PS2 TEKKEN TAG SHOTS OVERLOAD



DEEP INSIDE GRAN TURISMO 2



PlayStation plus

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RES EVIL 3

GIANT REVIEW: 'JUST STAY DEAD!'

FIFA 2000

SCORE MORE WITH OUR CHAMPION'S TIPS

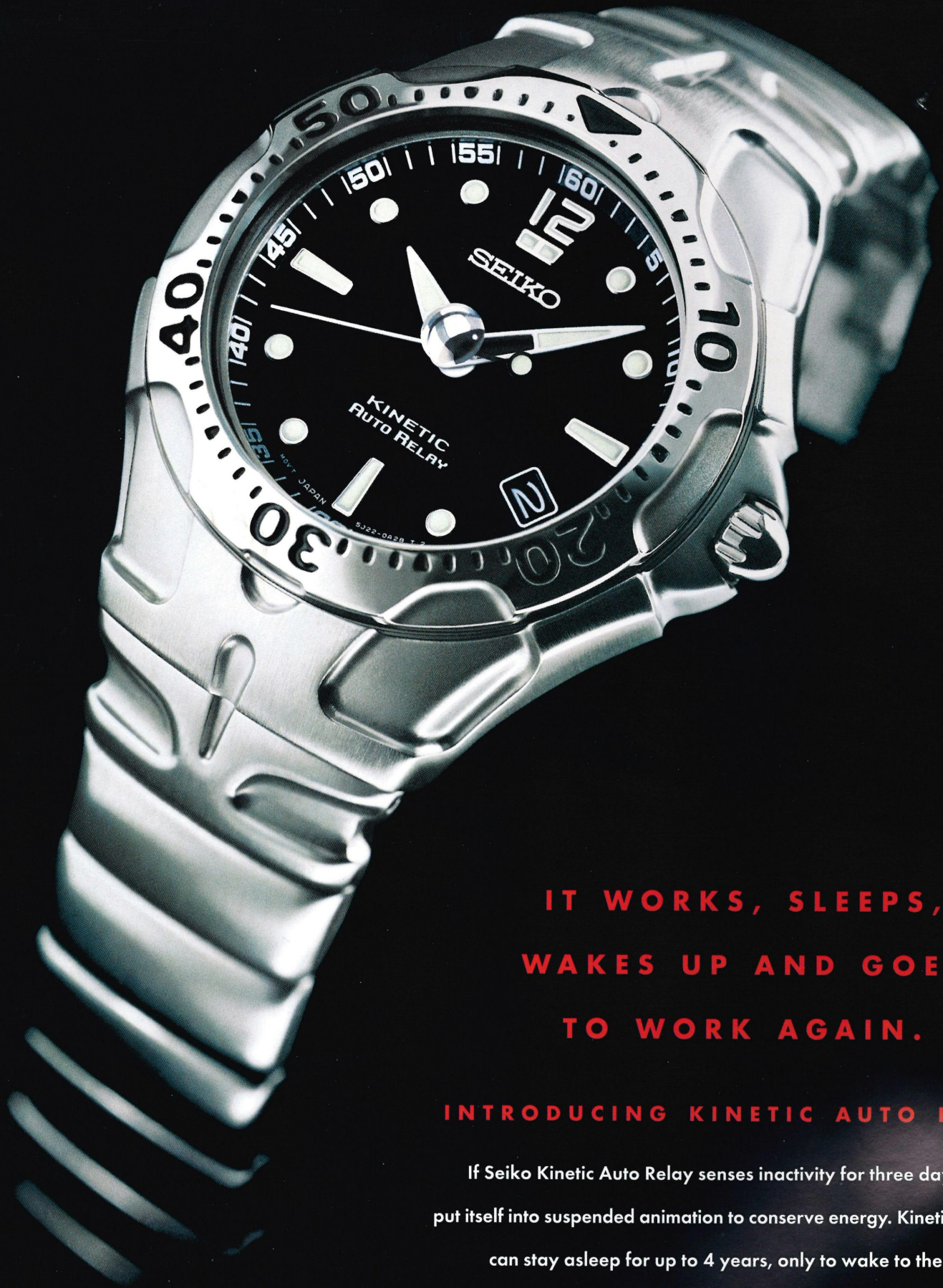
WIN THE FIRST PLAYSTATION 2s IN THE UK VOUCHER INSIDE

COOL REVIEWS

READY 2 RUMBLE
TOMORROW NEVER DIES
OFFICIAL F1 RACING
CHAMPIONSHIP
MOTOCROSS
CHEF'S LUV SHACK
MILLENIUM SOLDIER
FIGHTING FORCE 2
DISCWORLD NOIR
WU TANG
XENA

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100 TIPS AND CHEATS
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BEST FOR NEAT KIT

The best bloke to pick the finest, best value peripherals to get this Xmas is Mr Worn Thumbs, Rob Waugh. He's spent the last two years testing mountains of products. Now he selects the cream of the crop and no crap for this Christmas. No, not everything, just the very, best value.



