITIES FOR ALL CHARACTERS
B009 0090 0000
3008 B296 00FF
ALL KEY ITEMS
B009 0002 0000
8008 B9C4 FFFF
INFINITE ATS METER IN BATTLE, ALL CHARACTERS
D00B 2A32 A600
800B 2A32 2400
• CHARACTER 1 IN BATTLE:
ALWAYS IN TRANCE
D010 44B8 0100
8010 8F38 4000
D010 44B8 0100
8010 8F74 21FF
SUPER STATUS
D010 44B8 0100
8010 8F36 20EC
D010 44B8 0100
8010 8F38 4000
INFINITE HP
D010 44B8 0100
8010 8F24 270F
D010 44B8 0100
8009 8668 270F
INFINITE MP
D010 44B8 0100
8010 8F26 270F
D010 44B8 0100
8009 866E 270F
ATS METER ALWAYS FULL
D010 44B8 0100
8010 8F28 12C0
• CHARACTER 2 IN BATTLE:
ALWAYS IN TRANCE
D010 44B8 0100
8010 9008 4000
D010 44B8 0100
8010 9044 21FF
SUPER STATUS
D010 44B8 0100
8010 9006 20EC
D010 44B8 0100
8010 9008 4000
INFINITE HP
D010 44B8 0100
8010 8FF4 270F
D010 44B8 0100
8009 8B10 270F
INFINITE MP
D010 44B8 0100
8010 8FF6 270F
D010 44B8 0100
8009 8B16 270F
ATS METER IS ALWAYS FULL CHEAT
D010 44B8 0100
8010 8FF8 1400
CHARACTER 3 IN BATTLE:
ALWAYS IN TRANCE
D010 44B8 0100
8010 90D8 4000
D010 44B8 0100
8010 9114 21FF
SUPER STATUS
D010 44B8 0100
8010 90D6 20EC
D010 44B8 0100
8010 90D8 4000
INFINITE HP
D010 44B8 0100
8010 90C4 270F
D010 44B8 0100
8009 8FB8 270F
INFINITE MP
D010 44B8 0100
8010 90C6 270F
D010 44B8 0100
8009 8FBE 270F
ATS METER ALWAYS FULL
D010 44B8 0100
8010 90C8 1540
• CHARACTER 4 IN BATTLE:
ALWAYS IN TRANCE
D010 44B8 0100
8010 91A8 4000
D010 44B8 0100
8010 91E4 21FF
SUPER STATUS
D010 44B8 0100
8010 91A6 20EC
D010 44B8 0100
8010 91A8 4000
INFINITE HP
D010 44B8 0100
8010 9194 270F
D010 44B8 0100
8009 9460 270F
INFINITE MP
D010 44B8 0100
8010 9196 270F
D010 44B8 0100
8009 9466 270F
ATS METER ALWAYS FULL
D010 44B8 0100
8010 9198 17C0
• CARD GAME CHEATS:
HAVE ONE OF ALL CARDS
B064 0006 0001
3008 324E 0000
MAXIMUM WINS
8008 3248 7FFF
NO LOSSES
8008 324A 0000
NO DRAWS
8008 324C 0000

Writer Chandra Nair

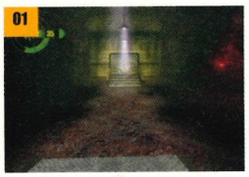


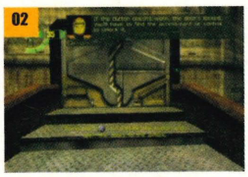
RED FACTION

Save the red planet with the gratuitous destruction of everything in sight. Learn how with this beginner's guide to all the weapons, multiplayer maps and getting out of the mine.

TRAINING MISSION

To get you familiar with the game, *Red Faction* includes a handy training mission.



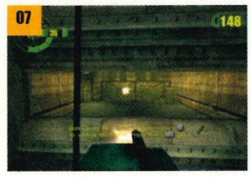


















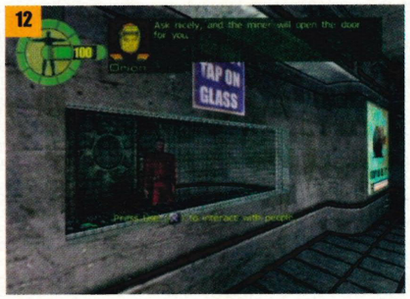
Go through the door from the lift **[01]** and press the button to open the next door you come to **[02]**. Once inside the airlock, you'll have to wait a few seconds before you can open the next door. Take note of the poster on the wall **[03]** then carry on down the corridor. Go through the door at the end and climb the chain-link fence then the ladder **[04]**. Go through the door at the bottom of the slope and turn left to enter the security control room **[05]**. Play around with the monitors **[06]**, then go back through the gate and turn left to go to the next room.

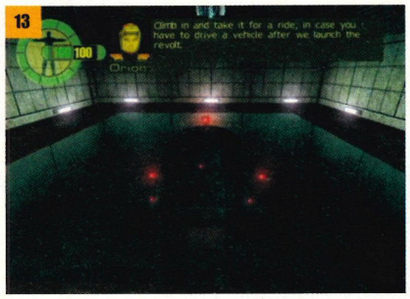
Now comes a fun part: the turret **[07]**. Use the gun to destroy all the barrels then go through the next door. Go down the stairs and into the first-aid room. Use the medic to heal yourself and carry on to the next door **[08]**. Pick up the body and go into the room on the left **[09]**. Drop it on the floor behind the crates and go through the next door. Go into the room on the right and open the locker **[10]**, two containers and medical cabinet for lots of goodies. Leave and go through the door on the right hand side. Press the switch and crouch to get under the door **[11]**. Jump over the gaps and go through the door at the other end.

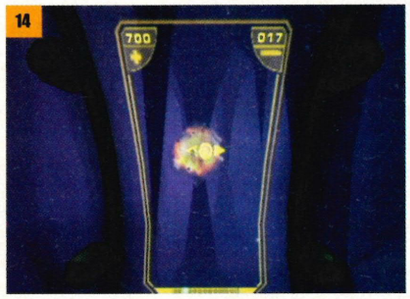
After the corridor, you'll have to ask the miner to open the door for you so you can enter the submarine bay **[12]**. Jump in the water and get in the sub **[13]**. Pilot the sub through the tunnel and into the cavern. Fire some torpedoes for fun **[14]** then go through the tunnel to reach the other submarine bay. Get out of the sub, go up the stairs and through the door. Open the gun cabinet and take the weapons **[15]** then go through the door.

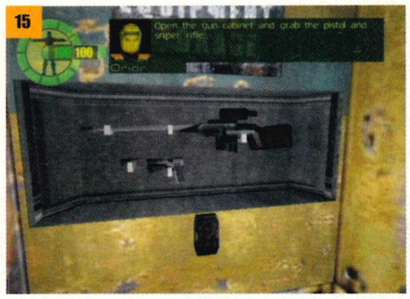
Go down the stairs and watch the guy at the bottom cower in fear, but don't shoot him or it's game over **[16]**. Go through the door on the left and use your guns to shoot all the bottles **[17]**. Leave and go through to the mess hall. Go through the door and shoot the normal glass to get into the next room **[18]**. Open the boxes to get a Rocket Launcher and some Remote Charges **[19]**. Use one of them to blow a hole in the wall where it's marked with an X **[20]**. Go through the hole to reach the exit, but before you do so, use the rockets and charges to destroy the room as much as you like **[21]**. Have some fun – it's the only opportunity you'll get to waste ammo.





















WEAPONS

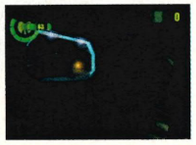
There are 15 weapons in **Red Faction**, many of which have a secondary attack meaning you have a pretty awesome arsenal to carry around with you.

CONTROL BATON (UCB-24)

The first weapon that you'll pick up in the game, the Control Baton, can take down the guards that you will come across in the early mines, but you'll want to pick up a more powerful weapon as soon as possible as you don't always want to get up close.

Ammo/Clip Size: .....Battery cell
Range: .....Short
Primary Attack: .....Club
Secondary Attack: .....Tazer





12MM PISTOL (USP-16)

This is the other weapon that most of the mine guards carry and it will be one of your more useful weapons for the first level of the game. The Pistol uses auto-aim, so when you get within firing range of a target, the cursor will move toward it so you know when to fire. The slower you fire, the more accurate it is, so shoot slowly. If you empty a whole clip in a few seconds at someone from the other side of the room, they'll probably still be standing while you have to reload.

Ammo/Clip Size: .....2mm bullets/ 16 rounds
Range: .....Short to Medium
Primary Attack: .....Semi-automatic firing
Secondary Attack: .....Attach/Detach silencer





ASSAULT RIFLE (UAR-42)

The Ultor Military Assault Rifle is a very powerful weapon and will dominate your arsenal for much of the game. It fires high-velocity, armour-piercing bullets that can easily tear through your enemy's light armour or clothing.

Ammo/Clip Size: 5.56mm HV AP bullets/ 42 rounds
Range: .....Short to Long
Primary Attack: .....Three-round burst
Secondary Attack: Continuous fire – lower accuracy





AUTOMATIC SHOTGUN (UAS-10)

This is good for close-quarter combat against a lightly armoured guard. While its accuracy is terrible at long range, if you're face to face with someone, it can usually drop them with one or two shots. The single shot mode is good for taking down groups of enemies.

Ammo/Clip Size: 10 gauge buckshot shells/ 8 rounds
Range: .....Short to Medium
Primary Attack: .....Double shot, pump action
Secondary Attack: .....Single shot





SNIPER RIFLE (USG-50)

Capable of semi-automatic firing only, the Sniper Rifle comes standard with an UNVS-8 scope that provides the user with up to 12x zoom. It also features a wind velocity offset that corrects for wind conditions. Note that this weapon is only any good when used as it was intended: to snipe people from far away. The reload is too slow for it to be practical while you're on the run.

Ammo/Clip Size: .....50 calibre AP bullets/ 6 rounds
Range: .....Short to Very Long
Primary Attack: .....Single shot
Secondary Attack: .....Activate scope





Writer Chandra Nair

MULTIPLAYER LEVELS





THE LOBBY

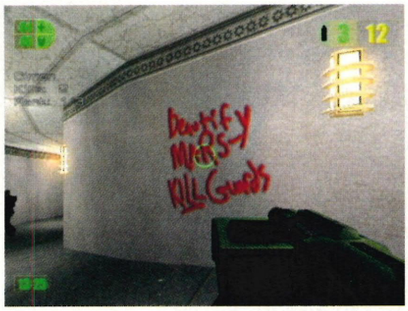
Players: 2–4

This arena is almost a carbon copy of a certain scene in *The Matrix*. An alcove at one end of the main room holds a Submachine Gun. There are pillars near the middle which can be blown up. Doorways on each side of the room lead to ramps (with Automatic Shotgun and Heavy Shotgun) that take you up to a higher ledge overlooking the lobby, and a Rocket Launcher. You can also find goodies like Automatic Shotguns, Precision Rifles and Assault Rifles scattered liberally around the arena.

See those signs and graffiti on the walls? You can blow up the walls with a Rocket Launcher to find four secret rooms. In these you can collect a Flame-Thrower, Rail Driver, Submachine Gun and a Fusion Rocket Launcher, along with two Medi Packs and one handy Envirosuit Armour pick-up.

Also, go to second storey by the balcony and you can get up to the roof: fire your Rocket Launcher at the wall, then go through and jump up there. You can walk around on the roof, find a Fusion Rocket Launcher and shoot down at enemies below.

The best tactic in The Lobby is to keep moving and avoid the central area as much as possible. Use the Rocket Launcher to blow holes in walls so you can shoot enemies as they run past. And use the secret rooms and roof to your advantage.





INSTALLATION XJ5

Players: 3–5

The main area includes hallways and ramps that wind around a large central courtyard. Scattered around the arena you'll find lots of health, armour and weapons to pick up.

As with The Lobby, each of the secret areas in the map is indicated by markings on the wall. Most of these are signs, but one is a white sun logo on the wall in the inside courtyard. You can get a Rocket Launcher, Rail Driver, Flame-Thrower and Remote Charges in the hidden areas.

Once again, don't stay out too long in the open areas, except if you're using the Flame-Thrower as that isn't really suited to enclosed spaces.

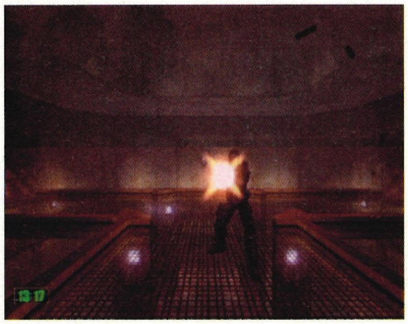


WASTE DISPOSAL PLANT

Players: 4–6

This is made up of cramped tunnels that wind around a multilevel three-way intersection. Due to the lack of space in these tunnels, the Shotgun is one of the best weapons to use.

At the intersection, drop down to the water to collect a Fusion Rocket Launcher. Destroy the three Water Reclamation signs to find two hidden areas. One of the latter has upper and lower sections containing Grenades and a Rail Driver respectively. The second secret area holds a Heavy Machine Gun.





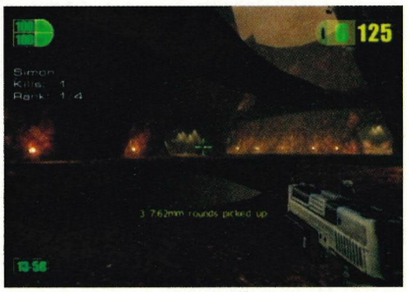
THE BADLANDS

Players: 3–5

The first outdoor maps features lots of narrow rock walkways that can easily lead to a long fall and a messy death if you don't watch where you're going. It has fewer hidden secrets than the previous levels. Every weapon you need can be found along the tortuous canyon paths and tunnels.

Since this level is so open, the Sniper Rifle comes in useful. You can also use the Rocket Launcher to blast people off the walkways and into the pit. Alternatively, the Heavy Machine Gun is good for when you're chasing enemies through the tunnels.





HANGAR 18

Players: 2

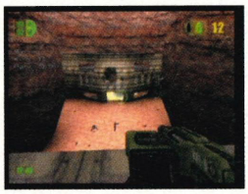
Designed for one-on-one combat, this is a very small arena packed with corridors and ramps that lead to a double-layered centre area. The latter has a metal grate that you can blast away, enabling you to attack your enemy from above or below. There are no blastable walls in this arena.

Shattering glass can cause injuries, so if you're in the upper part of the centre room you can both break the skylights and cause



















the glass to fall on your opponent; or you can shoot out the glass observation windows found on one side of the room.

BLASTED CANYON

Players: 2–4

The second smallest multiplayer arena, this works well for one-on-one matches. You start off inside one of two small alcoves with a couple of weapons: typically a Rocket Launcher and Precision Rifle. Out of the three windows you'll see a small canyon full of giant boulders and other weapons including Sniper Rifles.

You can hide behind the boulders for cover, leaping out to fire back. Also, you can camp out in the alcove to snipe from a safe distance using the Precision Rifle. Note: if someone uses this tactic against you, fire some rockets to destroy the wall of the alcove and flush them out.

WATERLOGGED

Players: 3–5

This underwater base comprises three storeys. To move between them, you can use the lifts in the corner rooms – or the ramp up to the top level. There are no blastable walls to destroy in this arena.

As the rooms are quite small, the Rail Driver is a good weapon here, as you can use the scope on it to see through walls into adjacent rooms and blast enemies when close enough. It's a sneaky tactic, but what the heck? It's a do-or-die situation.

MINE WARFARE

Players: 3–5

This arena is set in the mines that you start off in on the single-player game. There are walls that you can blast through to find secrets. Look for a circled yellow X to indicate destructible sections. In one secret area you'll find a Precision Rifle and ammo; Remote Charges in the other.





One of the best weapons to use on this arena is the Rocket Launcher, due to the debris it sends flying. The Precision Rifle's accuracy also comes in handy for racking up the kills.

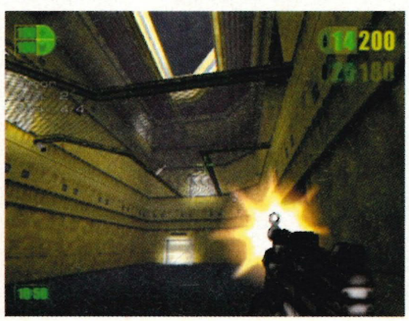
WARLORDS

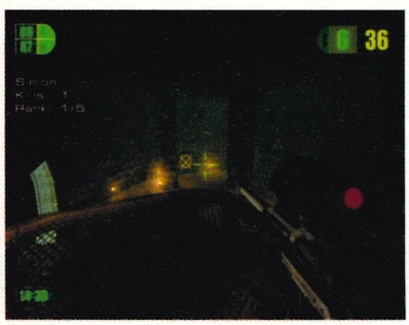
Players: 2

This is another one-on-one arena set in a small canyon between two buildings. There are identical weapons found in both of the latter, so each player usually uses one as a base. On the top storey you'll find a Heavy Machine Gun and Fusion Rocker Launcher (which is great for demolishing the opposite building – see below). A Sniper Rifle, Rail Driver, and Rocket Launcher are located on the second floor; a Precision Rifle and Automatic Shotgun on the first. On the ground floor you can find a Flame-Thrower and Assault Rifle. There are also Assault Rifles and Rocket Launchers scattered between the two bases.

Try using the Rocket Launcher to completely destroy the outer wall of the opposite building, leaving your opponent with nowhere to hide!







WEAPONS CONT...

PRECISION RIFLE (MK-SG1)

While the Precision Rifle has a scope like the Sniper version, it is much more useful as a regular rifle. It uses auto-aiming like the Pistol, but its ammo does a great deal more damage. If you fire this weapon at an enemy from close to medium range, you are guaranteed to drop them with a few well-placed shots.

Ammo/Clip Size: .....5.65mm explosive ammo/ 42 rounds
Range: .....Long
Primary Attack: .....Semi-automatic fire
Secondary Attack: .....Activates scope

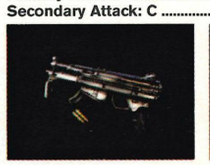




SUBMACHINE GUN (UAP-32/20)

The Submachine Gun is one of the quickest-firing weapons in the game and is best used for close-quarter battles. It gets a bit inaccurate over long distances due to the recoil, but load it with the 12mm bullets and fire at close range and it's hard to beat.

Ammo/Clip Size: .....12 mm bullets/ 32 rounds; 5.56mm HV AP bullets/ 20 rounds
Range: .....Short to Medium
Primary Attack: .....Fully automatic
Secondary Attack: C .....hanges calibre of round

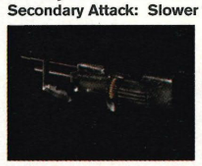




HEAVY MACHINE GUN (JF60-HMG/BF)

Due to the massive recoil, this ranks as one of the most inaccurate weapons in the game. However, like the Submachine Gun, use it close up on a group of enemies and it'll turn them into Swiss cheese in the blink of an eye.

Ammo/Clip Size: .50 cal, belt-fed/ typically 50 rounds
Range: .....Long
Primary Attack: .....Fully automatic
Secondary Attack: Slower firing rate – more accurate





FLAME THROWER (UFT-1)

This is great when dealing with a group of enemies. It shoots out a flame that will ignite your target, as well as anyone near them. If you set fire to one enemy and he runs into someone else, they will also catch fire – this includes you, so look out! The bad guys also continue to fire their weapons when on fire, so take cover until the screaming stops and they drop to the ground. Continue to take care when they are on the ground, as the body continues to burn for a few seconds.

Ammo/Clip Size: .....Fuel Tank
Range: .....Short to Medium
Primary Attack: .....Flame burst.
Secondary Attack: Throw a fuel canister as a bomb.





RAIL DRIVER (FCA-26)

The Rail Driver fires metal slugs at extremely high velocity, so they can penetrate walls as well as people. The drawback is that it has an extremely long reload time. The scope allows you to see an enemy's heat signature through walls. As the weapon can penetrate walls, as soon as you have a target, you can fire and kill the opponent before they know what hit them.

Ammo/Clip Size: .....1 round chamber
Range: .....Medium
Primary Attack: .....Single shot
Secondary Attack: .....Activates heat scope





Writer Chandra Nair

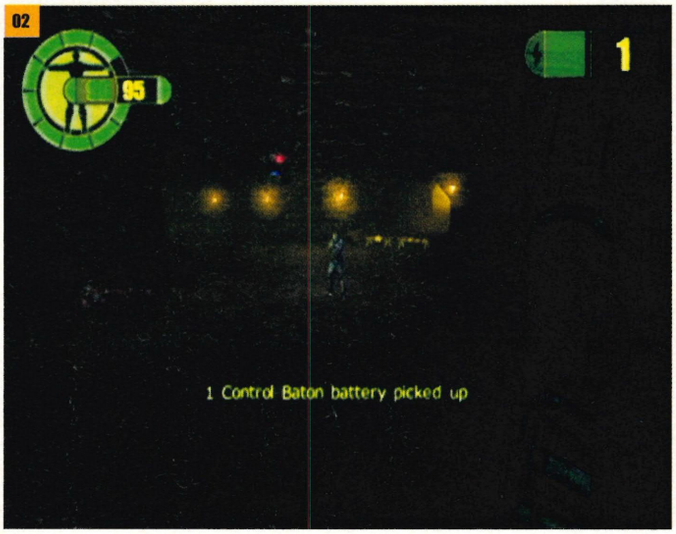
GETTING OUT OF THE MINES

The mine system at the start of Red Faction is pretty confusing and you can easily get lost. Don't worry, we're here to guide you through to the upper levels.

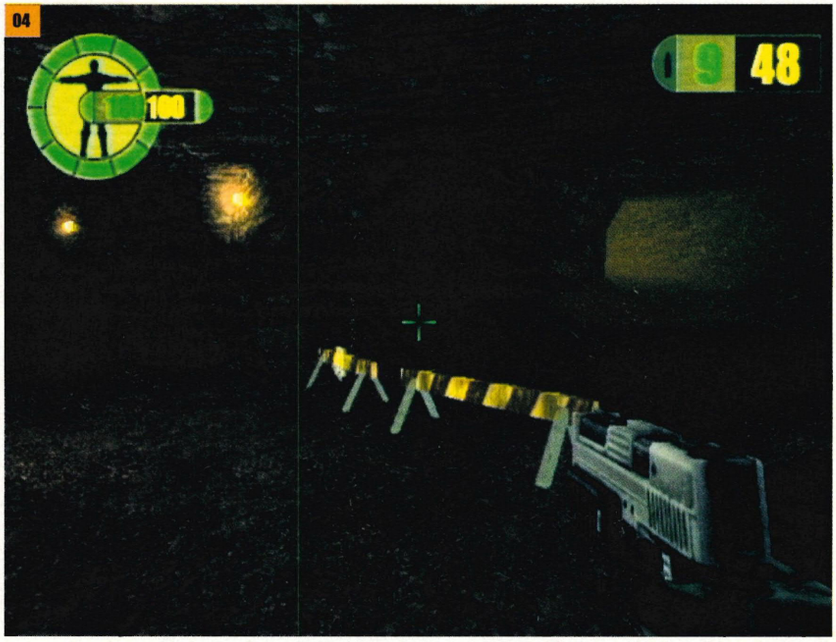
Walk down the tunnel to see a miner arguing with a guard **[01]**. When a fight breaks out, the miner knocks the guard out then gets shot. The guards then turn their guns on you. Grab the **Control Baton** from the unconscious guard **[02]** and run towards the guard firing at you. Bash him on the head and take his **12mm Pistol**. Shoot any more guards firing **[03]** at you then go down the tunnel with the barriers at the opening **[04]**. Look out for the steam coming out of the cracks on the way. At the end you'll find a miner smacking a dead guard around **[05]**. Leave him to it and pick up the **12mm rounds** and exit this tunnel. Head over to the left side of the dividing wall in front of you and kill the guards **[06]**. Go through the hole in the wall and pick up the **Remote Charges** inside. Blast a hole in the wall where it's marked with an X **[07]** then go through and kill some more guards. Pick up some more **Remote Charges**, then blow a hole in the floor at the X **[08]**. Go through and pick up all the **Remote Charges** on the other side.

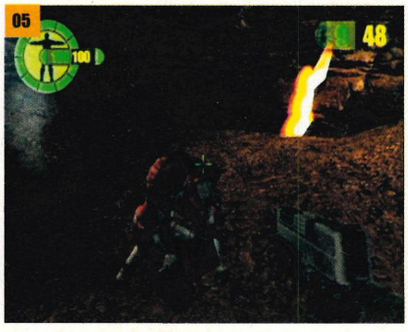
You'll find two resistance members in here who tell you to follow them. They run up the tunnel on the left but get killed by some guards at the top **[09]**. Shoot the guards that killed them and go right. You'll encounter some more guards on the way so take them out. As you can see from the signs on the wall, you are heading away from the mine and towards the Guard Station **[10]**. You'll soon hear someone

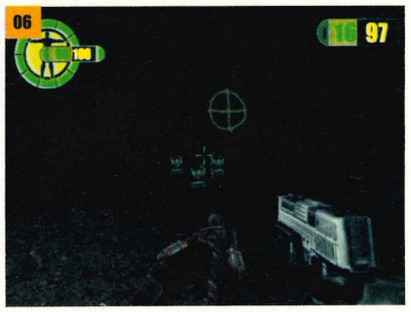


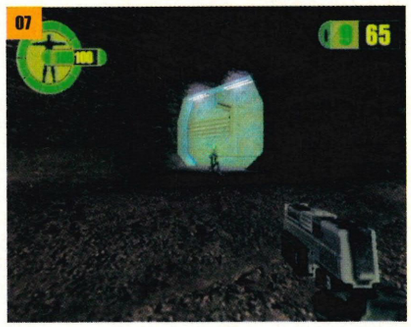


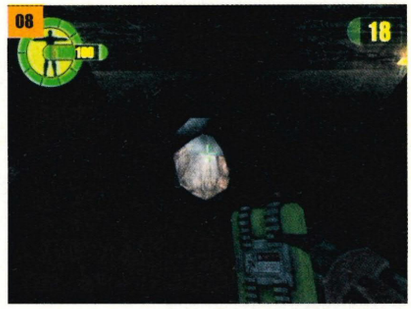














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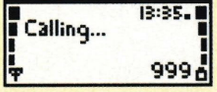
Angel - Shaggy feat. Rayvon: 4388
Stan - Eminem: 1192
Rollin - Limp Bizkit: 3670
Teenage Dirtbag - Wheatus: 3616
Clint Eastwood - Gorillaz: 3613
Get Ur Freak On - Missy Elliott: 3832
Rock DJ - Robbie Williams: 3566
Don't Stop Movin' - S Club 7: 3887
Forget About Dre - Dr. Dre: 1179
Survivor - Destiny's Child: 3831
Whole Again - Atomic Kitten: 3615
Reach - S Club 7: 1332
Real Slim Shady - Eminem: 1191
Butterfly - Crazy Town: 3612
Uptown Girl - Westlife: 3608
Last Resort - Papa Roach: 1306
Marshall Mathers - Eminem: 3664
Gangsta's Paradise - Coolio: 1148
Freak On A Leash - Korn: 1255
My Generation - Limp Bizkit: 3671
It's Raining Men - Geri Halliwell: 3973
Say My Name - Destiny's Child: 1168
Freestyler - Bombfunk MCs: 3637
The Next Episode - Dr. DRE: 3822
Angels - Robbie Williams: 3580
It's My Life - Bon Jovi: 1123
Ruff Ryder's Anthem - DMX: 1176
Blind - Korn: 3964
Smells Like Teen Spirit - Nirvana: 3790
Feel The Beat - Darude: 3660
Liquid Dreams - O-Town: 3833
Paint It Black - Rolling Stones: 3800
Come As You Are - Nirvana: 3591
Pure And Simple - Hear'Say: 3610
Sweet Dreams - Marilyn Manson: 3902
All The Small Things - Blink 182: 1117
Cold As Ice - MOP: 3978
Red Red Wine - UB40: 1398
Bohemian Rhapsody - Queen: 1315
Sex Bomb - Tom Jones: 1393
Groovejet - Spiller: 3544
Crawling - Linkin Park: 3780
Dancing Queen - Abba: 1078
Guilty Conscience - Eminem: 1190
Mambo No. 5 - Lou Bega: 1263
Blue - Eiffel 65: 1186
Suspicious Minds - Elvis Presley: 3719
Case Of The Ex - Mya: 3560
I'm Like A Bird - Nelly Furtado: 3617
Snoop Dogg - Snoop Dogg: 3844
Stairway To Heaven - Led Zeppelin: 1428
Music - Madonna: 1270
It Wasn't Me (extended) - Shaggy: 3611
Do You Really Like It - DJ Pied Piper: 4314
Ride Wit Me - Nelly feat. City Spud: 4025
Dancin' In The Moonlight - Toploader: 3677
Who Let The Dogs Out - Baha Men: 3542
Independent Women - Destiny's Child: 3569
Sweet Child O' Mine - Guns 'n' Roses: 3868
What's The Difference - Dr. DRE & Eminem: 3663
What Took You So Long? - Emma Bunton: 3714
Come On Eileen - Dexy's Midnight Runners: 1170
Salsoul Nugget - M&S presents Girl Next Door: 3614
My Love Don't Cost A Thing - Jennifer Lopez: 3570



PIX

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...MORE CHART RINGTONES

La Vida Loca - Ricky Martin: 1328
Piano Loco - DJ Luck & MC Neat: 3706
X - Xzibit: 3705
Out Of Reach - Gabrielle: 3776
California Love - 2Pac: 1068
Put A Spell - Sonique: 3639
Insomnia - Faithless: 3867
Party Up - DMX: 1175
She Bangs - Ricky Martin: 3565
All For You - Janet Jackson: 3775
Lithium - Nirvana: 3789
I Wanna Be U - Chocolate Puma: 3604
Hey Jude - Beatles: 3810
Bat Out Of Hell - Meatloaf: 4521



TV RINGTONES

633 Squadron: 4376
Addams Family: 1434
A-Team: 3652
Austin Powers: 1026
Bare Necessities: 4606
Batman: 4607
Battlestar G: 4608
Benny Hill: 1027
Best Friend Wed: 1051
Beverly Hillbillies: 4611
Beverly Hills 90210: 1431
Beverly Hills Cop: 1432
Big Brother: 4613
Black Adder: 3586
Blazing Saddles: 4449
Blue Peter: 4614
Bob The Builder: 3636
Bodyguard: 4450
Braveheart: 4451
Breakfast Tiffanys: 4452
Brookside: 4617
Buffy Vampire Slay: 1028
Cagney & Lacey: 4619
Captain Pugwash: 4620
Casualty: 3984
Charlie's Angels: 1030
Close Encounters: 3845
Coronation Street: 3534
Dallas (Version 2): 4624
Danger Mouse: 4625
Dawson's Creek : 1033
Deep Space 9: 3863
Deliverance: 4457
Dirty Dancing: 1034
Dukes Of Hazard: 4304
Eastenders: 3632
Emmerdale: 3537
Enter The Dragon: 4459
ER (Version 2): 4627
Exorcist: CODE 4460
Father Ted: 3864
Flintstones: 4628
Fraggle Rock : 3666
Friends (Version 2): 4632
Gladiator Battle: 3866
Gladiator Main: 3865
Godfather: 4461
Good, Bad, Ugly: 4465
Grease: 1054
Hawaii Five O: 3533
Hollyoaks: 4640
J Bond - Dr No: 1435
James Bond: 1430
Jaws: 4462
Laurel And Hardy: 3930
Lonesome Pine: 3929
Magic Roundabout: 3553
Men Behave Badly: 3596
Millionaire: 3552
Minder: 3531
MI 2: 1261
Monty Python: 3548
Mr Benn: 4649
Muppets - MahNah: 4650
News At Ten: 4653
Fools And Horses: 4654
Pepsi Chart Show: 4655
Pink Panther: 1436
Postman Pat: 1441
Pretty Woman: 1049
Red Dwarf: 3539
Rocky: 1050
Roobarb: 1440
Rugrats: 3530
Scooby Doo: 4562
Shaft: 3527
Sister Act: 1042
South Park: 1052
Star Trek: 1427
Star Wars: 1425
Starsky And Hutch: 4303
SuperMan: 1429
The Great Escape: 3594
The Royle Family: 3669
The Saint: 4672
The Simpsons: 1439
The Wombles: 4675
Thunderbirds: 3529
Tigger's Song: 3891
Titanic: 1420
Topgun: 1066
Winnie The Pooh: 3893
WWF Generation-X: 1062
X-Files: 3551

SPORT RINGTONES

Match Of The Day: 1444
Formula 1 (BBC TV): 3592
3 Lions - Lightning Seeds: 3589
Glory Glory - Manchester United: 3768
Grandstand: 3583
Cricket (BBC TV): 4609
Ski Sunday (BBC TV): 4666
Question Of Sport: 4658

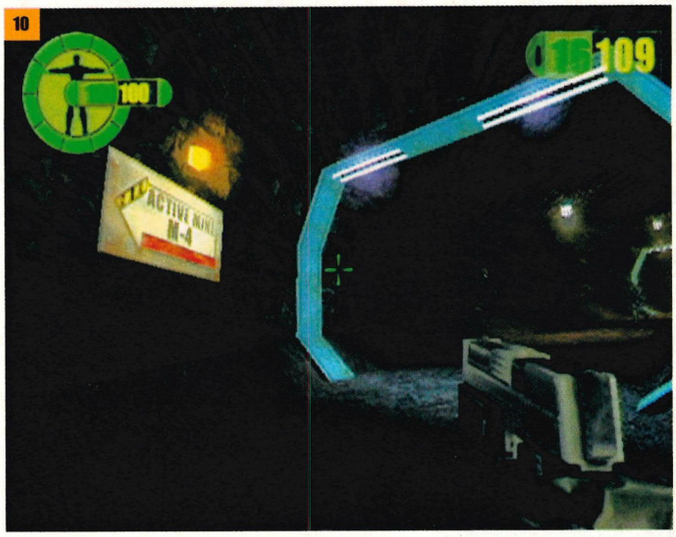


MISC. RINGTONES

Irish National Anthem (Soldier's Song): 3895
Fields Of Anthenry: 3828
God Save The Queen: 1448
Welsh National Anthem: 3892
Phantom Of The Opera: 4560

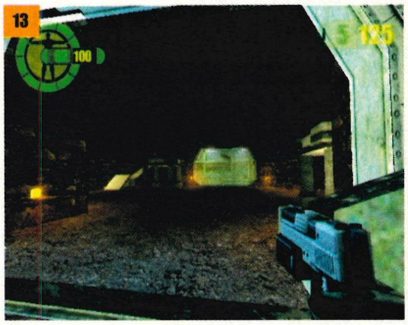
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Writer Chandra Nair





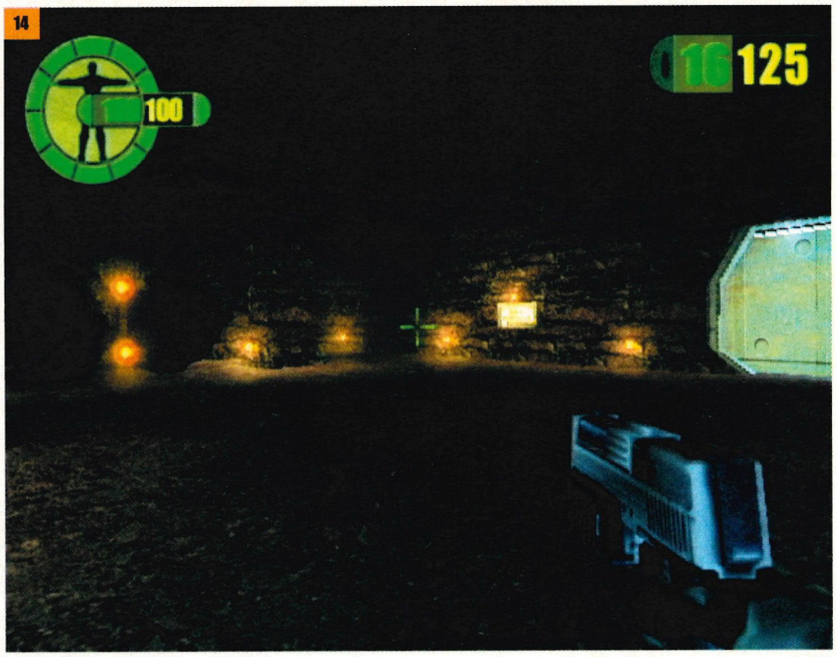


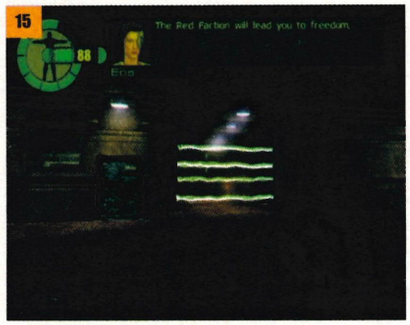


shouting for help and a miner will come running towards you, chased by a guard **[11]**. Kill the guard and the miner says if you help him to the shuttle, you can go with them. Following him down the tunnel, an explosion quickly kills him, and some guards come running for you. Kill them all and carry on down the tunnel to a door. The game will then automatically load the next section.

Go through the door to find a large room with a pool down below and a guard with a Rocket Launcher on the other side **[12]**. Jump into the water and the guard won't be able to see you. Climb up the other side and shoot the guard quickly before he lets a rocket off in your face. Pick up the **Rocket Launcher** , then go through the door and carry on through the tunnel, shooting any guards you encounter. When you come to the next door, prepare yourself as the room holds lots of guards **[13]**. Go through the door opposite and down the tunnel to reach Driller Maintenance **[14]**. Kill the guards then head through the door opposite and down the tunnel to reach the Guard Station









[15]. Look out for the Rocket Launcher guard then go through the door. A guard will shoot at you through the glass **[16]** so take him out, then open the container next to him for a **Medi Pack** and some **Envirosuit Armour**. Go through the door and to the door opposite. Go down the tunnel and the game will load the next section.

Hendrix will contact you and tell you that you are the only one from your mine to have made it this far. When you come out of the tunnel you'll see an armoured transport below **[17]**. If you are spotted, it will turn and fire on you. Get your Rocket Launcher out and fire at it – two rockets should do it. Carry on along the walkway into another tunnel. Look out at the end as the next room holds lots of guards **[18]**. Take them out and you'll hear an announcement saying that the mine will be sealed off in five minutes. So get in the lift and press the button to go up and leave the mine...





















BARRACKS

Head up the tunnel and watch out for the guy on fire who comes running towards you **[01]**. Shoot all the guards ahead and pick up any weapons including the **Flame-Thrower** and **Automatic Shotgun**. Go into the small room and pick up the **Riot Shield**, then press the button to open the Barracks door **[02]**. Shoot the guard and press the button to enter the airlock **[03]**. You'll now start to encounter more heavily armoured guards who can withstand more small-arms fire **[04]**. The most effective weapon against them that you're carrying is the Shotgun, so try not to waste any shells on the weaker guards.

Open the locker on the right if you need some armour, then go through the airlock door. Look out for any guards that pop out of the doors. Search the second and third rooms on the right, then the shower and toilet through the middle door opposite for items **[05]**. Go through the door at the end of the corridor, next to the window, then up the stairs. Go through the first door you come to for a Medipack. Then carry on up the stairs and through either of the doors. Search the two rooms around the side, as both of them have containers inside **[06]**, then go into the central area and use the cannon **[07]**. Kill all the guards that appear, then pick up their weapons. There are also two containers in here with Medipacks and armour inside.

Once you've picked everything up, go all the way back down to the corridor and through the door on the left of the airlock. Go up the stairs to come to a walkway **[08]**. Search the rooms as you walk to the door at the other end. Through the next door you'll come to another walkway with a sentry gun firing at you from below. Fire a rocket to take it out, then go through the door at the end. Go down the stairs and through the door on the right at the bottom, into the maintenance elevator room. Hendrix will contact you to tell you the elevators are out of action.