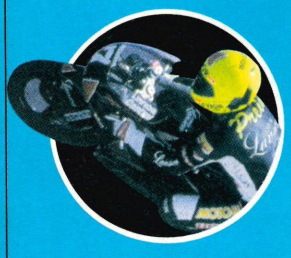
BEST FOR FIFA TIPS

The best fella to lift the lid on the sharpest moves in FIFA 2000 is our mate Steve Key. Keysie hands out tips and advice in Goal magazine and has reviewed for everything from Computer & Video Games to Max Power. 'Still prefer ISS' says the perfectionist.



BEST FOR DEALS

The best bloke to check out the smartest deals you can get on your games in your town is our consumer editor Steve O. He's spent the last few weeks sussing out what's going on and his verdict is: '2000 is going to see the best deals on PlayStation ever. Your cash will go further.' Way to go!



BEST FOR REVIEWS

Few are better qualified than editor Adam Smallman to judge bike games on PlayStation. He's a former road tester from the world's biggest bike weekly, Motor Cycle News and he's raced in enduro, motocross and road racing. His verdict on Championship Motocross? 'It rocks. And Supercross 2000 sucks a big one.' Can't you be any clearer Smalls?



WHY DO WE TELL YOU THIS?

Well, we reckon we make the best PlayStation magazine you can get. We pick the best people, we don't treat you like a nerd, and we don't waste your time with twatty stuff about 'multi-dynamic, high-pixel graphical surfaces'.

Like you, we just want the knowledge that matters, cracking deals and full-on entertainment. Have a Merry Xmas with Dino Crisis, Tomb Raider 4, and Final Fantasy 8, and a Happy New Year with Gran Turismo 2, Res Evil 3 and...oh yeah, PlayStation 2. ***The Plus team***

SO DON'T JUST SIT THERE, GET IN THERE!

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GUIDES, TIPS, CHEATS

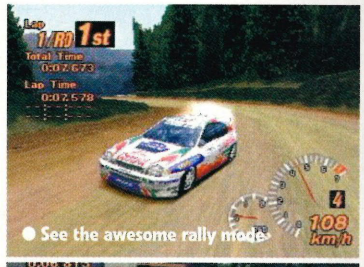
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WHY GRAN TURISMO 2 WILL RULE YOUR WORLD



● See the awesome rally mode





● Gawp at PlayStation 2's in-game Tekken style

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PLAYSTATION 2 TEKKEN TAG: WE'VE GOT 15 NEW SHOTS!



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● Will this hot chick be Lara in 2000?

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ENTER TO WIN THE FIRST 10 PS2s IN THE UK

CONTACT US. CALL US DIRECT ON 0207 972 6700

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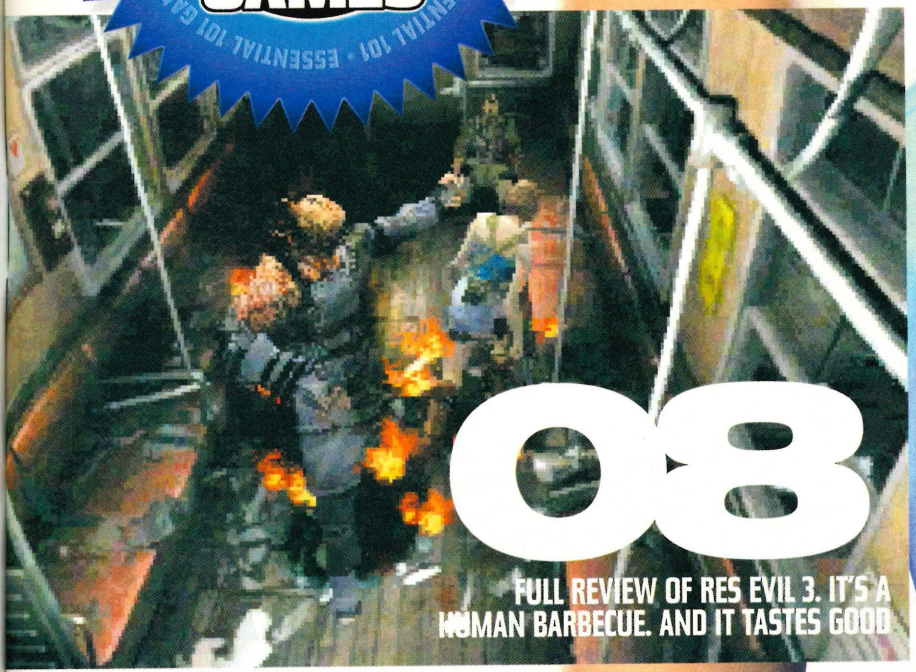
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THE ESSENTIAL 101 GAMES YOU HAVE TO OWN!



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FULL REVIEW OF RES EVIL 3. IT'S A HUMAN BARBECUE. AND IT TASTES GOOD

VERBAL



VERBAL!, PLAYSTATION PLUS, 338-346 GOSWELL ROAD, LONDON EC1V 7QP
OR SEND US AN E-MAIL AT: ADAM.SMALLMAN@ECM.EMAP.COM



▲ Arnie's exfoliating face scrub took off a little too much dead skin

ARNIE REPLIES

TO THE LETTERS WE CAN'T BE ARSED WITH

LESBOS

Zoe and Teri wrote in to say they'd like a nice, violent grapple. I would really like to see this.

Daniel Talenejod, Middlesex
F* you, asshole.**

VIRGIN

I'd like permission to shoot Richard Branson.

Alien Dude, Golspie
Get your ass to Mars!

FIGHT

Thanks for the vouchers. Soon Tekken 3 will be mine

Jonathan Davies, Coventry
Tonight, hell freezes over!

CRASH

Help me out, guys. Which one should I get Crash Team Racing or Speed Freaks?

Jonathan Bulmer, Leeds
You're a funny man. I like you. That's why I'm going to kill you last.

DUTCH

It's not such a great thing to hear that someone says that I don't have a social life. I think you owe us Final Fantasy 7 lovers an apology.

Bas van Dooren, Netherlands
Chill out, dickwad.

RUSSKIES

When I went to Moscow, they had games that had been stolen and copied about 50 times and sold for 50p. What are you going to do about it?

Anthony Lacey, Exeter
Save yourselves, go for the chopper.

GO FIGURE

I prefer percentages, they're more exact.

Jamie Raisey, Croydon
Hasta la vista, baby.

BROKE

My PlayStation doesn't work. It doesn't load up. It just goes to the music screen. Please help.

Darren Lewis, Southampton
Relax. You've been erased.

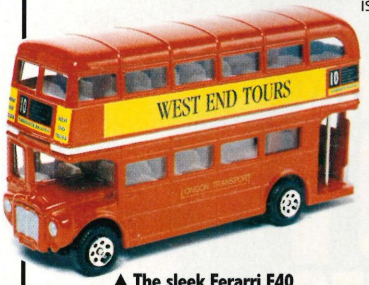
NUDE

Congratulations on the new look of the mag. It really kicks ass. But where the hell have all the gorgeous scantily clad women gone?

Ian Littlefair by e-mail
I'll be back!

OH, STOP YOUR CAR-PING

Not very good with cars are you? On p96 of the November issue, you had some stunning pictures of Gran Turismo 2. You said the yellow car was a Nissan Skyline but it's a Ford Mustang. A car labelled Nissan 200SX was a Skyline R34 GT-R, a Peugeot 406 was a 206 and the Subaru was a Mistubishi Lancer Evo 5. The 'Jap tank' you can't identify is also a Lancer Evo. But lardy it ain't. Moan over. Great mag.



▲ The sleek Ferarri F40

Dave Kay, Cambridge
Responsible Rob Waugh says: 'When some game maker produces Whisky Tour 2000, Pro Scottish Hiking or Pedal Gear Solid, you won't touch me for my in-depth knowledge and experience. Is a gearbox where you store drugs?'

QUAKE 2 SOUNDTRACK: SNOT ROCK OR COCK ROCK?

Rob Waugh should stop trying to force his musical tastes down everyone's throats. Not everyone likes drum /n bass and his comments in the Quake 2 review were downright stupid. Metallica did not go out years ago. I think reviewers should grade a game's music according to its suitability. A game like Quake 2 really benefits from rock music in much the same way that the WipEout games benefit from dance music. Can you imagine racing around a futuristic circuit to The Offspring or Coal Chamber? I can't and I like those bands a lot.



Alex Merrall, Grimsby
Waugh replies: 'Thinking about it, Quake 2 would be massively boosted by Geri Haliwell's 'You Lift Me Up'. At least during the bit where a goon gets its feet blown off by a rocket.'