Leave this room and go into the detention area on the left. The miner in the prison wants to be let out, so take the Keycard from the table and let him out **[09]**. He runs out of the door telling you to follow and promptly gets shot! Kill all the guards and go through the door to the cafeteria and emergency room.





Holster your weapon and enter the emergency room. Get the medic to heal you if you need it **[10]** then head back to the cafeteria. The latter is full of guards so hide behind the door and take pot shots until they're all dead **[11]**.

Go into the kitchen and into the open vent **[12]**. Drop out of the vent and go through the door on the right. Go through this room and down a narrow corridor and climb up the ladder at the end to reach the door to the elevator shaft. Look up and shoot the guard above, then climb the ladder **[13]**. Get onto the platform, when you can't go any further, and kill the guard. Go through the door to reach another shaft. Climb to the top and go through the doorway, killing the guards.





MINER REGISTRATION

Go round the corner and shoot the vent on the left then crawl inside **[14]**. Shot the grate at the end and the guard below, then pick up his **Assault Rifle [15]**. Press the button on the console to open the door below. Shoot the glass, drop down and go through the door **[16]**. Shoot the guard then watch out for the guard round the corner behind the sandbags **[17]**. He has an assault rifle, so take him out quickly and carefully. Go round the corner and go through the double doors **[18]**. Kill the guards then go up the stairs and to the right. Kill two more guards through the door, then go through the next door. Go up the ramp and kill the guard controlling the turret to the right **[19]**. Run up and take control of the turret, and promptly kill all of the guards that come along **[20]**.

Go back down and through the door on the right to reach the Tram Station **[21]**. Hendrix









WEAPONS CONT...

ROCKET LAUNCHER (URL-6T)

When you want to blast holes in walls, or take out an enemy very quickly, the Rocket Launcher comes in handy. It fires a single rocket at the target of your choice that explodes on impact. The secondary attack fires a heat-seeking missile, so look at the little screen on the side of the launcher and, when you can see the heat signature of the target, fire away.

Ammo/Clip Size: 1.....5 cm High Explosive Rockets
Range: .....Medium to Long
Primary Attack: .....Single rocket.
Secondary Attack: .....Single heat-seeking rocket





FUSION ROCKET LAUNCHER (AT-1TL)

Similar to the Rocket Launcher but it makes a much bigger explosion. The explosive round from the launcher creates a small fusion explosion that damages a wide area, so make sure you fire it at distant targets because it can kill you too.

Ammo/Clip Size: .....Single, tube-launched
Range: .....Long
Primary Attack: .....Single shot
Secondary Attack: .....N/A





GRENADE (UHG-90)

Throw it then run because you don't want to be near when it goes off – it has a 4 second timer and 5m kill radius. Highly effective against unarmoured personnel, it's another good weapon for groups of bad guys.

Ammo/Clip Size: .....N/A
Range: .....Short
Primary Attack: .....Explodes on impact
Secondary Attack: Throws a grenade with 4 second timer

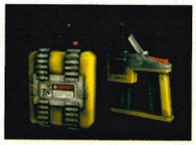




REMOTE CHARGE (URC-15)

These bombs are made specifically for blasting holes into walls and other objects. They have a kill radius of 10 metres and can also be detonated by gunfire or blast damage. You throw them and they will stick wherever they land, even if it's on a person. If that happens, the poor bugger will run around screaming until you push the button to put them out of their misery – very amusing.

Ammo/Clip Size: .....N/A
Range: .....Short
Primary Attack: .....Sticks to objects
Secondary Attack: .....N/A

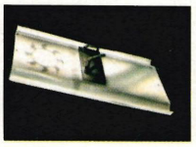




RIOT SHIELD (UBS-4)

A body-sized translucent shield used by the Riot guards of Ultor, it can be equipped in conjunction with one-handed weapons. You can use it to block some small arms fire, as well at whack someone on the head when you get close to them. Only resort to this if desperate.

Ammo/Clip: .....N/A
Range: .....N/A
Primary Attack: .....Swing shield
Secondary Attack: .....N/A





Writer Chandra Nair





















tells you the trams aren't running but get inside anyway and open the containers for some rockets and health. The doors will now close, trapping you inside. Hendrix tells you he'll open them for you, but it takes a few seconds so defend yourself from the guards while you wait.

Once out of the tram, go back to the turret and through the door to the right. Kill the guards then press the button to open the door at the top. Press the button inside to activate the lift. When the door opens, shoot the guards and go down the ramp on the left **[22]**. Go across the bridge over the docking bay and the door ahead will close **[23]**. Watch the shuttle take off without you **[24]**, only to be shot down seconds later **[25]**. Go through the now open door and head down the corridor to the control room. Press the button on the console to activate the emergency doors **[26]**.

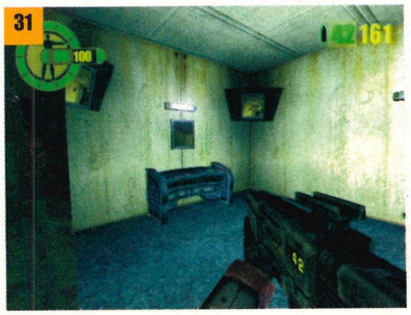
Leave the control room and get in the lift down the corridor on the right. Go through the next door you find to reach the docking bay. Go through the door on the left and get on the lift. Go through the door into Docking Bay 4 and kill the guards that come out of the shuttle **[27]**. Get in the shuttle and pick up any items you need. Go through the door at the other end of the bay and kill the guards. Go through the first door on the left, kill the guards and climb the ladder. Search the four rooms on either side of the corridor for goodies **[28]** then turn the corner you'll see at the end **[29]**.

Through the next door is a large droid with machine guns and a rocket launcher **[30]**. Use your Rocket Launcher to take it out and proceed. Go through the door on the right and climb the ladder. Continue all the way round the gantry to reach the room with the containment door switch **[31]**. You'll have to drop down and lose some health to reach the door before it closes.









ABANDONED MINE

Go through the door and Hendrix will contact you. Get on the lift and press the button. It descends but starts to get stuck after a while. When this happens, get ready to jump off when you see a ledge – alternatively grab hold of the ladder and climb the rest of the way down. Open the door on the platform and kill the guards **[32]**. Go through the door on the left and pick up some **Remote Charges**. Go to the other end of the cavern and press the button. The door will short-circuit and jam. Hendrix suggests blasting round it, but if you wait for a couple of minutes he'll override the circuit and open it for you anyway, so save your ammo.

Go down the tunnel until you come to a collapsed part of the mine **[33]**. Drop into the water and swim to the other end. Go up the slope and follow the red lights **[34]**. Kill any guards you come across. Go down the tunnel and Eos will contact you. Go up the ramp of the large structure you find, then through the doorway in the rock **[35]**. Go down the corridor and kill all the guards in the next room **[36]**. Walk straight along the catwalk and jump up onto the rocks at the end, then to the pipe.

Drop down and crawl through the pipe **[37]**. When you come to a room, kill the guards and go up the ramp **[38]**. Press the button and jump into the bowl at the end of the pipe when it starts moving. When you pass the ventilation shaft, jump to it and dodge the blades. Get past the fan at the other end and kill the guards above **[39]**. Climb up the ladders and press the button, when you reach it, to turn off the large fan **[40]**. Climb up to the fan and get on one of the blades. The fan will start up again so jump off at the next ledge. Climb down the ladder and go into the Rock Crusher vent **[41]**.

Kill the guards then pull the lever on the machine. Use the ladder on the side of it to climb up and grab the **Sniper Rifle [42]**. Get back down and go down the tunnel on the right. Use the Rifle and kill the guards ahead **[43]**, then wait for Hendrix to activate the bridge. Cross over and go round the corner. Open the door and kill the guard. Open the locker for some armour then open the airlock door **[44]**.



























Top 20 Tones

1	It's Raining Men	Geri Halliwell	4455
2	Don't Stop Movin'	S Club 7	3764
3	Ride Wit Me	Nelly feat. City Spud	4459
4	You Are Alive	Fragma	4458
5	Cold As Ice	MOP	4453
6	Who's That Girl	Eve	4457
7	Out Of Reach	Gabrielle	3763
8	Play	Jennifer Lopez	4454
9	Survivor	Destiny's Child	4280
10	One Wild Night	Bon Jovi	4456
11	Lovin' Each Day	Ronan Keating	4281
12	Get UR Freak On	Missy Elliott	4283
13	It Wasn't Me	Shaggy	3705
14	Clint Eastwood	Gorillaz	3721
15	Imitation Of Life	REM	4452
16	Butterfly	Crazy Town	3744
17	Liquid Dreams	O-Town	4282
18	Teenage Dirtbag	Wheatus	3690
19	Whole Again	Atomic Kitten	3670
20	What Took You So Long	Emma Bunton	3751

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 - FUGEES
0054 FRIENDS - GARY NEWMAN
0057 FUNKYTOWN - FUNKY TOWN
0058 GET DOWN - BACKSTREET 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 GIRLS
0182 CHILDREN - ROBERT MILES
0197 I SWEAR - BOYZIIMEN
0201 I WILL SURVIVE - GLORIA GAYNOR
0219 BEAUTIFUL STRANGER - MADONNA
0221 MATCH OF THE DAY - THEME
0250 GOING TO IBIZA - VENGABOYS
0200 IT'S NOT RIGHT - WHITNEY HOUSTON
0211 LET IT BE - BEATLES
0217 LOSING MY RELIGION - REM
0236 SHOOP SONG - SALT AND PEPA
0240 STARS AND STRIPES - NATIONAL ANTHEM
0243 TEARS IN HEAVEN - ERIC CLAPTON
0245 THOSE WERE THE DAYS - QUEEN
0248 UNDER THE SEA - LITTLE MERMAID
0395 THONG SONG - SISCO
0346 MILLENNIUM - R WILLIAMS
0402 WHAT A GIRL WANTS - CHRISTINA AGULERA
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 TIMES - 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 DEEJAY
0283 BLUE - EIFFEL 65
0285 BORN TO MAKE YOU HAPPY - BRITNEY SPEARS
0287 BURNING DOWN THE HOUSE - TOM JONES
0292 CARTOON HERO - AQUA
0294 CHANGES - 2 PAC
0308 FAITH - GEORGE MICHAEL
0312 FLYING WITHOUT WINGS - WESTLIFE
0316 FROM THE BOTTOM OF MY BROKEN HEART - BRITNEY SPEARS
0317 GENIE IN A BOTTLE - CHRISTINA AGUILERA
0320 I GOT A GIRL - LOU BEGA
0327 IT'S ALRIGHT - EAST 17
0328 I'VE BEEN HANGING AROUND THIS TOWN - COUNTING CROWS
0330 I WANT IT THAT WAY - BACKSTREET BOYS
0331 I WANT YOU BACK - N SYNC
0333 JUST CAN'T GET ENOUGH - DEPECHE MODE
0336 KISS ME - SIXPENCE NONE THE RICHER
0339 LEARN TO FLY -FOO FIGHTERS
0340 LIVIN LA VIDA LOCA - RICKY MARTIN
0342 MAMBO NOS - LOU BEGA
0353 MY LOVE IS YOUR LOVE - WHITNEY HOUSTON
0356 NEVER BE THE SAME AGAIN - 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 HOUSE - 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 - KERNKRAFT 400
1513 STAN EMINEM
1514 VINDALOO - FAT LES
1515 THE REAL SLIM SHADY - EMINEM
1517 SKY - SONIQUE
1518 I BELIEVE I CAN FLY - R KELLY
1519 KIDS - R WILLIAMS & KYLIE
1520 PARKLIFE - BLUR
1575 THE LONELY ONE - ALICE DEEJAY
1576 WHO LET THE DOGS OUT - BAHA MEN
1577 FEEL THE BEAT - DARUDE
1578 SILENCE - 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 - WESTLIFE
1590 MY LOVE - WESTLIFE

Films/TV

0025 JAMES BOND - THEME
0187 JAMES BOND DOCTOR NO - THEME
0043 EASTENDERS - 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 STAR WARS - THEME
0152 SUPERMAN - FILM - THEME
0155 THUNDERBIRDS - THEME
0156 TELETUBBIES - THEME
1516 CHARLIE'S ANGELS - THEME
0157 TITANIC - FILM - THEME
0013 BEVERLY HILLS COP - AXEL F
0088 LOONY TUNES - THEME
0098 MUNSTERS - THEME
0099 MUPPETS - THEME
0112 PEANUTS - SNOOPY - THEME
0117 POPCORN - THEME
0130 SESAME STREET - THEME
0148 STAR TREK - THEME
0008 AMERICA - (WEST SIDE STORY) THEME
0229 POSTMAN PAT - THEME
0015 BABYLON 5 - THEME
0085 MONTY PYTHON'S FLYING CIRCUS - THEME
0035 DALLAS - THEME
0044 THE ENTERTAINER (THE STING)
0047 EUROVISION - THEME
0166 BENNY HILL - THEME
0204 KNIGHT RIDER - THEME
0199 INDIANA JONES - THEME

Football Songs

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	Southampton
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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TONE OF THE WEEK
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CODE-4459

GRAPHIC OF THE WEEK
SIMPLY THE BEST
1898



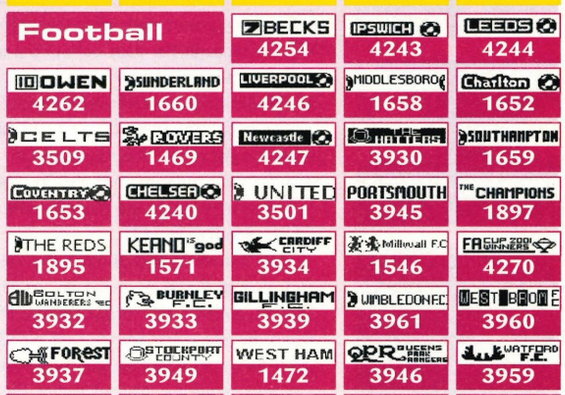
Films/TV



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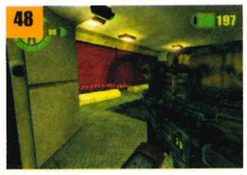
*The following Nokia handsets can receive both tones and graphics- Nokia 3210, Nokia 61xx series, Nokia 71xx series, Nokia 81xx series, Nokia 8210 series, Nokia 88xx series Nokia 9000/9110. The Nokia 51xx series can only receive graphics. This is a service from Teleworld, CY-1087, Nicosia, Cyprus. Landline Calls cost £1.50 per minute, average call time 2.5 min (£3.75). Make sure you have the bill payers permission. Calls from mobiles may cost more. Orders are normally sent immediately. Customer Support UK 0870-046-0047 (Ireland: 1850 927222) or write to Fun Tones, PO Box 9107, Birmingham B7.

Writer Chandra Nair



















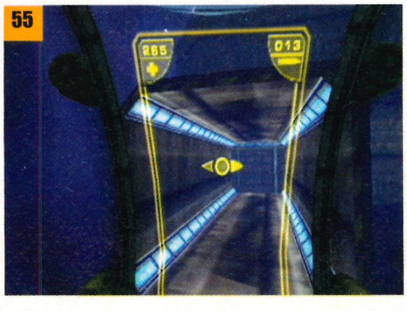
POWER PLANT

Go down the corridor and kill the guards, avoiding the steam as you go **[45]**. Go through the next two doors to find a guard behind a turret. Kill him and take control of the turret, blasting any guards that come through the door **[46]**. Go through the door behind the turret and shoot the guard behind the glass, then go through the door marked Geothermal Facility #4. Go through the next door and kill all the guards on the other side. Go past the sandbags and straight on to the Turbine Room. Inside the latter, go to the manual valve closure and turn the handle **[47]**.

Leave this room and go back the way you came. Go up the slope and turn right then left to Lava Control. Once inside, go into the area behind the fence and turn the valve **[48]**. Watch out for the guards that attack, then leave this room and go left for Water Control. Once inside, climb down and press the button on the console **[49]**. Climb back up and head back past the Turbine Room. Kill the guards behind the sandbags and go left. Go left again, down to Water Reclamation. Use Remote Charges on both the yellow pumps, then kill the guards that come in **[50]**.

Leave and go all the way to the other end of the corridor to Main Control. Go down and talk to the technician then press the button on the console when he tells you **[51]**. Kill the guards that enter, then go back up to the corridor and through the door on the right. Go all the way down the slope to reach the Submarine Bay. Kill the guard, then blow a hole in the wall of the small room and press the button to lower the sub **[52]**. If you've run out of explosives, you'll need to climb the yellow girder to use the manual release. Get in the sub and pilot it through the tunnel **[53]**. Look out for the enemy sub and what looks like a mutant seal and head for the Research Centre **[54]**. Once there, head into the docking bay and exit the sub **[55]**. Kill the guards and go through the door.





UNDERWATER RESEARCH

Go over to the panel in the floor: when it opens, climb down the ladder **[56]**. Turn to the left and go through the door at the end of the corridor. Kill the guards and wait for the tram to arrive. When it does, kill the guards on it and ride it along the tracks **[57]**. Kill the guard, go through the door and down the corridor. Behind the stairs is a miner waiting for you **[58]**. He gives you a Disguise and a Silenced Pistol, but unfortunately takes away all of your other available weapons.

Holster your gun and go up the stairs **[59]**. You now need to use stealth, which means you can't get too close to guards and cameras or you'll be recognised. If you need to kill someone, make sure you hide the body. Head through the doors to the main office complex. Turn right and go up the stairs to the top, then carry on down the corridor. Go down the next staircase you reach and, at the bottom, go through the door on the left. Go through the cubicles to the lift at the end **[60]**.

Once out of the lift, follow the instructions Hendrix gives you to meet him in person **[61]**. Leave this room and go left, then head left at the end of the corridor to reach another lift. Get in and press the button. Exit the lift, go through the doorway and up the stairs on the left. Go through the door on the left to the security checkpoint and shoot the guy in the head **[62]**. Hide the body in the storage room. Leave and turn left, go down the stairs and through the doorway on the left **[63]**. Now go through the double doors on the right and through another set.









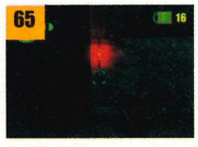


















Watch the cut-scene then leave the office **[64]**. Shoot the guard on the right in the head, then dump the body in the toilet (how nice). Go down the passage he was guarding and, when you get to the fork, take the ramp on the left. There are quite a few guards down here; if they recognise you, shoot them as quick as you can. It doesn't matter if you get your gun out at this point, as long as Gryphon doesn't get caught in the crossfire.

At the bottom of the ramp, turn right and go through the door at the end. Pick up the **Envirosuit** and **Automatic Shotgun**, then press the button to open the door. Head through it and walk to the forcefield. Gryphon will open it, so go through and you'll be in an area with another forcefield and a few guards. Kill the guards and press the switch on the wall **[65]**. Go through the door and climb up the ladder. Kill the guard and press both the buttons on the console. Pick up the **Grenades** and take some health out of the cabinet if you need it.

Go down the path where the forcefield was, to the bot repair shops **[66]**. Continue on to the spares warehouse and get in the small lift on the left **[67]**. Press both the buttons on the console, then go back down and through the door at the other end. Turn left and head up the slope; a door will open on the left revealing a guard, so shoot him. Go in and climb up the ladder **[68]**. Shoot the guard and press the button for the main door on the wall.