LETTER RIGHTING

WHERE THE WORST VERBALS WASH UP

JOIN PS2'S POKER QUEUE

On Teletext, to my disgust I found some bloke called Stuart Campbell slagging off PlayStation 2. I quote: 'PS2 is the most astoundingly ugly games console ever created by the hand of man or beast. It looks like CDTV's uncool uncle.'.

He then goes on to slag off games, describing Soul Reaver as fantasy rubbish, Shadow Man as spod horror, Quake 2 as spod Goldeneye and Gran Turismo as spod racing.

The man obviously needs a good kicking, followed by a red hot poker up his rectum.

Andrew Marsh, Watford

Join the queue to hammer the poker in deeper, Andy

DUFF DADDY

Who the hell does that nonce student bloke Anthony think he is, describing PlayStation as Puff Daddy ('What You'll Do About PlayStation 2', last issue)? He should appreciate what it's done for gaming. He's two-faced as well cos he wants Tekken 4 on it.

Michael Warren, Long Eaton, Notts

Could've been worse. He might have compared it to Steps or Westlife.

KRISTMAS KILLAS

Your six sneaky tricks to get the PlayStation games you want at Christmas was a top laugh. But what should you say to your dad if you want him to get you Grand Theft Auto 2?

Dean O'Grady, Ipswich

Tricky one. How about, 'There's a game just out where you get to kill Russkies and those weird hippies in orange robes who mince down the road'? Might work

SKATE HELL

I liked Tony Hawk's tips in last month's issue but have no idea what he means when he says he wants to 'pull off a front-side stalefish 540'.

Geraint Jones, Cardiff

You can only do this at Billingsgate. Leap your board onto the rails at the famous London fish market, get it badly wrong, crash to the ground and spin wildly along and under a cod stall where you'll frantically grab for something to slow you down, only to find a three week old skate. Y'see, it's easy when you know how.

Mrs Jocelyn Pace,
[redacted]

Dear Playstation Plus

As a parent, I was very concerned to read your article on how to get the Playstation games you want for Christmas.

It doesn't seem right to me to encourage your readers who may be impressionable to lie to their parents.

I'm also concerned about the nature of the games you chose. They all seemed to be violent or about speed. There's quite enough of that in the real world let alone in private.

Christmas is a time for goodwill, not for this sort of thing. I will not be buying your magazine again and I encourage other parents not to either. I am sure you won't print this.

Mrs Jocelyn [redacted]

Why? Would ya rather we told you how to get cheap bras?

We hereby ban you from reading Plus ever again, OK?

It's not lying, we're just helping readers get the most out of life by manipulating the truth

Like we care

S'pose you think we should choose ones with ponies and basket weaving?

Wrong! Look, if you don't like the mag, don't read it. There are plenty of others who're desperate for a share of our PlayStation wisdom

WANT TO WIN ONE OF THE FIRST 10 PLAYSTATION2s IN THE UK? CUT OUT VOUCHER 2 HERE



This is Voucher 2 which you must stick onto p3 of last month's PS2 supplement. If you missed that issue of PlayStation Plus, you can order it by calling 01858 438825. The final voucher 3 will appear here in the February issue which goes on sale on 21 January.

PS2 VOUCHER 2

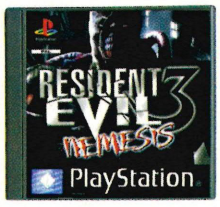
ILLUSTRATION: DAVE AT MONKEY INDUSTRIES



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SIDENT EVIL 3
EMESIS

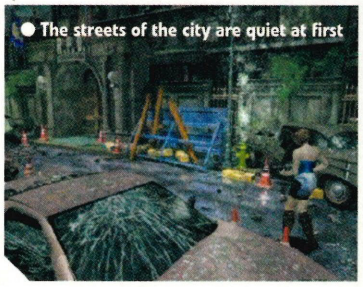
ycho carrying a rocket launcher is after blood. Thing
s he's got a taste for. Better get writing your will

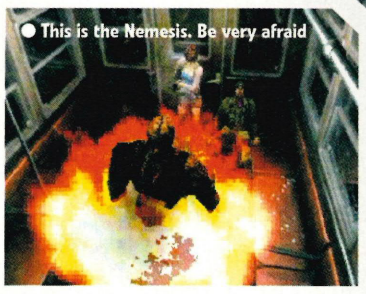
Resident Evil is the original 'Station horror game. The first saw the Special Tactics and Rescue Service, STARS, sent to investigate rumours of zombies and strange goings-on at a mansion deep within Raccoon Forest. It didn't take long before the zombie horde was discovered and the blood started gushing like water from a geyser.

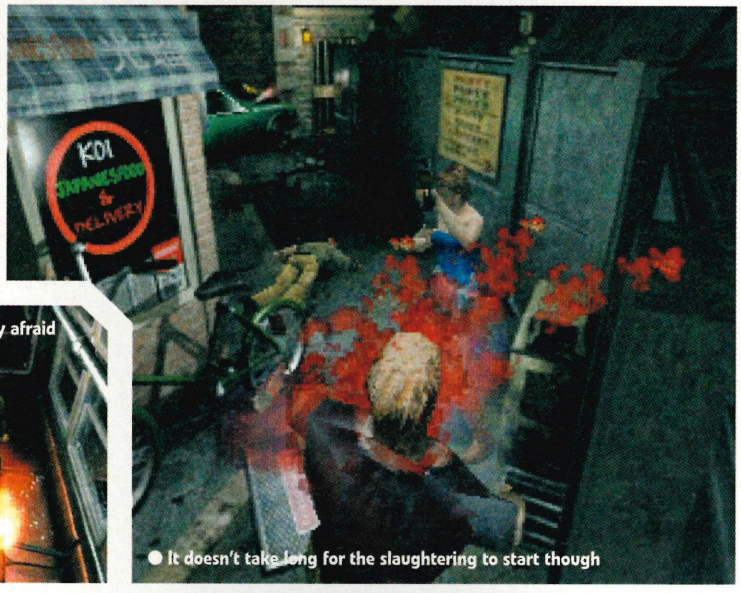
The original team, including toughnut Chris Redfield and slick chick Jill Valentine, uncovered a wacko conspiracy by the Umbrella Corporation, who developed the G-virus for use in biological warfare. Problem was, the virus leaked and the whole place went zomboid.

Things got worse in Resident Evil 2, as zombie fever spread from the forest to the city, and turned everyone into a staggering corpse, rotting skin hanging from their decomposing bodies as they desperately scoured the streets for human blood.

Res Evil 2 saw rookie cop Leon S. Kennedy and Claire Redfield, sister of Chris from the first game, face ▼


● The streets of the city are quiet at first


● This is the Nemesis. Be very afraid


● It doesn't take long for the slaughtering to start though

HEADS POP LIKE RIPE MELONS!

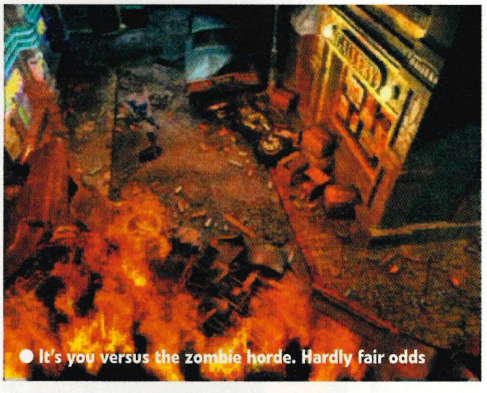
WHATEVER PIECE YOU'RE PACKING, BRAINS ARE GONNA GET SPLATTERED

the growing undead threat. In a plot with more twists than an Olympic high diver, the zombie army was wiped out and the world saved.

So what's Resident Evil 3 doing here? The answer is, it's a prequel. The start is set after Resident Evil, but just before Res 2. But halfway through, the storyline switches and you cap zombie ass *after* Resident Evil 2 has concluded. Still with us?

What's important is that Jill, the combat girl from the original, has returned to face the zombies. She's threatened by the Nemesis, an eight-foot rocket launcher-wielding giant who'll rip off your head before you say 'I'm sorry...'. Nemesis is b-a-a-a-d and you've gotta avoid him if you don't like the idea of looking like raw mince. This is one of the most gripping games you'll ever play.


● You play Jill, the gun-toting girl from the first Res Evil


● It's you versus the zombie horde. Hardly fair odds

SO WHAT'S DIFFERENT?

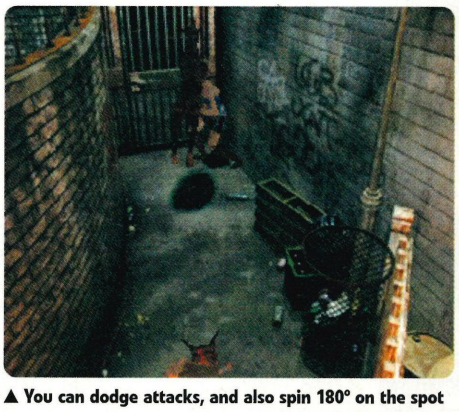
YOU'VE SEEN THE GORE BEFORE. WHAT SURPRISES CAN YOU EXPECT?