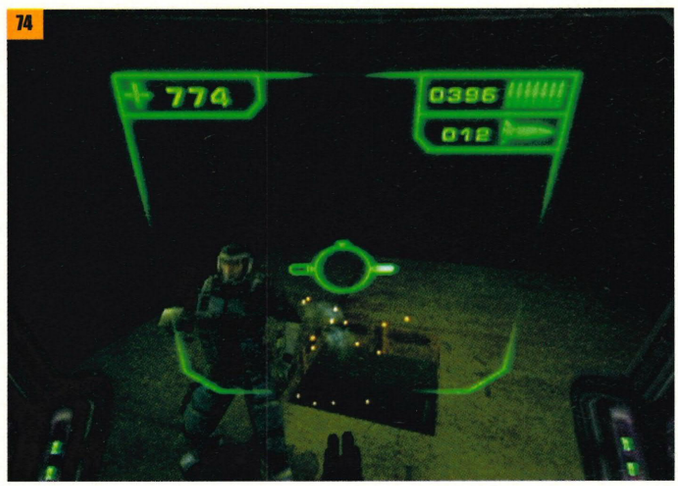








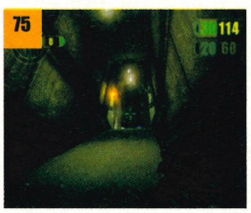
Go back down and continue up the slope then go through the door at the end. Kill the guards then walk between the crates and Gryphon will open a hidden door **[69]**. Go through to the checkpoint where Gryphon tries to wave you through. He is fired at and tells you you'll have to blast through **[70]**. Open the yellow door and shoot the ceiling turrets and guards, then use a Grenade to blow a hole in the control room **[71]**. Press the button beside the door and, when Gryphon is in, press it again then follow him into the lift. Halfway down, you are attacked; so when the lift gets to the bottom, run to the fighter **[72]**. Once inside, kill all the guards and fly to the top and through the opening. Follow the red lights, shooting any fighters you encounter **[73]**. When you reach the landing area, kill all the guards **[74]**.



REFUSE DISPOSAL PLANT

Once inside, press the button to close the doors. Follow Gryphon to reach the fan and incinerator controls. Turn around and go right and up to the door. In this room is a large robot that you need to lure to the incinerator room to destroy **[75]**. Shoot it to make it follow you, then go down and left then right. Its weapons are very powerful, so avoid them as best you can. Once the robot's hovering over the disposal pit cover, climb the ladder and press the incinerator door control then the fan control buttons, to dispose of it **[76]**.

Watch the cut-scene **[77]** then go back to the room the robot was in. Grab all the ammo from the rooms and use the ladders to climb up to the ceiling and get more there. Now head back to the incinerator pit and open the cover. Climb down the ladder inside and get in the vent **[78]**.









MEDICAL RESEARCH

Shoot out the second vent you come to and drop down **[79]**. Exit this room and go through the door on the right. Inside you'll find a Lab Coat to disguise yourself with **[80]**. Put it on and you'll lose all your weapons again apart from your Pistol. Holster your gun and exit the room.

Go down the corridor, up the ramp and through the door at the end to reach a reception area. Go through the archway opposite and through the unguarded door on the left **[81]**. Go down the ramp on the right and, at the bottom, go through the door on the left. Go up the ramp and through the door at the top **[82]**. Go through the door on the right and past the two doctors, then through another door on the right to reach an operating room **[83]**. Go through the door on the left, then up the ramp and through the door on the right at the top. Head down the stairs and through the next door you come to. This area is heavily guarded and you'll be recognised soon, so go as quickly as you can **[84]**. Take the door on the left and climb the ladder. Go through the door on the left, then through the next door on the left **[85]**.

Now follow this corridor, going through all the doors, until you reach a large room with















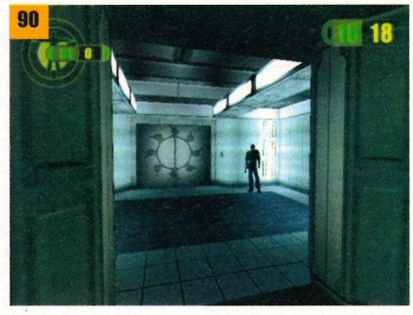


loads of doors **[86]**. Go up to the security station on the right and use one of the brightly lit tube lifts **[87]**. You'll need to call it up, so press the action button while standing next to it – be careful not to press the alarm button by mistake! Once in the room below, exit and go through the doorway on the right. Try to avoid the guards in here – but if they spot you, kill them **[88]**. Go up the both sets of stairs and go through the door at the end. Shoot the administrator and take his Keycard from the desk **[89]**. Go back to the large room and through the door on the right. Go through the doorway at the end and get in the lift **[90]**. At the bottom, go through the door at the end of the corridor. There are loads of guards here, so run for it **[91]**. Go up the ramp on the left to meet Capek **[92]**.









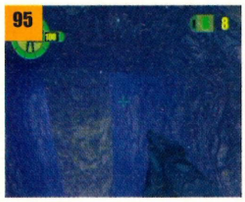




Writer Chandra Nair











CAPEK'S LAIR

After the cut-scene, follow him through the door to the airlock. Open the locker to get some armour and ammo. Press the button to open the airlock door and go through. Shoot the guards that attack you, then grab their weapons. Follow the path and look out for some weird creatures that attack you **[93]**. The Shotgun makes short work of them, so keep it handy **[94]**. Go through the water and you'll reach an area where you have to swim below the surface **[95]**. Surface when you can and shoot the guard, then get out of the water. Keep following the path, killing any guards you encounter. Look out for the steam, when you reach it, and kill some more of those monsters **[96]**. Carry on, remembering to pick up the **Flame-Thrower** from the dead guard on the way.

When you reach the area where you can see a waterfall below, look out for more monsters hiding in little rooms on the right **[97]**. When you reach the water, swim behind the waterfall and go into the passage **[98]**. You'll have to destroy some small robots to reach a large gate **[99]**. Press the button to open it and go through. You'll come to a large room with a Jeep. Get in the Jeep and run the monsters and guards over **[100]**. Alternatively, use the gun in the back to shoot them. Drive down the tunnel to another gate, get out of the Jeep and go through the opening on the right. Look through the glass **[101]**, then turn around and press the button. Shoot the glass, then jump through and shoot the mutant miners. At the end go left, open the gate and get in the Jeep. Drive it down the tunnel, through the steam pit room and into the next tunnel until you can't go any further.





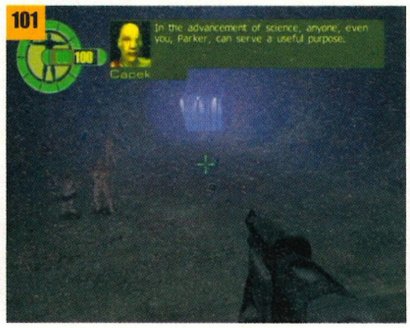
Get out and look down into the water. Kill the thing swimming around in it and then drop down **[102]**. Swim through the passage until you see an opening above. Get out, avoiding the monster, and kill the guards **[103]**. Press the button on the console to drop the sub and get in it. Pilot the sub into the passage on the left **[104]**. Destroy any subs and monsters you encounter and follow the tunnel. Surface in another sub bay and kill all the guards. Walk up to the switch by the large opening and press it. Turn to your left and go to the smaller opening and follow the tunnel.

When you see an opening on the right, go through. Go all the way down to find a giant worm **[105]**. Get your Rocket Launcher out and fire rockets at its mouth, dodging its green spit. Once it's dead, go through the opening behind it. Follow the tunnel to a bridge **[106]** and, when the guards are dead, open the airlock door **[107]**. Open the next door and shoot the ceiling gun and guard – if you need some health, get it from the locker inside the room on the right. Carry on down this passage, shooting the guards and ceiling guns as you go.

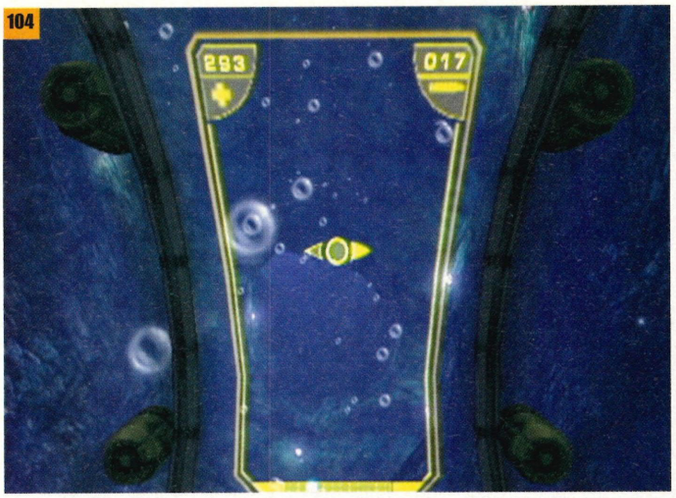
Take the lift down and shoot the two guards waiting for you at the bottom. Go through the big door then the door on your left. Shoot the guards and mutant miners, then follow the passage. Kill the guards at the end and go through the door. Kill some more guards and go left past the cubicles and through the door at the end. Walk up the ramp and through the door at the top. Walk straight across this lab to the door on the other side **[108]**. Kill the two guards and get in the lift. Kill all the guards and go through the door. Run past the windows and go down the ramp directly behind the door.









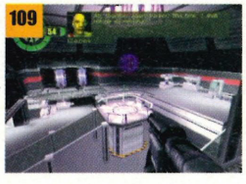
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Go through the door at the bottom and kill all the guards in this room. Once they are all dead, the central column lowers and Capek appears **[109]**. Eos will also turn up to help you fight him; make sure she doesn't die though, as it'll mean game over. Don't use rockets yet – fire at him with your Assault Rifle to weaken the shield and avoid his energy balls, as they take off a sizeable chunk of health if they hit.

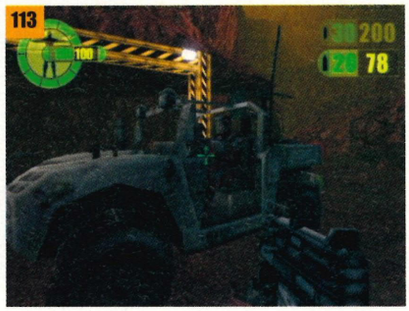
Once Capek is down **[110]**, watch the cut-scene **[111]**. When you have control again, run up the ramp and go through the door Eos came in. Pick up all the equipment and run to the airlock door at the end of the tunnel **[112]**. Go inside and through the next door. Go over to the Jeep outside and talk to the driver **[113]**. Hop in the back and man the gun while he drives **[114]**. Shoot the guards and fighters you encounter on the way to the end of the canyon.

When the Jeep stops, jump out and climb up to the opening in the canyon wall **[115]**. When you reach the large cavern, get in the water and swim through the opening. Look out for the monster when you come out of the water, then follow the tunnel. You'll come out in the main cavern again but on a higher ledge, so make your way over to the opening. You'll come out even higher in the main cavern. Jump across to the ledge on the other side and pick up the dead miner's equipment **[116]**. Use a Remote Charge on the wall beside the vent **[117]**. Jump inside and make your way along the pipe. Climb the ladder you come to, then drop down to where the workers are talking. Make your way into the tunnel, to the cable car **[118]**. Get in it and press the button.

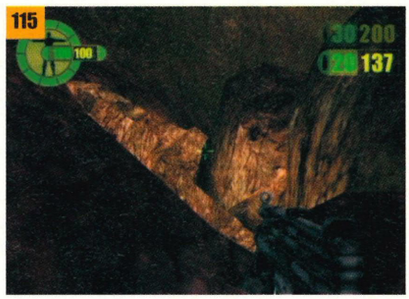
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Writer Chandra Nair



COMMUNICATIONS CENTRE

When you reach the other side, a few guards will attack; take them out and head into the tunnel. Go into the airlock and take the armour from the locker then open the door. Get in the lift and ride it to the top. Kill the guards and go forward, past the security station **[119]**.

Kill all the guards and go through the door under the ceiling gun. There are two mercenaries behind sandbags, so kill them with a powerful weapon. Go round the corner and kill two guards. The area below is full of mercs, so run along the walkway on the right to the door, then take the door on the left. Run up the stairs to the next door and get in the lift.

Kill all the guards and go up the stairs next to the lift. Go all the way to the top to Satellite Control. Press the button on the console under the window **[120]**. Watch the cut-scene; when it ends, two mercs run in. Kill them then go back downstairs to the main floor. Open the airlock door and kill the mercs, then go through the other door. Go down the canyon and try to snipe the mercs from a distance. Then move forward and take out the turrets with some quick sniping and strafing **[121]**. Head for the door underneath the turrets and go through.

Go round the corner, open the airlock and shoot the two mercs. Look out for any mercs that might be behind you, then go through the door. Go through the door at the end to reach the tramline. Walk down





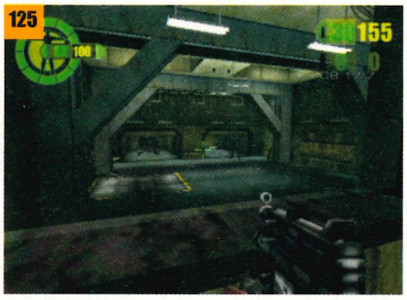


the tracks until you come to a door on the left; enter it **[122]**. There are a lot of mercs here so get out a big gun. When you can, make a break for it and get in the tram. It'll start moving and Eos will contact you. The tram stops at another station and some more mercs attack. Hide out in the tram, shooting any you can and the tram will move off again. Another tram will pull up beside you with two mercs inside **[123]**; kill them both and, soon after, the tram will stop at another station.

Get out, kill the mercs and head through the door on the right. Kill some more mercs and go into the Security Station. Press the button on the wall to open the big door. Go back out through this door and shoot the ceiling gun. Run to the end of this corridor



and open the door. Shoot the mercs that come out of the opposite door, then go inside and press the button under the window **[124]**. When you leave the room, shoot the tech coming towards you or he'll stop the launch. Run back to the tram and

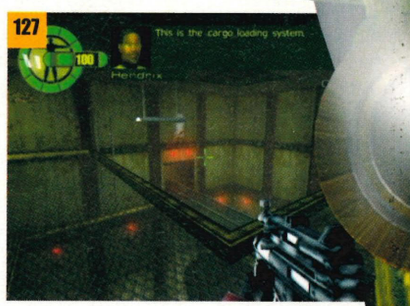






get inside.

After the explosion, get out of the tram through the front window and kill the mercs in the corridor. You must hurry through this section as you have only 10 minutes to get to the shuttle. Open the door and kill the mercs in the next room, then go up the stairs to the small room. Hit the button to open the two doors, revealing an APC and some more mercs **[125]**. Kill the latter and get in the APC. Drive it into the airlock on the right and shoot the merc inside. Go out of the door and head down the canyon, shooting or running over any mercs you encounter **[126]**. When you reach another airlock, go inside. Get out of the APC and go through the small door on the left. Climb down the ladder and get on the conveyor belt **[127]**. Ride it through the opening furthest from the ladder and watch out for the merc with a rocket launcher at the end. Get on the small lift and ride it up, then open the door next to it. Kill the mercs and get on another lift. Go round to the left and drop into the hole marked with the sun symbol **[128]**. Sit back and watch the shuttle take off.

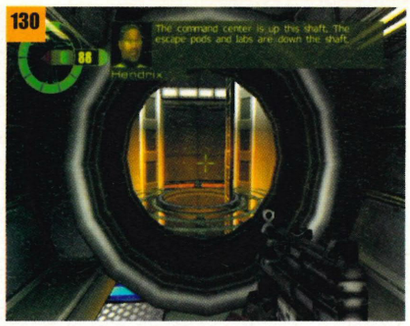




SPACE STATION HUB

Climb out of the compartment and drop down. Go down the ramp and through the large door. If you need some ammo or health, go up the ramp on the right, shoot the glass and enter the room on the right. Go back down, through the gold door at the other end and kill the two robots. Go through the door marked 'Reactor' and kill the merc **[129]**. Go through the door on the left and shoot the merc in here. Go back out to the corridor and through the door at the end **[130]**. Climb up the ladder in the shaft; go through the door, down the corridor and through the door at the end.

Climb up the ladder and go through the door marked 'Security' on the first platform **[131]**. Go down the hall and turn right at the end. Kill all the mercs in here and destroy all the computers **[132]**. Go through the door up on the right and destroy four more computers. Go back to the ladder, climb up to the top and go

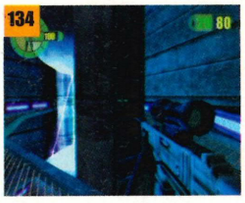




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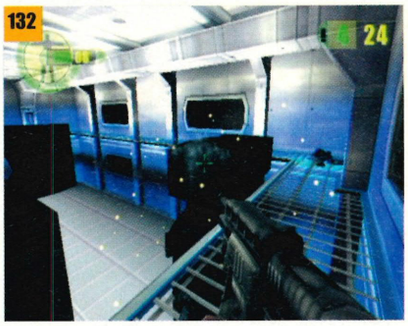
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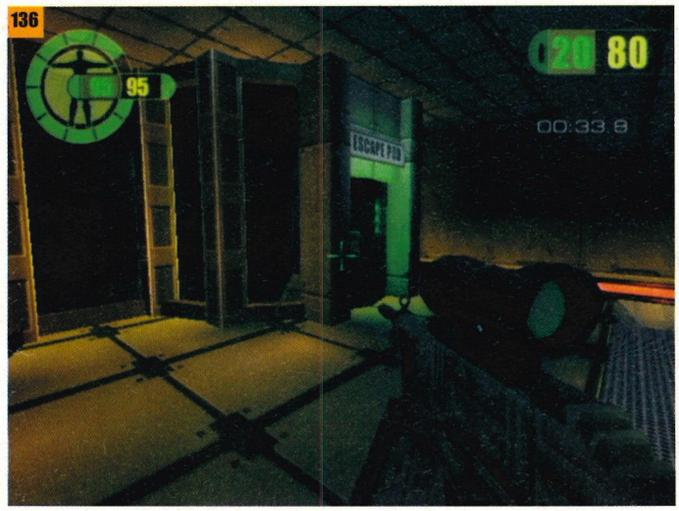
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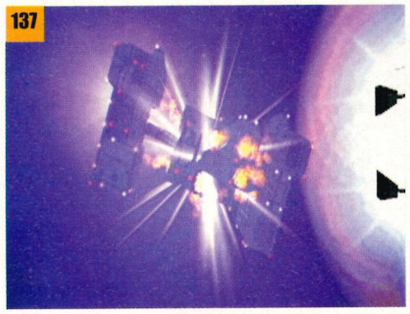
133

through the 'Security' door. Walk down the corridor and through the door on the left. Go through the second door on the left and press the button on the console. Go back to the ladder and climb all the way to the bottom **[133]**.

Go back to the other ladder and climb back to the middle. Go through to the corridor and into the door marked 'Reactor'. Go through the next door to reach the main reactor. Climb down the ladder at the back but don't go in the water **[134]**. Flick the switch on the wall then climb up all the way to the top and flick the switch behind you. You now have a minute and a half to get to the escape pod **[135]**. Leave the reactor area and go back to the ladder. Climb all the way down then go through the door at the end of the corridor. Climb down another ladder and go through the door marked 'Escape Pod'. Go through the door at the end of the corridor **[136]**, press the button on the pod and watch the cut-scene **[137]**.



136



137

CRASH SITE

Jump out of the pod and go over to the miner **[138]**. Follow him until he gets shot, then kill the mercs that shot him. Take the path on the right and follow it round. Shoot as many mercs as you can, but don't stop **[139]**: keep following the tunnels, avoiding the mercs with fusion rocket launchers. You come to an area with a fighter hovering over a bridge. Walk towards it and it crashes into the bridge, destroying the latter and cutting you off from the miners on the other side **[140]**. Go down the tunnel behind you and take the tunnel on the left when you reach it. Follow it to reach a bridge over a bridge **[141]**. Shoot the merc holding the Fusion Rocket Launcher and pick it up. Cross the bridge and jump in the hole in the wall on the other side. Follow the tunnel to reach a base. You can see a merc with a fusion launcher looking down the other tunnel – lucky you came this way. Snipe him in the back of the head then destroy the two turrets **[142]**. Press the button to open the door of the base and go inside. Follow the corridor to the airlock and enter it. Press the button on the other door and green gas will come out of the floor followed by laughter, then the screen goes black **[143]**.