It's a Resident Evil game so you know it's going to be dripping in blood and gore. That's cool, but there's more to this baby than wading knee-deep through the crimson stuff.

Resident Evil 3 Nemesis is loaded with all-new features, never-before-seen locations and stacks of options that add up to make this the best of the bunch. Here's just a few reasons why you'll never play this beast with the lights turned off.

DODGE ATTACKS

Jill can avoid attacks from enemies using the dodge moves. Press shoot just as an enemy lunges and Jill will either step to one side or push the bad guy away. It's dead useful, especially when the Nemesis charges directly at you. Just tap the button, dodge and do a runner!


▲ You can dodge attacks, and also spin 180° on the spot

INTERACT WITH SCENERY

Why waste bullets when something else will do the hard work for you? Yup, you can interact with the scenery, allowing you wipe out entire rooms of zombies by targeting, say, an oil barrel, shooting it and watching them go up in flames. Great fun, and good for saving ammo.

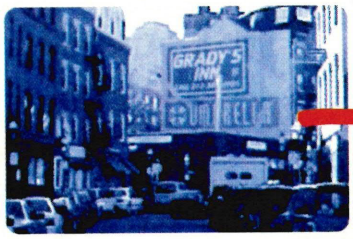

▲ Shoot oil drums and explosives for big bangs

JILL THINKS SHE'S FLED THE FLESH EATERS

BUT SHE'S ABOUT TO STUMBLE INTO THE BADDEST MOTHERF***ER EVER – THE NEMESIS

Poor Jill. After the nightmare of the mansion in Res 1 she hoped the city would be safer. WRONG! Zombies have taken over the streets, chowing down on any human flesh in arms' reach and spreading the the G-virus over to their victims. Only a handful of cops and soliders have survived, and even their constant barrage of bullets is having little effect.

So there's only one thing for it – lock and load, and get ready to blow the shit out of anything and everything that gets in your way. It's the only way out, but it ain't gonna be pretty. Who cares. Let's kick undead ass!



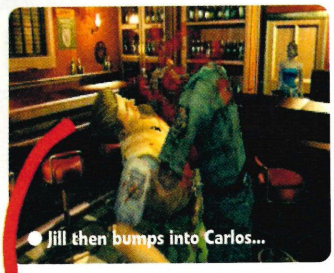
▲ The peaceful streets of Raccoon City. Not for much longer, though



▲ Thousands of zombies are roaming the streets, hungry for blood



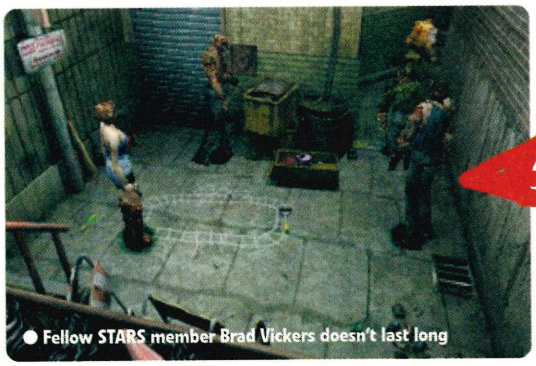
▲ The Old Bill have a pop with shotguns but these basts still keep on coming



● Jill then bumps into Carlos...



● And helps him kill his attacker



● Fellow STARS member Brad Vickers doesn't last long



● The army is useless as well. This guy's about kick the bucket



● But these scrawny zombies are just a taste of what's to come



● Here he is, the Nemesis! And now the real fun starts

GUN POWDER

Even trivial things like stocking up on ammo have undergone a facelift. You still pick up the odd box of bullets or shotgun shell, but because ammo's low you must make your own. Simply combine two different types of gunpowder and, depending on how you mix them, you get a load of bullets.



▲ Mix the powder in the device in the top right

RANDOM ITEM PLACEMENT

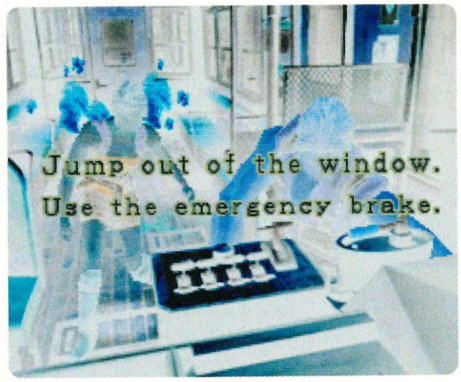
Played all the way through Res Evil Nemesis and think you've seen it all? No way. Many of the items in the game are placed randomly, so wherever you found the gun powder the first time you played through, it'll be somewhere else the next time. You have to explore every bit of the game.