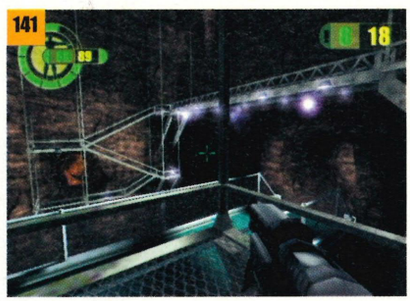
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140

MERC BASE

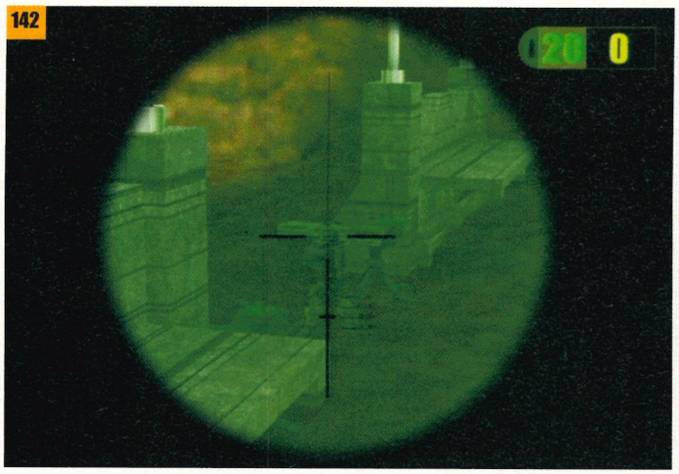
Once the cell door opens, run and grab the first gun you can get your hands on. Shoot the mercs and turret, then grab the Envirosuit **[144]**. Follow the corridor to a lift and get in. Go down the corridor, shooting



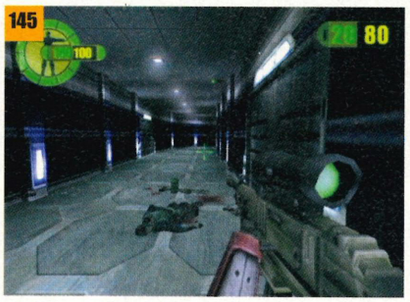
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138









any mercs you see, and go through the door at the end. Go through the next door then follow the corridor, killing any mercs **[145]**. Go through the first door on the left and round the computer to meet Hendrix **[146]**. After he has said his piece, get in the lift in the corridor, looking out for the two mercs inside.

When you exit the lift, go through the first door on the left **[147]**. Shoot the mercs then climb down the ladder and press the button on the left **[148]**. Climb back up and wait for

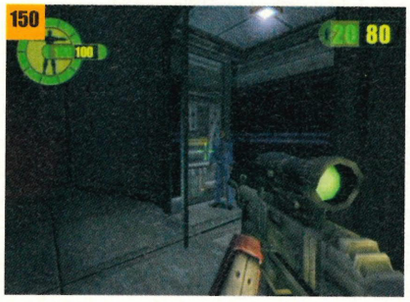






Hendrix outside **[149]**. Follow him through the door and shoot the mercs. Go through the door opposite and shoot all the mercs and ceiling turrets. Only when they are all gone will Hendrix follow. Wait while he fiddles with the access panel and then go through the door **[150]**. Go through the next door and kill the mercs in here. Go up the ramp and into the small room at the top then into the vent **[151]**. Crawl all the way through to come out in a small control room **[152]**.









Writer Chandra Nair

153



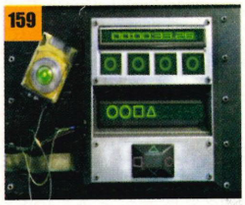
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159



Press the button on the console to lower a fighter down onto the landing pad **[153]**. Get inside and fly through the door in front of you. Fly down the corridor, shooting the mercs and fighters that attack you **[154]**. When they are all dead, it's a good idea to get out and pick up their weapons – you're going to need them. Get back in and fly through the door at the end to enter a shuttle bay. Fly over to the other end of the room and through the door to another corridor similar to the last one. Kill everything here and continue. When you see a door on the right, go through it and destroy the two fighters inside **[155]**.

Masako now enters, so fire at her fighter. When it's destroyed she'll have a shield like Capek's **[156]**. Climb one of the ladders to get an elevated position, then use your Heavy Machine Gun to destroy the shield. Get back down and use the Precision Rifle to finish her off **[157]**. When she's dead, walk over to the left bay door, where she came from, and press the switch to descend. You'll see Eos tied under a window, sitting next to a bomb **[158]**. Run up to her and go round to the right-hand side of the bomb. You need to enter two combinations of symbols to stop the countdown **[159]** but it's different every time you play so you'll have to work it out for yourself. Once the bomb is disarmed, sit back, watch the cut-scene and congratulate yourself on a successful revolution **[160]**.

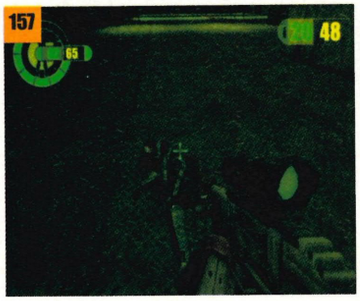
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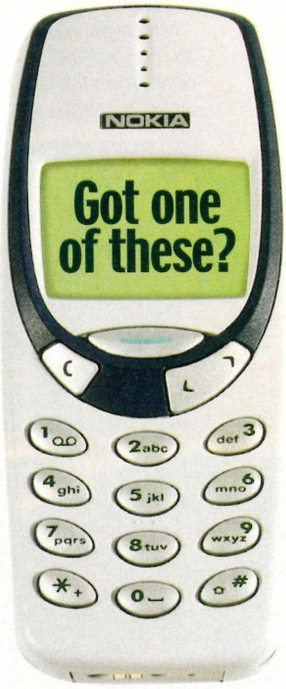


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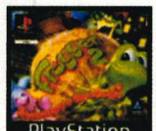


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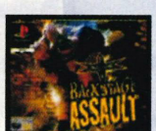


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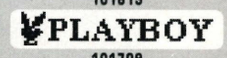


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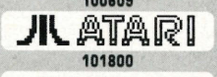
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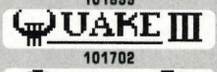


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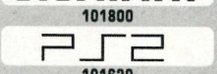


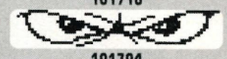
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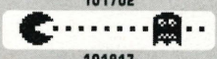

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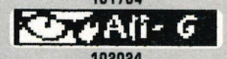

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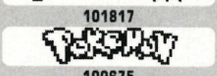

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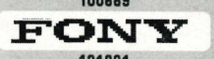


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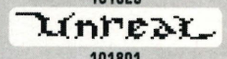
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Edited By **Mark Crawley**

EAGER FOR SEGA

I was wondering, because *Crazy Taxi* is coming to the PS2, will the Dreamcast hit *Shenmue* come out for the PS2 or PSone?

Stuart Hope, email

The second episode of* Shenmue *was being shown at E3 on Dreamcast – the game was probably too far into development to scrap and has enough fans to be worth releasing despite the DC's predicament. Expect SEGA's future efforts to hit PS2, Xbox, GameCube and any platform the company can make money from (so forget NUON!)... and there are even some rumours that certain Saturn classics will be re-released on PSone, eyes crossed!

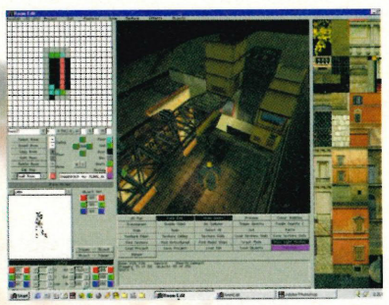
OI! YOU LOT!

How's it going, people? I need to ask you lot a question. How come a huge game like *Tomb Raider 3* can fit on one disc, whereas a game like *Final Fantasy IX* needs to use four discs? I know that FMV sequences take up a lot of space but there are quite a few in *Tomb Raider 3* as well.

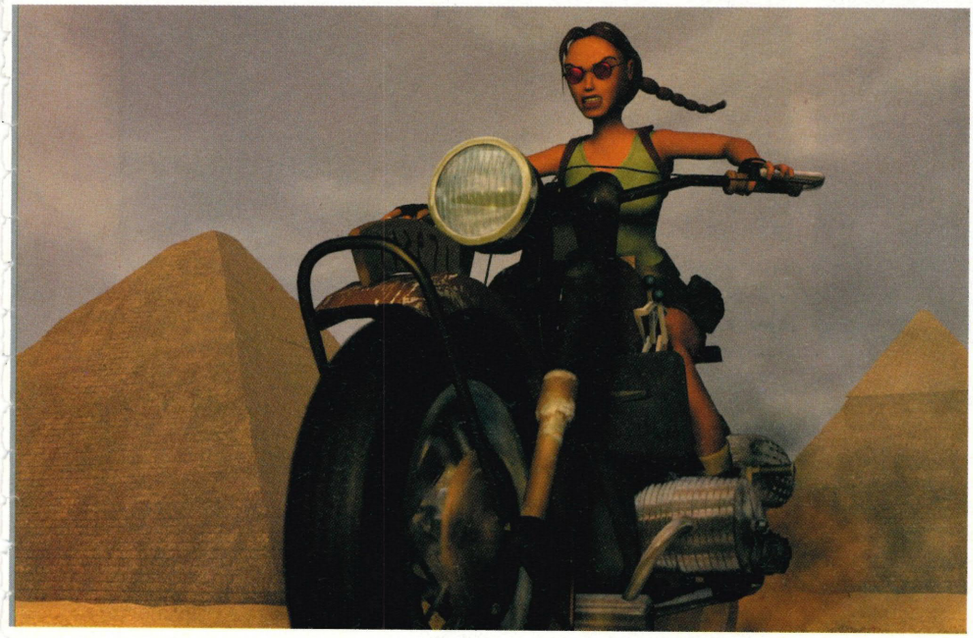
Oli Dawson, email

"HOW COME A HUGE GAME LIKE TOMB RAIDER 3 CAN FIT ON ONE DISC, WHEREAS A GAME LIKE FINAL FANTASY IX NEEDS TO USE FOUR DISCS?"
Oli Dawson, email

FMV is a big part of it Oli, but another reason is that each and every location in* Final Fantasy IX *has been individually created by Square's artists and must be spooled, complete, from each disc as needed. The* Tomb Raider *engine, on the other



"WHEN MY WIFE GETS BEHIND THE CONTROLLER SHE BECOMES A DIFFERENT WOMAN. SHE SWEARS, BANGS, SHOUTS AND I DARE NOT MOVE, TALK OR EVEN FART WHILE SHE'S ON MY PLAYSTATION" **Mr D Brooks, Notts**



hand, just plasters its polygonal scenery with generic textures from a comparatively limited space-saving palette. RPGs also feature a continuous narrative with lots of dialogue and tons of 'special case' events.* FFIX *may require more discs as a result, but it offers more variety, looks gorgeous and features less graphical repetition than Croft's games... although we hear that the sheer burgeoning size of Lara's breasts might force the next* 'Raider *onto two DVDs.

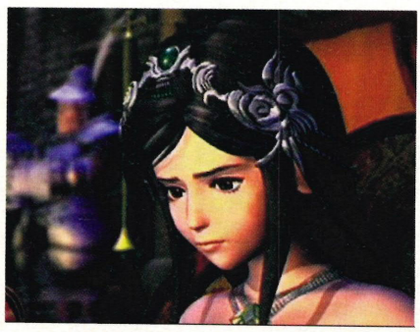
TAKE MY WIFE, NO PLEASE...

Talk about road rage, how about this – 'PlayStation rage'? I'm talking about my wife. After five years of PlayStation gaming I finally got her to play a game on my PlayStation. She's never been interested at all in playing games, so I was surprised and at the same time pleased when she started playing *Spyro 2*. I wish I'd never bothered. You see, when she gets behind the controller she becomes a different woman. She swears, bangs, shouts and I dare not move talk or even fart while she's on my PlayStation. She's mental, I mean it, she's crackers. When she's playing I now get a mag and go to the other room and read until she's done. Even our kids keep out of her road for fear of verbal abuse. So to all you female gamers out there – cool down, you're only playing a game, it's not real, y'know.

My wife is on about buying a PS2 now and I shudder to think how she will react once she starts playing on that. Anyway, I look forward to reading many more issues of your magazine and getting all the info on PlayStation and PS2.

Mr D Brooks, Notts

Having played* Evil Dead *this month, we're all very familiar with 'PlayStation rage' but – aha! – we notice you make mention of children. Could it be that the cultural mores of the day have served to dampen the flames of your romance now your reproductive duties are complete? Fear not, for the PlayStation is here to lend strength to your union – just imagine the effect all that videogame-





letter of the month

Cutting Humour

I would just like to take this moment to say... BRING BACK *BROKEN SWORD*. [Oh, hello to you too, glad you like the mag and everything – SNIP!] I would like to know if there is any chance of any more *Broken Sword* games as *1* was amazing and *2* was equally delightful. I really love *Broken Sword* and would love to see a third! And if there is so far no chance of a third then I plan to do something about it!!! "What?", I hear you cry! Well the answer to that would be... well, erm, I'm... not... exactly sure yet! [SNIP!]... stop this madness!!

Although I am a big *Tomb Raider* fan and simply adore the *Final Fantasy* series [SNIP!]... everybody needs a little point-and click-goodness from time to time and [SNIP!] *Broken Sword* is the best out there! [SNIP!] ...WHAT'S GOING ON?!!!

PS Are there going to be any more *Tomb Raider* games? If so, will they be on the PSone or PS2? And I already know of the up-and-coming *Final Fantasy* games, but will they be on the PSone or [SNIP!]... may I just add how bloody easy *FFIX* is! I got it recently and had completed it in about four weeks and was hardly ever playing on it..... or am I just too good or what? [SNIP!]

...Oh and I have just got to make a complaint about this guide I bought for number *VIII* which said that Laguna was [SNIP!]... Well, how could he be because [SNIP!]... Well, I'm sorry but I don't think he was [SNIP]... Do you?! [Uugh, what? SNIP!]... Apart from that it was a pretty good guide.

PPS I'm going to let you into a secret about *FFVII* that I bet you never knew [SNIP!]... when walking along the tracks to get to the Gold Saucer [SNIP! Sorry, we knew it]... yes you may bow down to me now!!!

PPPS (What's wrong with me, I just don't know when to stop!) Now, I promise that this will be the very last thing! I am hoping to become a journalist sometime in the future, then finally become a videogames journalist! So how do you think I'm doing so far – be honest, bearing in mind you could scar one young, impressionable 16-year-old female [go on] for life and destroy any hope of fulfilling the important young dream I have had from such a young age! Remember, any harsh words could shatter any glimmer of hope on my young horizon, resulting in depression, failing my GCSEs, running away to the Middle East to escape possible humiliation from my family and friends, marrying a plumber named Barry only to get pregnant with triplets at 17, becoming an alcoholic who frequents line dancing classes, only then to break both ankles doing the pigeon toe manoeuvre all to become even more highly depressed, finally resulting in my death by overdosing on Prozac (deep breath!)... Barry will commit suicide or rather be murdered by a flock of pigeons after dedicating himself to killing all the pigeons in Britain (after the pigeon toe incident) only to be turned on by a flock of angry mothers and scratched to death..... after the death of both parents the triplets will turn to drugs and all will have joined Alcoholics Anonymous by the time they reach the tender age of 9!

But go on, be honest!

Sophie Weller, N Yorkshire

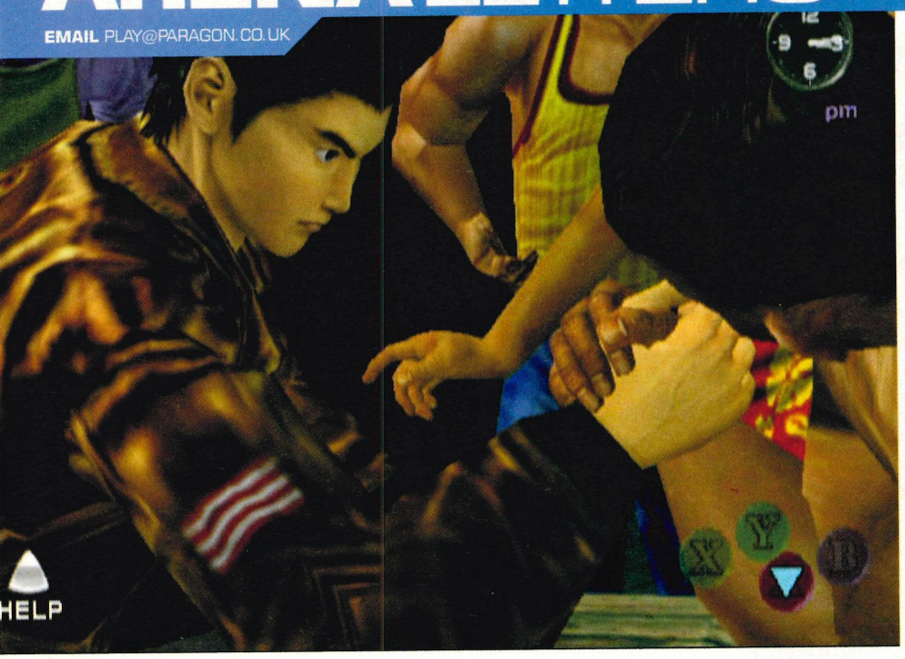
Is it safe to come out? Well, you've got the insane ranting pretty much sewn-up – which comes in handy for frightening PR people out of hassling you about review scores. We liked the pigeons but remember, monkeys are always funnier – 'ooo-ooh' and all that. We didn't like..... those chained continuation marks or the structure of the stuff that you obviously didn't plan – never mention wanting to become a journalist unless the accompanying text is pristine and, whatever you do, don't let the Sentinelesque Stuart Campbell spot all those exclamation marks, otherwise the Middle East is the only place you'll be able to get work!!!!!!!!!!

PPPPS* Broken Sword: The Sleeping Dragon *is due for release on PS2 during the back end of 2002.



ARENA LETTERS

EMAIL PLAY@PARAGON.CO.UK





related pent-up frustration will have on your marital predicament! Yes, you may well shudder – shudder, my friend, in anticipation of the [whispered tones] sheer conjugal bliss which will surely follow any frantic bout of PlayStation excess. Be there for her Mr B. Be there for your wife when she finishes her session, sweaty, tousled and in need of an outlet for her womanly exacerbations. And remember to never, never underestimate the power of PlayStation. Amen.

FAN-TASTICAL!

To Arena friends, hi. This is Schöen, the one for Michael Jackson has had surgery for similar! Is there games which has in them a Michael Jackson as I love him and his Bubbles – not from Sony please. They close my site.

Schöen, email

Pardon? If you're asking what we think you're asking then your options are limited – apart from making a cameo in* Ready To Rumble Round 2 *you'll have to look to other platforms to see the King Of Pop. He makes a brief appearance in* Space Channel 5 *on Dreamcast but after that you're in MegaDrive territory with* Moonwalker. *Are you alright?

YOU CAN'T HANDLE THE TRUTH!

Love the magazine so keep up the good work, though I do have a worry! Now that the fabulous PS2 has hit the shops nationwide, will makers of games continue to make good PlayStaion games? Now I know that they are going to make actual games for the machine but I bet they won't be any good. Now that the PS2 is out, won't makers just divert their attention to making fantastic PS2 games? I am not a proud owner of the PS2 and probably won't be until next year, and I don't fancy buying old games until then.

Angus Killean, email

A console's lifespan is very limited in comparison to a lot of the other electrical equipment which people buy – not because consoles break particularly, but due to support dwindling as developers move on to the next generation of hardware. The PlayStation has had a good innings, much better than most in fact, but it can't attract publishers' top franchises forever and is certainly no longer the forum for innovation – it's simply been maxed-out, so any games released are inevitably going to use 'old' ideas. It's nobody's fault, the limits have been reached – our advice is to spend the time in-between now and PS2-bliss checking out every PSone game worth playing and hey, with* Syphon Filter 3 *and* Black & White *in the pipeline there are still a few big names on the way.