▲ The powder's here *this* time, but it won't be next game

CHOOSE YOUR DESTINY

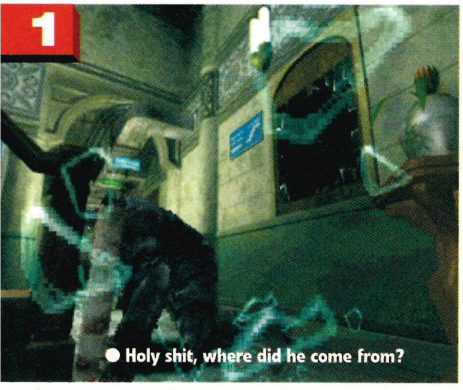
You decide the fate of Jill during the game. Like, not just choosing which road to go down next, but actually altering the path of the storyline. At set points you're plunged into make or break situations, where you have to decide which option to take. Do you fight, or run away? S'up to you.



▲ Don't ask us, it's up to you what happens next

MAKE FRIENDS WITH THE NEMESIS

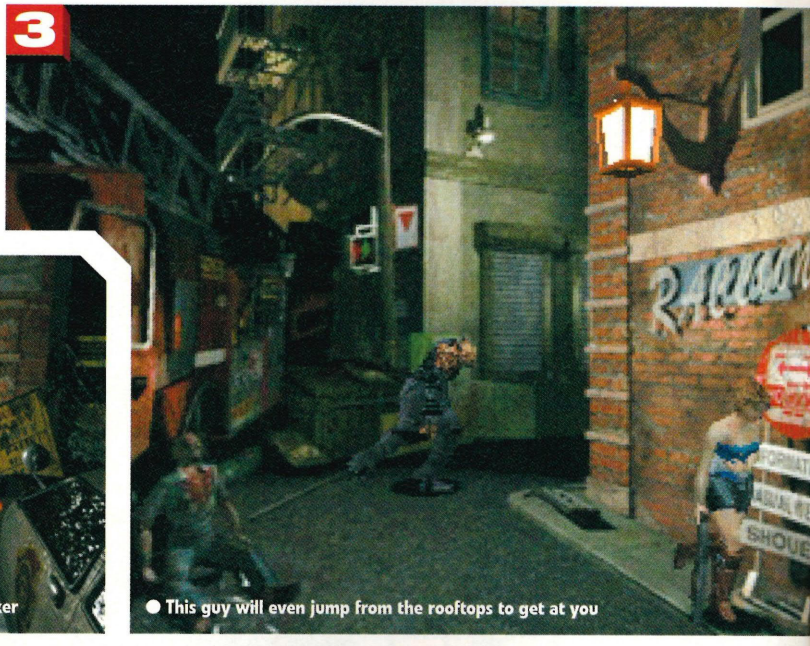
It's freaky enough when some dodgy geezer follows you from the bus stop, but imagine being stalked by a eight-foot mutant, with a vice-like grip capable of crushing your skull like like an egg. We guarantee surprise attacks that'll make you physically jump, giving you just a few seconds to compose yourself before he attacks with his rocket launcher. He's one tough bastard, but can he be killed? That's for you to discover for yourself, but take him on and knock him to the ground and you're rewarded with some very useful weapons. It ain't easy though.



1 ● Holy shit, where did he come from?



2 ● Running through doors won't stop this sucker



3 ● This guy will even jump from the rooftops to get at you

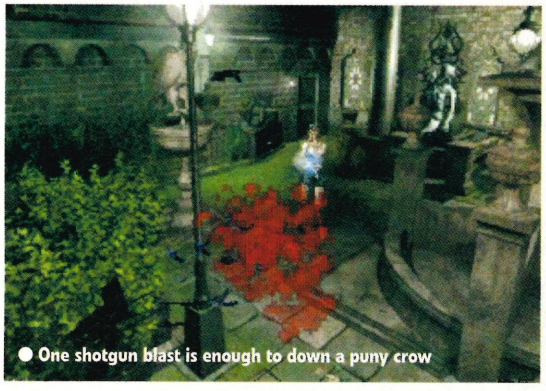
BLAM, BLAM, CLICK... UH OH, NO AMMO!