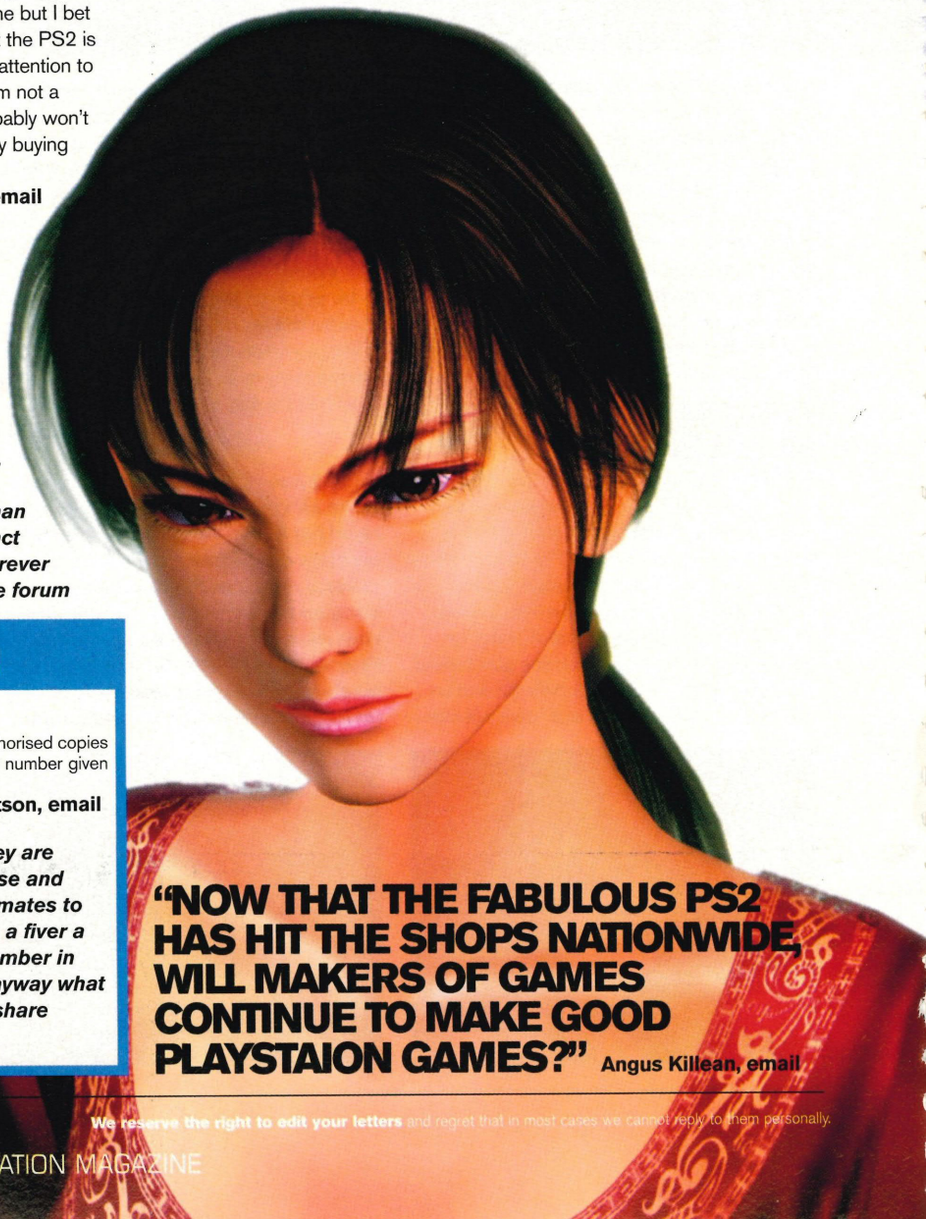
not letter of the month

Am I Ee-vil?

I often get my friend to copy me PlayStation games for £5. I was wondering if these were authorised copies as when I load them up it says if you suspect this is an unauthorised copy then contact the number given in the manual.

James Mitson, email

We believe a hearty "GAH!" is the correct exclamation. Of COURSE they are unauthorised – unless a Sony representative came around to your house and said that it's okay, Master Mitson, you're special and can just get your mates to copy games rather than buy them legally... oh, and be sure to give 'em a fiver a time too, okay?! No? We didn't think so. We'd tell you to contact the number in the manual but, of course, you don't have one (nice system, Sony) – anyway what the hell are you doing paying for pirated copies? Don't you crazy kids share anything these days? Sheesh...



"NOW THAT THE FABULOUS PS2 HAS HIT THE SHOPS NATIONWIDE, WILL MAKERS OF GAMES CONTINUE TO MAKE GOOD PLAYSTAION GAMES?" **Angus Killean, email**

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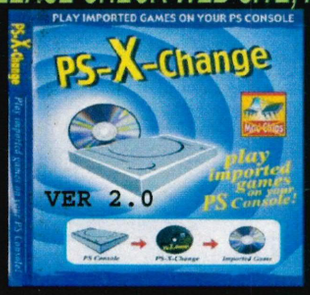
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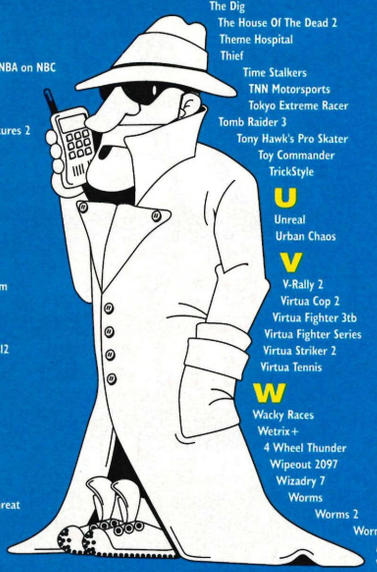
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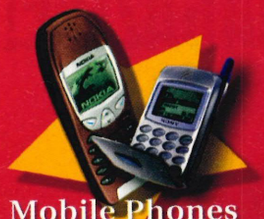
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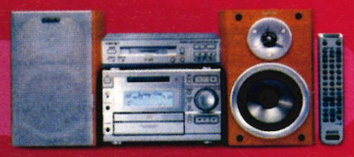
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"IT UTILISES A CATALOGUE OF INTERACTIVE 3D OBJECTS, BACKDROPS AND NICHE FILM CLIPS WHICH SYNCH IN REAL-TIME TO THE MUSIC. CONTAINING OVER FIVE HOURS OF HOUSE, TECHNO AND UK GARAGE MIXED BY DJS INCLUDING TALL PAUL, FERRY CORSTEN, PAUL DAKEYNE, KRAFTY KUTS AND PAUL JACKSON, WITH CURRENT CHART TRACKS, UNDERGROUND RECORDINGS AND EXCLUSIVE UNRELEASED TRACKS."

WHAT PLAY SAID:
"NICE ONE, GOT ANY WATER?"

TO ENTER THIS FINE COMPETITION, JUST ANSWER THIS 'OAT-SO' SIMPLE QUESTION.

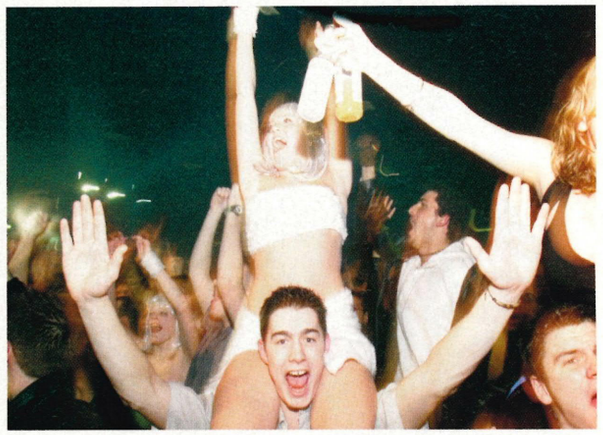
Q) WHICH CLUB WAS BRITNEY SPEARS A MEMBER OF PRIOR TO HER GLITTERING CAREER AS THE PRINCESS OF POP?

A) THE S CLUB
B) THE PUDDING CLUB
C) CLUB 18-30
D) WESTOVER AND BOURNEMOUTH ROWING CLUB
E) THE DISNEY CLUB
F) CHRISTINA AGUILERA IS A SPIDER-LEGGED GENETIC MISTAKE CLUB

ANSWERS ON A POSTCARD TO:

HIT ME BABY **ONE MORE TIME!**
PLAY
PARAGON PUBLISHING
PARAGON HOUSE
ST PETER'S ROAD
BOURNEMOUTH
BH1 2JS









PLAY

OKAY BOPPERS, LET'S FORGET ALL THIS 'ONE LOVE' BILGE AND GET SOME THINGS STRAIGHT. THE EDITOR'S DECISION IS FINAL, OKAY? JUST DON'T BOTHER COS HE'S A HATEFUL LITTLE MAN WHO COULDN'T CARE LESS ABOUT HOW MUCH YOU ENJOY 'GOING OUT' OR 'BUMPING' OR 'GRINDING'. THE TICKETS WILL BE FOR LATER ON IN THE YEAR AND SINCE THIS IS A POSH CLUB YOU'LL HAVE TO BE OVER EIGHTEEN YEARS OF AGE – NO SPROGS NEED APPLY. ANY PARAGON EMPLOYEE FOUND ENTERING THIS COMPO WILL DIE!

BUYERS' GUIDE

THE GREATEST GUIDE TO PLAYSTATION GAMES IN THE WORLD



PLAYlist

UPDATED EVERY MONTH

NEW REVIEWS

Red Faction
CART Fury
Onimusha Warlords
Le Mans 24hrs
Mat Hoffman's Pro BMX
EA Sports Rugby
Mega Man X5
The Bouncer
Alone In The Dark: The New Nightmare
Wacky Races
Asterix Mega Madness
Breath Of Fire IV
Mega Man Legends 2
Virtual Kasparov
The Sniper
The Dungeon
K1 World Grand Prix
Beatmania: Sound Of Tokyo

dvd spy 124
What to watch

gadgets 127
Buddies for your console

internet zone 127
The infohighway guide

playstation2 listings 128
Every PS2 game rated

coming soon 128
Looking forward to...

hard copy 128
Read this...

head to head 129
A mighty battle

on the cards 129
Glimpse our mem card

PLUS!
Our recommended top ten lists for every PSone genre!

BUYERS' GUIDE

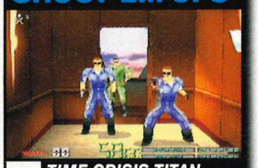
THE GREATEST GUIDE TO PLAYSTATION GAMES IN THE WORLD

arcade shoot-'em up | beat-'em-up | first-person shooter | party/puzzler | platformer | racing game | sports title | strategy/adventure

* Indicates an import review

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 footy 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.
Alone In The Dark IV	78	61%	Functional but somewhat inane and rather formulaic...
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: World War	64	28%	Quite awful plastic crap.
Army Men: Omega Soldier	77	10%	If only this really was the last one...
Army Men: Sarge's Heroes 2	77	34%	Is it Christmas?
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'.
Asterix: Mega Madness	78	55%	The Gaul of it...
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.
Breath Of Fire IV	78	85%	Capcom's excellent BOFIV proves that there plenty of life in the PSone
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.
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%	Nice-looking 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.

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 footy 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

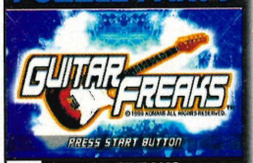


10 **TOMB RAIDER 5** — *The most enjoyable TR of recent times*

BUYERS GUIDE

THE GREATEST GUIDE TO PLAYSTATION GAMES IN THE WORLD

TOP10 PUZZLE PARTY

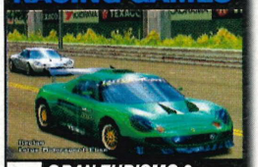


01 GUITAR FREAKS
Learn to play tiny guitars!
02 Um Jammer Lammy
03 Kurushi Final
04 Super Puzzle Fighter 2 Turbo
05 Worms Armageddon
06 Bishi Bashi Special
07 Hogs Of War
08 Bust-A-Groove
09 Bust A Move 4



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 Colin McRae Rally 2.0
05 TOCA 2
06 Wip3out
07 Toy Story Racer
08 V-Rally 2
09 Ridge Racer Type 4
10 Crash Team Racing

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

GAMETITLE	ISSUE	SCORE	WESAY...
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 One	11	84%	Exhilarating and glorious F1 sim!
Formula One '97	26	90%	Well upgraded and stuffed with excitement!
Formula One '98	41	68%	Enormously disappointing – just rubbish!
Formula One '99	55	92%	The best Formula-1 game to date…
F1 2001(PSone)	77	69%	Has Sony got the formula right this time?
F1 Racing Ch'ship	63	68%	It's F1 racing but in the slow lane…
F1 World Grand Prix	74	69%	Trying to hard to be grown-up.
Formula One 2000	68	75%	This installment introduces little in real innovation.
Formula Karts: SE	28	75%	Too simplistic for mass appeal.
Forsaken	35	84%	Nice engine, but the gameplay ages badly.
Frenzy	36	73%	Fun, but short-lived arcade hokum.
Freestyle Scooters	73	70%	Enjoyable but a tad-shortlived.
Frogger	27	69%	Genuinely disappointing frog-'em-up.
Front Mission 3*	62	84%	Mechal gear solid! A destructive delight!
Future Cop: LAPD	40	94%	The best isometric blaster we've ever seen!
Gallop Racer*	55	46%	Mundane horse racing sim.
Gauntlet Legends	65	49%	Time to lay down the Gauntlet games.
G-Darius	39	88%	Hair-raising shoot-'em-ups don't come much better.
G-Police	27	84%	Atmospheric, pulse-raising 3D arcade thrills!
G-Police 2	52	92%	Improves on the original in every way…
Galaxian 3*	10	69%	Repetitive and confusing shooter.
Gale Gunner*	63	56%	Stinking space soap opera. Snoresville!
Galerians	63	84%	Akira meets Resident Evil and it's explosive!
Gekido	62	65%	Proof enough that scrolling beat-'em-ups are dead!
Gex	06	76%	Wretched 3DO platformer with dumb lizard.
Gex 3-D: Enter the Gecko	33	89%	Good in its day, but you'll soon get tired of it!
Gex: Deep Cover Gecko	47	82%	More of the same, and still boring!
Ghost In The Shell	34	73%	Nice package, but strictly for Mangaphiles!
Ghoul Panic	62	78%	Good, light-hearted ghoul-shootin' fun.
Global Domination	46	63%	Too complicated to be fun.
Goal Storm*	01	69%	Disappointingly slow, fails to score…
Gold & Glory: The Road To Eldorado	71	78%	Problems aren't visual enough to reward a tot...
Goo Goo Soundy*	55	35%	Utterly disturbing Bust-A-Groove clone.
Grandia	60	87%	A top-notch RPG, but pig-ugly!
Granstream Saga, The*	38	76%	Absorbing, but a bit on the easy side.
Gran Turismo	31	97%	The best racing game ever made!
Gran Turismo 2	59	92%	Another generation of racing paradise!
Grand Theft Auto	30	88%	Criminally addictive road rage!
Grand Theft Auto: London	49	69%	A bit Turkish delight!
Grand Theft Auto 2	56	79%	A surprisingly playable sequel!
Grind Session	65	85%	A fine addition to the skateboarding genre.
Grid Run	15	53%	Banal maze game with few rewards.

DVD SPY Latest DVD Movies Reviewed

This is where we look at the biggest DVD releases every month, both here in the UK and abroad. Why not build up a collection ready to watch on your new PlayStation2?

New DVD movies reviewed from home and abroad...



Region 3
HK Import
NTSC

ACCIDENTAL SPY

Despite the fact that Jackie Chan has 'made it' in Hollywood he always manages to keep going back to his Hong Kong film roots… great news when it comes to films like this! Okay, so The Accidental Spy isn't Jackie at his best, but it is still a superb action film with some brilliantly choreographed stunts to put a smile on your face. Picture and sound (DTS!) are uncharacteristically good for a R3 release.

RATING ★★★



Region 2
UK Retail
PAL

ART OF WAR

This is one of those films where you watch the trailer and think to yourself that it could actually be a decent couple of hours. Sadly, this couldn't be further from the truth as The Art Of War never manages to raise itself above an average action flick that cannot be saved even by a Matrix bullet-time sequence. And, Mr Snipes, just where are my DVD extras, eh?

RATING ★★★



Region 2
UK Retail
PAL

GUNBUSTER

Giant robots, malevolent aliens and pneumatic young women naked in the shower – all staple ingredients of Japanese anime. While Gunbuster is to some extent a parody of such staple fare, it also delivers more action and cool scenes than most 'serious' animation. It's a shame that the disc is let down badly by a VHS-quality picture with burned-in subtitles. The film deserved much better treatment.

RATING ★★



Region 2
UK Retail
PAL

RAPID FIRE

This standard Brandon Lee action shooter involves the Tiananmen Square massacre, the Mafia, drug smuggling on both sides of the Pacific, surrogate children, honour and loyalty. There's just no way a film with this many explosions and roundhouse kicks can possibly fit in any meaningful plot – by attempting to it just ends up as a mess! Picture quality is adequate, sound is okay but there is only a trailer by means of extras.

RATING ★★



Region 2
UK Retail
PAL

STUNT WOMAN

Cashing in on Michelle Yeoh's recent success, the back of the Stunt Woman box boasts this as a study of her career. What you actually get is a poor film about an out-of-work martial artist (Yeoh) who scores a job doing stunts on a film set. The story never really seems to have any direction and usually ends up meandering along with little to excite. 4:3 image too.

RATING ★



Region 2
UK Retail
PAL

THE FAMILY MAN

Morals abound, and the message soon becomes clear, if not to Nicolas Cage's character, then to the viewer. Should you find yourself living the life of a tycoon, for God's sake don't give it up, or you'll be destined to a life of nappy changing, school runs and ill-fitting sweaters. No, wait! That's not the moral at all. Whatever. This is a bit like It's A Wonderful Life but with Téa Leoni in it.

RATING ★★★

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

BUYERS GUIDE

THE GREATEST GUIDE TO PLAYSTATION GAMES IN THE WORLD

arcade shoot-'em up | beat-'em-up | first-person shooter | party/puzzler | platformer | racing game | sports title | strategy/adventure

* Indicates an import review

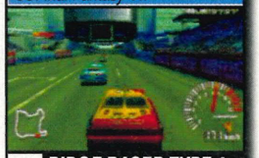
GAMETITLE	ISSUE	SCORE	WESAY...
Guardian's Crusade	50	40%	Tired and very boring adventure game.
Guilty Gear*	38	43%	Extravagant fighter, undone by its own effects.
Guitar Freaks*	55	85%	Get the guitar peripheral and this rocks!
Gunbarl*	40	83%	Addictive shooting sequel to Point Blank.
Gun Bullet*	26	85%	A real blast for one or two players…
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 footie 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…
Lego Island 2	77	71%	Diverse, but for young players only
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 footie management.
Lomax in Lemmingland	14	70%	Dull as dishwater platform game.
London Racer	65	15%	Avoid at any cost. The road to hell.

GAMETITLE	ISSUE	SCORE	WESAY...
Lone Soldier	02	43%	Overrated Rambo rubbish!
Lord Of Fist*	57	73%	A decent enough four-player fighting game.
Lost Vikings 2, The	23	72%	Playable platform strategy. Looks old though.
Lost World, The	25	79%	Stunning-looking platformer, but shallow.
Lunar Silver Star*	51	67%	Nothing new, but an engrossing RPG…
MDK	27	90%	Brilliantly conceived 3D shooter.
Machine Hunter	22	72%	Decent Paradroid-inspired shooter.
Macross Plus*	68	60%	Overall, this is best left to the Macross animé 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…
Mat Hoffman's Pro BMX	78	81%	Enjoyable although slightly unoriginal sports sim
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 Honour	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.
Mega Man X5	78	80%	Addictive old-skool arcade action
Mega Man Legends 2	78	65%	It's difficult to fathom who Capcom's pitching this one at
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 future sports.
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.

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



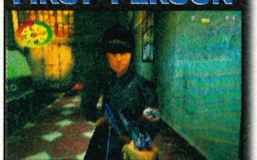
10 **RIDGE RACER TYPE 4** – *Still well worth a look at this price!*

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 HONOUR** – *Classy wartime shootout!*
02 Medal Of Honor: 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...*

BUYERS GUIDE

THE GREATEST GUIDE TO PLAYSTATION GAMES IN THE WORLD

TOP 5 JOYPADS



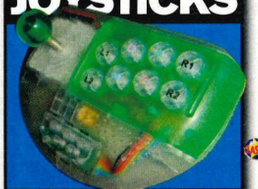
01	DUAL SHOCK	SCEE
	Still the best pad available...	
02	Viper	BLAZE
03	Analogue+	JOYTECH
04	Dual Impact	NU-GEN
05	Shockhammer	THRUSTMASTER

TOP 5 LIGHTGUNS



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

TOP 5 JOYSTICKS



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

TOP 5 WHEELS



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

GAMETITLE	ISSUE	SCORE	WESAY...
NHL '98	27	71%	Cool graphics, slushy gameplay.
NHL '99	41	81%	Smooth, hard, fast and very cool
NHL Face Off	04	78%	Admirable attempt, but a bit cumbersome.
NHL Face Off '98	32	80%	Better than the last.
NHL Face Off 2000	58	30%	Not good, not good at all...
NHL Open Ice	32	40%	Outdated and obsolete hockey for £40!
NHL Rock The Rink	63	70%	All muscle and novelty value, little else!
Nightmare Creatures	27	86%	A fantastic, full-on splatter flick!
Nightmare Creatures 2	65	65%	Highly derivative slash-'em-up.
Ninja: Shadow Of Darkness	39	78%	Looks good, but gets repetitive too soon.
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.
Panzer Front	76	73%	Great subject, average execution.
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 Journey	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.
PuchiCarat	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!
Puzznic*	77	72%	Nice, but definitely a budget title.
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...
Rainbow Six: Rogue Spear	76	47%	Two litres in a thimble.
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.

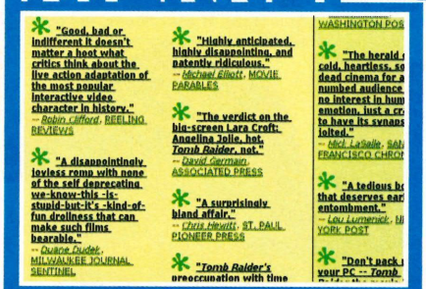
GAMETITLE	ISSUE	SCORE	WESAY...
Rampage World Tour	29	77%	Flawed in places, but enjoyable.
Rampage 2: Universal Tour	49	57%	Don't expect the Earth to move...
Rampage Through Time	66	33%	Somebody's gotta stop them!
Rapid Racer	26	87%	Powerful and glossy, but repetitive...
Rapid Reload	01	71%	Cutesy side-on cartoon shoot-'em-up. Dated.
Rascal	33	77%	Accomplished platformer, good for the kids!
Rat Attack	54	65%	Complicated and fast, fun if you can last!
Ray Crisis	64	60%	A mindless button bashing fiasco!
Rayman	01	87%	Colourful platform game, now looking tired.
Rayman 2	67	82%	Triumphant 3D return of our 'armless friend.
Ray Storm*	19	75%	Overwhelming two-player space shoot-'em-up.
Ray Tracers	23	74%	Super fast Chase HQ-style racer. A bit basic.
RC De Go	68	80%	The king of radio-controlled racers.
Ready 2 Rumble	59	80%	If you enjoy a lighter form of GBH, check it out....
Rebel Assault 2*	18	60%	Star Wars shoot-'em-up. Boring and repetitive.
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.
Rugrats In Paris	76	40%	Designed by rugrats, apparently.
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.
Sega 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!

arcade shoot-'em up | beat-'em-up | first-person shooter | party/puzzler | platformer | racing game | sports title | strategy/adventure

* Indicates an import review

GAMETITLE	ISSUE	SCORE	WESAY...
Spider*	20	75%	'On rails' arachnid platformer. Can get boring.
Spider-Man	69	82%	A fine, yet flawed super-heroic experience.
Spin Jam	64	44%	If you understand it feel free to tell us.
Sports Car GT	48	71%	No thrills racer lacking any kind of sheen.
Sports Superbike	67	45%	Biking on a budget...
Spot Goes to Hollywood*	20	72%	Uninspiring cartoon platform game. Yawn.
Spyro The Dragon	41	88%	A polished platformer, but devoid of challenge.
Spyro The Dragon 2	55	90%	Builds on the original to become a classic!
Spyro: Year of the Dragon	69	80%	Same parcel, different bow.
Stahlfeder*	06	65%	Old-style vertical shoot-'em-up – too easy.
Star Gladiator	16	88%	Competent beat-'em-up from Capcom.
Star Ixiom*	56	64%	A good enough shooter, but the gameplay is dated.
Star Ocean	61	75%	Too text heavy and not enough action...
Starblade Alpha	02	68%	Lots of blasting action, no control at all...
Starfighter 3000	08	85%	A decent stab at a sci-fi shooter/strategy.
Star Trek Invasion	69	67%	Engaging initially, but in the end... no!
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.
The Simpsons Wrestling	76	25%	Total waste of a fantastic licence!
Theme Hospital	32	88%	More fun than a hospital could ever be!
Theme Park	01	86%	Build your own Alton Towers – very in-depth.
Theme Park World	61	84%	A complex, yet thoroughly rewarding sim!
The Table Tennis*	68	15%	Only table this sick release should be on is the operating one.
The World Is Not Enough	70	83%	Goldeneye remains unbeaten.
This Is Football	56	79%	Too slow and limited to be a contender.
This is Football 2	71	84%	Fast, furious and strangely fun.
Thousand Arms*	56	84%	A deeply engrossing RPG.
Thrasher: Skate & Destroy	58	80%	Not as good as Tony Hawk, but a decent alternative.
Threads of Fate*	69	82%	A fusion of slashing, RPG and even platforming elements...
Three Lions	35	80%	Pretty, but sluggish to play. Not worth the hype!
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...
Toy Story Racer	76	92%	Cool racing game with a difference!
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.

INTERNET ZONE Getting Wired



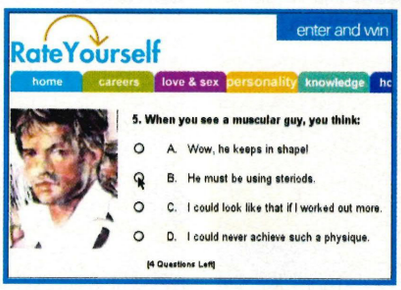
Best *Non-Videogame* Site

www.rottentomatoes.com

It's a sad fact, but many videogame reviews are more entertaining than the games under scrutiny, and this is a truth which encompasses the movie world too. Imagine then, a Web site which collated opinion on all the latest films and even went to the trouble of providing an overall rating for those with only the time for a cursory glance. Always informative, often rib-ticklingly insightful, Rotten Tomatoes is an essential read before parting with the now-extortionate amount of cash required for a cinema visit. And yes, the fat-lip-tastic Tomb Raider does receive an absolute drumming. Still, nice... [thank you! Ed]

RATING ★★★★★

FIRM 'N' FRUITY!



Best *Totally Bizarre* Site

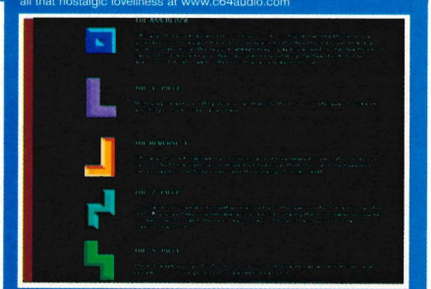
www.rateyourself.com

Included in this category thanks to its bizarrely addictive qualities, Rate Yourself features a multitude of short personality tests and, whaddaya know, once you've 'done' your first you've just got to 'do' another. Of course, we use quotation marks because, in assessing your innermost psyche, the site is essentially 'doing' you – though the provision of a comparison chart at least informs participants of exactly how abnormal they are. Play is certain that nobody needs a Web-based test to discover whether they're over their ex or not, yet can't fathom the inexplicable desire to take part anyway. Now, let's find out what kind of underwear we favour...

RATING ★★★★

PERSONALITIFIQUÉ!

OOPS! Last month's URL for C64 Audio was misprinted, you'll find all that nostalgic loveliness at www.c64audio.com



Best *Videogame* Site

www.arkmay.com/tetris/

The Tetris Taxonomy does exactly what it says on the URL, humourously categorising, cataloguing and even putting forward thought-provoking essays regarding the Great Game. Okay okay, so the vaunted Murphy's Law Of Tetris (which states that the game intentionally tries to screw players with crap pieces) directly contradicts the proposed Predestination Of Blocks (which cites scientific evidence proving that the order of falling pieces is determined the moment you press Start) but this only goes to show what an exciting philosophical forum Mr Pajitnov has provided us with... or something. Check it out regardless, and expand that mind.

RATING ★★★

BLOKSKI!

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...

P&S II Home Cinema

There are only a few points we need to make about the PS II 'Home Cinema'(or is that P&S II? It's not clear!) in order for it to become obvious whether or NOT it's worth the asking price: it hasn't got a screen or a projector so, technically, it ain't a cinema. It can signal-switch between four separate inputs but restricts you to nasty AV connections – there's no support for digital sound, SCART or S-VHS, despite being 'specially' designed for the PS2. The tiny speakers, replete with mock bass-reflex orifices, can be drowned out by a wholesome fart and actually produce no discernible bass at all. Oh, and the graphic equaliser peels off. Nuff said? Thought so...

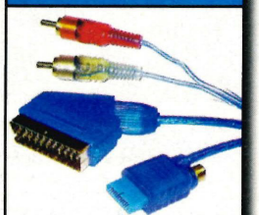
RATING ★



Blaze Ultimate SCART Lead

Daft as it was of Sony not to grace the PS2's DVD decoder with true RGB SCART output, it has allowed entrepreneurs yet another excuse to vie for our cash, arguably helping to keep the industry afloat through the current 'lean' period. Be clear though, Blaze's new über-lead doesn't magically allow films to be flung onto your screen through the precision of SCART; what it does do is allow you to switch from a SCART to composite signal without continually swapping leads, avoiding much wear 'n' tear on your TV's part. For many, this is as good as it's ever going to get and even at £14.99, it's still much cheaper than a new telly.

RATING ★★★★



USB Scroll Mouse

Those tempted to bemoan the apparent mismatch of technology here (USB connectors on a mechanical mouse) should first remember that optical mice tend to be derided in the PC gaming community, the more antiquated variety being favoured by the hardcore fraggers. Whilst Joytech's scroll wheel-imbued offering is perfectly serviceable, the practical concern for us PLAYsters is that the peripheral enjoys only meagre support at present. Unless you're seriously into *Unreal Tournament*, the cost may therefore be prohibitive, especially considering that you'll have to shell out for a USB keyboard too. Still, if you really want that authentic deathmatch experience...

RATING ★★★



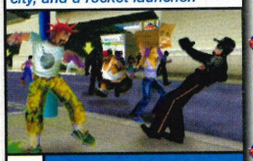
BUYERS GUIDE

THE GREATEST GUIDE TO PLAYSTATION GAMES IN THE WORLD

COMING SOON

01 STATE OF EMERGENCY

Leagues of innocent civilians, a city, and a rocket launcher.



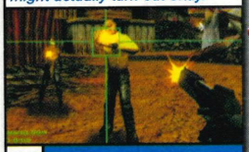
02 HALF-LIFE

Canned on Dreamcast, but looking splendid on PS2.



03 ROBOCOP

There's just a chance this licence might actually turn out okay.



04 SILENT SCOPE 2

More of the same, yes, but the first one was sooo playable!



05 ACE COMBAT 4

She's tempting us cruelly with her photographic scenery.



HARD COPY

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

Dragon Ball
Series 1, Book 1 (of 42)

£10.50

ONE OF JAPAN'S MOST FAMOUS MANGA SERIES' MADE FIT FOR CONSUMPTION ON THE BUS... JUST DONT MISS YOUR STOP!



ISBN 1569314950

As if simply being Dragon Ball wasn't enough to earn this celebrated Manga a mention, its creator, Akira Toriyama, also had a hand in Tobal No. 1 and the SNES RPG Chrono Trigger. Read from back to front, Dragon Ball tells the story of monkey-boy Goku and the manipulative SD chick, Bulma, as they search to complete their collection of Dragon Balls – the complete set of which will grant the owner one wish. Despite some rumblings about censorship of the Western translation from hardcore fans, Dragon Ball remains an exemplary collection of irresponsible pictures. Get hooked today!

GAMETITLE	ISSUE	SCORE	WESAY...
True Pinball	05	65%	Highly overrated pinball tosh. No save game!
Tunguska: Legend Of Faith	69	13%	Tunguska makes us reflect on the futility of life...
Tunnel B1	10	87%	Glitzy graphical showpiece. Short lived.
Twinbee Deluxe Pack*	02	65%	Vivid Japanese cartoon shoot-'em-up. Naff.
Twisted Metal	02	78%	Visually scrappy, but paved the path for...
Twisted Metal 2 (World Tour)*	16	88%	Remarkably compelling two-player blast-a-thon!
Twisted Metal 3	43	69%	Not nearly twisted enough!
UEFA Champions League '99	47	80%	Too similar to WLS '99.
UEFA Champions League 2000	61	86%	A vast improvement over the original...
UEFA Striker	55	92%	Simple, arcade-style football, very enjoyable.
Ultimate Fighting Championship	72	22%	Unplayable and technically bereft.
Um Jammer Lammy*	49	88%	Addictive and amusing guitar action!
Unholy War (The)	41	70%	Flawed, but offers pretty exciting two-player combat.
Urban Chaos	62	40%	Chaotic from start to finish!
V2000	40	82%	Uncompromising, thinking man's shoot-'em-up.
Vagrant Story*	61	92%	Wait for the PAL version and this'll be awesome!
V-Ball Beach Volley Heroes	35	30%	A game that won't let you play it!
Vampire Hunter D	63	53%	Sucks in every sense of the word
Vandal-Hearts*	22	81%	Very Japanese fantasy strategy RPG.
Vandal Hearts II	61	84%	Engrossing and very playable adventure game.
Vanguard Bandits*	70	55%	A series of battles linked via a fairly tedious story line.
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.
Virtual Kasparov	78	65%	Better thanb the real thing?
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.

GAMETITLE	ISSUE	SCORE	WESAY...
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.
WDL: WarJetz	77	29%	Positive proof of the horror of war.
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 Red Faction



A bloodthirsty FPS good enough to tickle anyone's trigger finger.

02 Gran Turismo 3



Better-than-real graphics, as-good-as-real handling... Yes!

03 Sky Odyssey



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

04 Starfighter



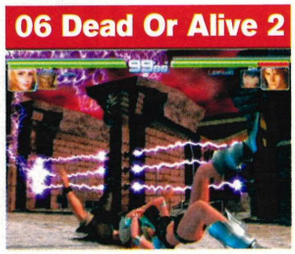
Star Wars, in your house, in your hands, in your eyes and ears.

05 Quake III



Top multiplayer hyper-violence. Big guns, meaty chunks.

06 Dead Or Alive 2



Female kung-fu in impossibly detailed high resolution.

07 Silent Scope



Squeaky clean conversion of a splendid sniping arcade game.

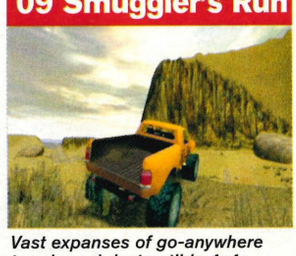


08 TimeSplitters



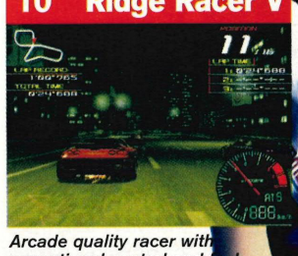
Lightning quick first-person shooter. Includes ducks, strangely.

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.

arcade shoot-'em up | beat-'em-up | first-person shooter | party/puzzler | platformer | racing game | sports title | strategy/adventure

* Indicates an import review

PLAYSTATION2

GAMETITLE	ISSUE	SCORE	WESAY...
Army Men: Air Attack 2	76	80%	Strike for the young, lucky sods!
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	78	58%	A hugely disappointing beat'em-up with some great graphics
CART Fury	78	70%	Fast, fun and shallow arcade racing thats easy to pick up
Crazy Taxi	77	79%	Brilliant, but overpriced at £40.
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.
EA Sports Rugby	78	80%	Fine game, but perseverence is required
EX Billiards*	71	75%	Enjoyable pool fun with a twist.
Extermination	77	80%	A solid horror debut for the PS2.
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.
Formula One 2001	77	93%	The best F1 simulation yet.
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.
Fur Fighters	77	79%	Unoriginal but fun platformer.
Guantlet: Dark Legacy	77	60%	Turgid update of the classic coin-op.
Goemon*	73	50%	Wail for the english translation.
Gradius III & IV	71	75%	Hardly classic enough to justify revisiting.
Gran Turismo 3: A-Spec*	77	91%	GT with a 128-bit overhaul.
Gungriffon Blaze	72	83%	A short but exhilarating blast.
International Superstar Soccer	70	75%	More FIFA than ISS.
Jungle Book Groove Party	77	92%	Entertaining and polished dance game.
Knockout Kings 2001	74	63%	A bit poor for PS2 – solo play only.
Kengo: Mater Of Bushido	75	83%	Intelligent and original adventure.
Le Mans 24hrs	78	89%	Competence personified, a fine racer which deserves attention
Midnight Club Street Racer	70	77%	'Best when dipped into' racer.
Madden NFL 2001	70	91%	The definitive American footie title.
MDK2: Armageddon	76	74%	Nice, but not nearly slick enough.
Moto GP	73	78%	Addictive though imperfect biker.
MTV Music Generator	77	89%	Any musical inclination? Buy it!
NBA Live 2001	73	80%	Spot on sim', if that's your bag.
NBA Hoopz	74	68%	Outdone by the PSone version!

GAMETITLE	ISSUE	SCORE	WESAY...
NHL 2001	70	82%	Imperfect but hugely addictive!
Operation Winback	76	60%	Flawed but tolerable stealth title.
Oni	74	72%	Enjoyable but flawed adventure.
Onimusha Warlords	78	91%	Another Capcom survival horror classic of the highest order
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.
Ring Of Red	77	83%	Involving strategy, tense gameplay.
Red Faction	78	94%	Undoubtebly the cream of the FPS crop. Sicko's Rejoice
Ready To Rumble Round 2	71	83%	Massively enjoyable, if simplistic.
Resident Evil Code: Veronica*	77	85%	More a reworking than a revolution.
Robot Warlords	75	56%	Robots on a go slow.
Rumble Racing	77	84%	A fun, if slightly repetitve, racer.
Shadow Of Memories	74	89%	Intelligent and original adventure.
Silent Scope	70	81%	Highly tense, innovative shooter.
Silpheed: The Lost Planet*	71	57%	Mindless blaster with limited appeal.
Summoner	73	74%	Decent but slightly disappointing.
Surfing H30	72	46%	You'll be surf-board in no time.
Swing Away Golf	71	70%	Strangely charmless, yet adequate.
Super Bust A Move	71	80%	As great as it ever was...
Stepping Selection*	64	70%	Reasonably fun, but limited, dancing game.
Sky 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.
Wacky Races	78	65%	Charmless toony racer aimed at the nostalgic crown...
Z.O.E.	75	80%	Good looking but shallow shooter.

the **greatest guide** to PlayStation games in the world

UPDATED EVERY MONTH

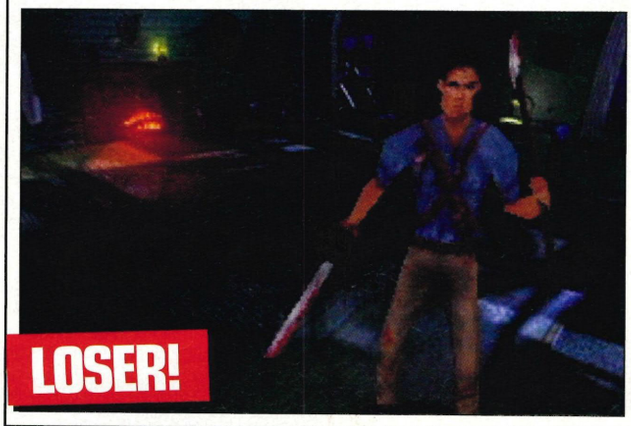
PLAYlist

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

HEAD-TO-HEAD EVIL DEAD VS ALONE IN THE DARK IV

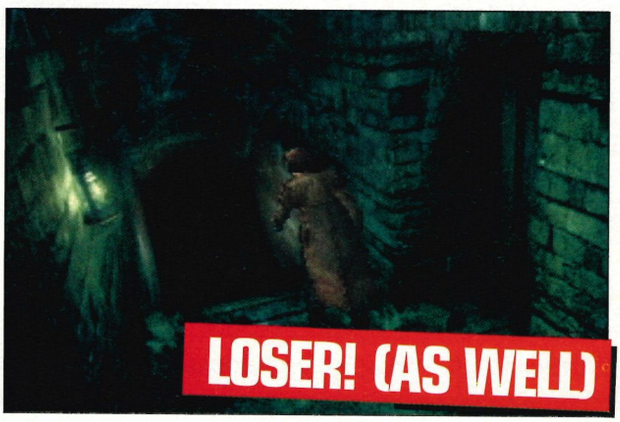
Evil Dead

Ash had been exploring the cabin and its surrounding area for some time now and frankly, he was bored and disheartened. The Deadites, traditionally so pleasingly gory to dispatch, had been cheating by continually re-appearing and blocking his path, all his joints felt stiff and the whole world seemed depressingly 'smudgy'. Fingering his chainsaw idly whilst practising his catchphrases for comfort, Ash was made abruptly aware of a figure on each side of him – startled by a sudden unholy light which cast no shadow, he instinctively fired up the saw, instantly severing his own hand. The blade, now uncontrollable, ate hungrily into his stomach and he dropped, quite dead, to the sound of gunfire...



Alone In The Dark 4

Having taken interweaving paths to this point, Carnby and Aline, unbeknownst to each other, stumbled across the cabin simultaneously and entered from opposite sides. Both were drawn slowly and surely towards an inhumanly monotonous sound... "Come get some. Let's go. Yo...", they were nearing the beast now, he was BOUND to be photo-sensitive. The two adventurers dived into the room at precisely the same moment, their torches catching the beast between them so off-guard that it leapt up with a roar, spitting blood. Both took aim and fired just as the auto-eviscerated Ash fell to the ground: Carnby's bullet found Aline's heart; hers his brain... and as they collapsed to the floor, their torches rolled together, flickered one last time, then died.



ON THE CARDS

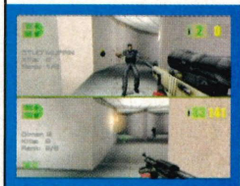
TOP 5 SAVESLOTS

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



01 RED FACTION

Completed many times over, but now... there's MULTIPLAYER!



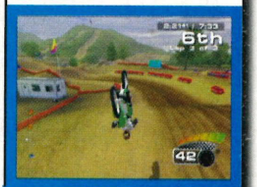
02 ONIMUSHA WARLORDS

Old (straw) hat or the shape of things to come? YOU decide.



03 MX 2002

An old office favourite gets the next-gen treatment. Hold us back!



04 EPHERMERAL FANTASIA

The rules state that RPGs must be saved. And saved often. We simply obey.



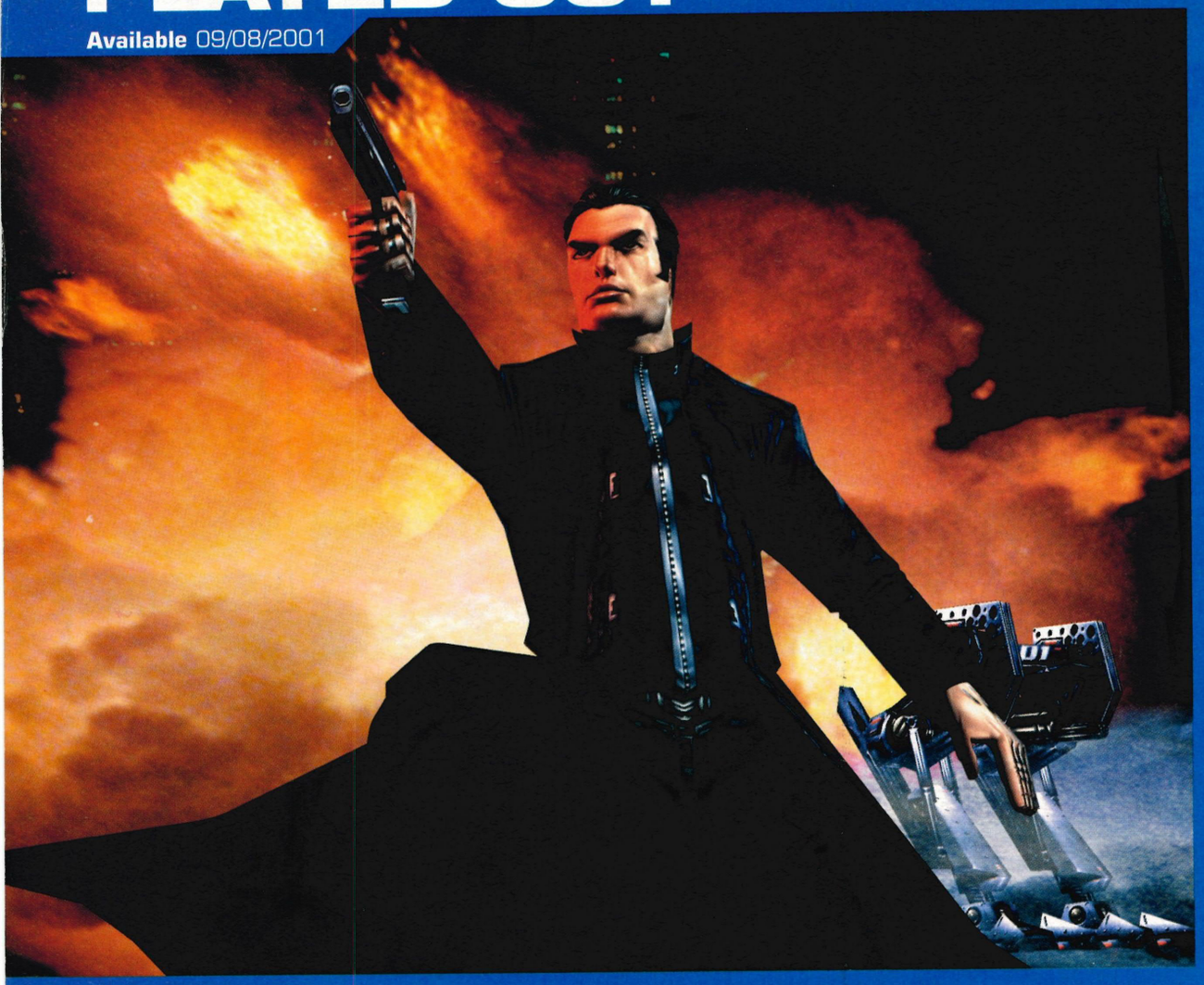
05 ATV OFFROAD

Only a tiny reward for completion, but a great game.



PLAYED OUT

Available 09/08/2001



DEUS EX

The PC smash-hit first-person adventure role-playing shooter catch-all comes to the PS2 and we reveal all its bells, whistles and (heh heh!) combat knifes!

Thunderhawk: Operation Phoenix

Core's whirlybird war machines soar from the ashes of SEGA's Mega-CD, so crank up the opera music and prepare for an apocalypse now... or rather, apocalypse next issue!

Splashdown

The team behind *ATV Offroad* take their physics know-how to the water and we can't help but get all wet. But what exactly is the difference between a jet ski and a sea-doo anyway? Come issue 80 we tell all!

PS2 PLAYSTATION2

Reviews of all the latest PlayStation2 games, plus up-to-the-minute previews of all the hot new titles that are currently in development for Sony's wonder box.

RESERVATION FORM

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Area 51
Air Combat
Ace Combat 2 & 3
Assault Retribution
Armored Core 1 & 2
Auto Destruct
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Assault Rigs
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Akuji the Heartless
Asterix
Andretti Racing
Actua Ice Hockey
Agile Warrior
Actua Golf
Agent Armstrong
Asteroids
Anarchy Rulz
All Star Tennis
Adidas P. Soccer 1&98
B - 02
Broken Sword 1 & 2
Blade
Brian Lara Cricket
Beast Wars Transformers
Breath of Fire 3
Bugs Bunny Lost in Time
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Bust A Move1, 2, 3 & 4
Bloody Roar 1 & 2
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Bubsy 3D
Blazing Dragons
Bust a Groove
Blood Omen: L. of Kain
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Bio Freaks
Blaze and Blade
Battle Stations
Bomberman World
Bass Landing
Bomberman Fant. Racer
Brahma Force
Ball Blazer Champions
Bat. Arena Tosh. 1,2&3
Bushido Blade 1 & 2
Blast Radius
C - 03
C-12 Final Resistance
Chase the Express
C & C: Red Alert
Crash Team Racing
Chicken Run
Colin McRae Rally 1 & 2
Civilisation 2
Crash Bash
Crash Bandicoot 1,2&3
Constructor
C & C: Retaliation
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Crusaders of M&M
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Circuit Breakers
Champ. Motocross
Croc 1 & 2
Casper
Castlevania
Colony Wars Vengeance
Chronicles of the Sword
Colony Wars
Castrol H. Superbike
Coolboarders 1,2,3 & 4
Courier Crisis
Capcom Generations
Cyber Tiger
Clock Tower Ghost Head
Crisis Beat
Chronicles (T. Raider 5)
Colony Wars Red Sun
Colonization
Crime Killer
Cardinal Syn
Crime Crackers
Contra: Legacy of War
Critical Depth
D - 04
Driver 1 & 2
Dracula Resurrection
Dino Crisis 1 & 2
Discworld 2 & Noir
Digimon World
D. Nukem: L. of Babes
Dragonball Z
D. Nukem: Time to Kill
Dune
D. Mirra Freestyle BMX
Die Hard Trilogy 1 & 2
Ducati World
Destruction Derby Raw
Doom
007 Racing
Disney's Dinosaur
D
Descent 1 & Max
Danger Girl
D. Nukem:Total Meltd.
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Dukes of Hazzard
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Destruction Derby 1 & 2
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Demolition (Star Wars)
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Dragonball Z: Final Bout
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Dead or Alive
Darklight Conflict
Darkstalkers 3
Destrega
Dracula X
Disruptor
Dynasty Warriors
Dark Forces
Devil Dice
Duke Nukem
Dracula Last Sanctuary
D Mirra BMX: Max Remix
E - 05
Euro 2000
Evil Dead: Hail to King
Exhumed
Eagle One Harrier Att.
Everybody's Golf 1&2
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ECW Hardcore Revol.
Ehrgeiz
Excalibur 2555 AD
Explosive Racing
Eliminator
Earthworm Jim 2
Exector
Evolution (ISS Pro)
Evil Zone
ESPN Extreme Games
F - 06
Fear Effect 1 & 2
Final Fantasy 7, 8 & 9
FIFA Series
FA P.L. F'ball Man. 2001
Formula 1 Series
FA P.L. F'ball Man. 2000
Fighting Force 1 & 2
Fade to Black
Forty Winks
Fisherman's Bait
Future Cop: LAPD
FA Premier League Stars
Felony 11-79
Freestyle Motocross
Fifth Element
FA Manager
Final Doom
Forsaken
Firestorm
Fighter's Impact
Formula Karts
Firo and Klawd
Frogger
G - 07
Gran Turismo 1 & 2
Grand Theft Auto 1 & 2
Galerians
Grinch
GTA: London 1969
Gauntlet Legends
Gex
Ghost in the Shell
Guilty Gear
Guardian's Crusade
Gex 3D
G-Police 1 & 2
Gekido
Gex 3: Deep Cov. Gecko
Gunship
Grind Session
G Darius
Global Domination
Gunship 2000
Goal Storm
Galaxian 3
Grid Runner
H - 08
Hogs of War
Harvest Moon
Heart Of Darkness
Hydro Thunder
Hercules
Hexen
Hard Edge
Hail to The King
Hugo
Hardcore 4X4
Hot Shots Golf
Herc's Adventure
Hard Boiled
Hardcore Revolution
Hermie Hopperhead
Hello Kitty Cube de Cute
Hybrid
I - 09
In Cold Blood
ISS Pro Evolution 1&2
Independence Day
ISS Pro 98
Int. Track & Field 1 & 2
Int. Superstar Soccer DX
Incredible Hulk
Incredible Crisis
Indy 500
Impact Racing
Iron Man XO Manowar
Iron & Blood
In The Hunt
J - 10
Jedi Power Battles
Jurassic Park: Lost World
Jade Cocoon
Jimmy White's 2
James Bond: 007 Racing
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Jackie Chan Stuntmaster
Jersey Devil
Jonah Lomu Rugby
Jurassic Park: Warpath
Judge Dredd
Jo Jo's Bizarre Adventure
Johnny Bazookatone
Jumping Flash 1 & 2
Jet Moto 1, 2 & 3
K - 11
Koudelka
KKND Krossfire
K'out Kings 99, 00 & 01
Kurt Warner's Football
K-1 Arena Fighters
Kagero: Deception 2
Kensei Sacred Fist
Kingsfield
Klonoa
Kileak: The DNA Imp.
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Killer Loop
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Leg. of Kain: S. Reaver
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Looney Tunes Racing
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Libero Grande
Loaded
Livewire
Lost Vikings 2
Lifeforce Tenka
Lunar Silver Star Story
M - 13
Mat Hoffman's Pro BMX
Metal Gear Solid
Medal of Honor Underg.
MediEvil 1 & 2
Men In Black
Mission Impossible
Medal of Honor
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Monster Rancher
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Michelin Rally Master
MDK
M. Kombat Series
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Muppet Racemania
Micro Maniacs
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Mr Domino
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Mech Warrior 2
Marvel vs Street Fighter
Megaman Legends
MTV Sports: Pure Ride
Muppet Monster Adv.
Motor Toon Grand Prix 2
Micro Machines V3
Marvel Super Heroes
Megaman X4
Moto Racer
Myst
Motor Head
Monster Trucks
MLB 2001
Mike Tyson's Boxing
Magic Gath Battle Mage
Madden NFL 97
Martian Gothic
Machine Hunter
N - 14
No Fear Downhill MBK
Need for Speed Series
Nuclear Strike
Nascar Series
NBA Showtime
Nightmare Creats. 1&2
NHL Rock the Rink
NHL 99 & 2000
NBA Live 98, 99 & 2000
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N20
Nanotek Warrior
Novastorm
O - 15
007 Racing
Overblood 1 & 2
ODT
Omega Boost
One
Overboard
Off World Int. Extreme
Olympic
Ogre Battle
P - 16
Parasite Eve 1 & 2
Premier Manager Series
Player Manager Series
Populous Beginning
Porsche Challenge
Pac Man World
Power Rangers
Phantom Menace
Prince Naseem Boxing
Psychic Force
Project Titan
Pandemonium 1 & 2
Psybadek
Point Blank 1 & 2
Pong
P. Lgue F'ball Man 2000
Premier League Stars
Poy Poy 1 & 2
Porsche Unleashed
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P. Spike Beach Volleyball
Pitfall 3D
Pool Shark
Puchi Carat
Pro Pinball
Primal Rage
Power Move Pro Wrest.
Power Instinct 2
Project Overkill
Pocket Fighter
Q - 17
Quake 2
Quarterback 97
R - 18
Resident Evil 1, 2 & 3
Rogue Spear
Rayman 1 & 2
Rainbow Six
Resident Evil: Survivor
Ridge Racer 1, 2, 3 & 4
Ready 2 Rumble 1 & 2
Rugrats
Road Rash 1,3D & Jail B
Red Alert
Ronaldo V Football
RC Stunt Copter
Rapid Racer
Rogue Trip
R-Types
Roll Cage 1 & 2
R-Type Delta
Re-Volt
Riven
Roadsters
Rascal
Rage Racer
Razor Freestyle Scooter
Rockman X3
Re-Loaded
Return Fire
Ripto's Rage (Spyro 2)
Ridge Racer: Revolution
Rampage World Tour
Ray Crisis
Rebel Assault 1 & 2
Ray Storm
Ray Tracers
Rise of the Robots 2
Reboot
Rapid Reload
Rampage 2 Uni. Tour
RC Revenge
S - 19
Silent Hill
Smackdown 1 & 2
Simpsons Wrestling
Special Ops
S. Wars: Phantom Men.
Syphon Filter 1 & 2
Spiderman
S. Wars: Jedi Power Bats
Star Trek: Invasion
Spyro 1, 2 & 3
South Park Rally
Silent Bomber
Shadowman
Star Ocean 2
Soviet Strike
SimCity 2000 & 3000
Street Fighter Series
Street Skater 1 & 2
Syndicate Wars
Soul Blade
Shellshock
Sydney 2000
Star Wars: Dark Forces
Shadow Gunner
Small Soldiers
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South Park
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Smurfs
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S. Wars: Masters of T K
Star Wars: Rebel Ass. 2
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S. Puzzle Fighter 2 Turbo
Silhouette Mirage
Spice World
Suikoden
Supercross 2000 & 2001
Star Fighter 3000
Snow Racer 98
S. Wars: Rebel Ass. 1&2
Shanghai Triple Threat
Samurai Showdown 3
T - 20
Tomb Raider 1,2,3,4 & 5
Tony Hawks 1&2
The World is not Enough
Theme Park World
Tenchu 1 & 2
Tomorrow Never Dies
TOCA 1,2 & 3
Toy Story 2
Time Crisis: Project Titan
Tekken 1, 2 & 3
Tunguska
Theme Park
Tarzan
Time Crisis
The Grinch
Theme Hospital
The Mummy
Tombi 1 & 2
The Legend of Dragoon
T'ai Fu
This is Football 1 & 2
Tiger Woods
Thrasher Skate & Dest
Thrill Kill
Transport Tycoon
Test Drive Series
Team Buddies
Tommi Makinen Rally
Total Drivin'
Tunnel B1
Tokyo Highway Battle
Twisted Metal 1,2,3&4
Toy Story Racer
Treasures of the Deep
Tempest X3
The Smurfs
U - 21
Urban Chaos
Ult. Fighting Champ.
UEFA Striker
UEFA Champion League
Ultraman Fighting Evol.
Underground
Um Jammer Lammy
Ultimate Doom
Unholy War
UEFA 2000
Ultimate Battle 22
Uprising X
UFO Enemy Unknown
Ultraman & Ultramand.
V - 22
Vanishing Point
Vagrant Story
Vampire Hunter
Vigilante 8: 2nd Offence
V-Rally 1 & 2
V-Tennis
VR Baseball 97
Vigilante 8
Vandal Hearts 1 & 2
Virus
V 2000
VMX Racing
Victory Boxing 1,2&3
VR Powerboat Racing
Vs
Virtual Golf
Viewpoint
W - 23
WWF Smackdown 1 & 2
World is not Enough
Worms Armageddon
Wu Tang:Taste the Pain
Who Wants to be Million
Warzone 2100
War Hammer Series
Wing Over 1 & 2
WCW Backstage Assault
WCW Mayhem
WWF Attitude
Wacky Races
Wild Arms
WWF War Zone
Worms
War Craft 2
Wild 9
Wipeout 1, 2 & 3
World Cup 98
Wreckin Crew
War Games
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WWF In Your House
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W. Gretzky's 3D Hockey
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X-Files
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Xena Warrior Princess
X-Men vs Street Fighter
X-Men Children of Atom
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Xenogears
3 Xtreme
Xevious 3DG
X Racing
Extreme 2
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Year of the Dragon
Z - 26
Zero Divide 1 & 2
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