OUTTA BULLETS? RETREAT, MAKE SOME MORE AND GET BACK IN THERE!

GUN POWDER

I-SPY GUIDE TO MAKING BULLETS

It's important you know what you're doing with the powder, otherwise you'll ending up wasting the black stuff making handgun shells when you could've been making freeze rounds for your grenade launcher. Here's a guide so you know what powders to mix to get the right ammo.



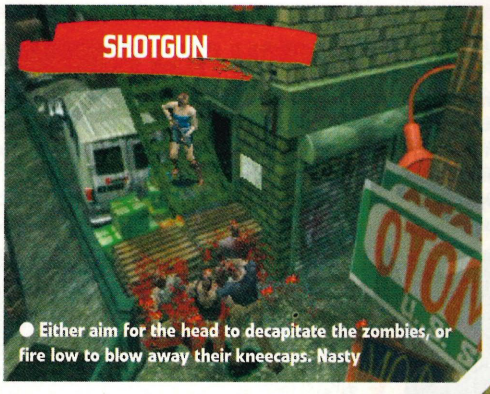
● One shotgun blast is enough to down a puny crow

POWDER MIX	AMMO
A	Handgun bullets
B	Shotgun shells
C	Grenade rounds
A+B+B	Super Handgun Rounds
A+C	Grenade flame rounds
B+C	Grenade acid rounds
C+C	Grenade freeze rounds
C+C+C	Magnum bullets



HANDGUN

● After three or four handgun shots, the zombies stagger backwards. One more blast and they're history



SHOTGUN

● Either aim for the head to decapitate the zombies, or fire low to blow away their kneecaps. Nasty



GRENADE LAUNCHER

● Now we're talking! Grease the gits in a ball of flame. Sweet

WEAPONS

Resident Evil 3's got two difficulty settings: easy and hard. Choose the first and there's loads of ammo and guns to play around with. But take our advice, grab the Nemesis by the balls and go straight for the hard mode.

That means you get to play the game as it was intended, constantly fleeing from the Nemesis, popping off your last shotgun shells and desperately looking for more. Weapons are harder to find, too.

On easy mode, within five minutes of the game you've got the lot – the shotgun, grenade launcher, machine gun... You've got enough hardware to wipe out half of Scotland with a squeeze of the trigger.

On the hard level, the machine gun's hidden, and there's a load of zombies in between you and rapid-fire heaven. Get the weapon and there's a real sense of achievement. It only lasts a few seconds though, before the Nemesis attacks again!



MAGNUM

● Hardcore pistol with serious kickback. A single shot will take heads clean off, splattering the walls with blood

KILLER MOMENTS

It just wouldn't be a Resident Evil game without the killer moments which make them so special. There's loads of cool bits in Res 3. Popping four zombies' heads with a single Magnum shot will give you a warm glow that lasts for days. Here's some class moments you'll want to check out again and again

FIGHT WITH NEMESIS

We don't want to give too much away, but it's a classic moment. You've spent hours avoiding the sucker and suddenly you're thrust in a one-on-one without a clue about what's going on. We could talk tactics – what gun to use, where to shoot – but it's too good a moment to spoil. Check out these teaser pics but trust us, you're not gonna know what hit you!



▲ 'Eat flame rounds, turd face!'



▲ 'Look, I didn't mean to shoot... OOF!'



▲ But who's this guy? You'll find out

WEIRD WORM THING

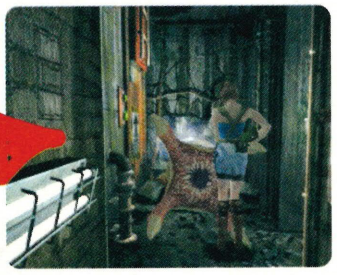
Before you reach the Nemesis in the tram, you fall down a walkway to here. Without warning this grotesque worm thing comes crashing through the wall, snapping at you with razor-sharp fangs. It'll shit you up even if you know it's coming, but don't stand and stare for too long because it starts slithering after you. And if it gets too close, you're worm fodder.



▲ JESUS! What the hell is that thing?



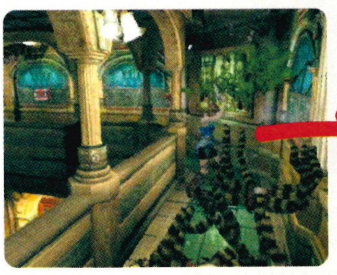
▲ Keep shooting to hold it back



▲ Kill it with energy. Nuff clues already!

SPIDER HUNT

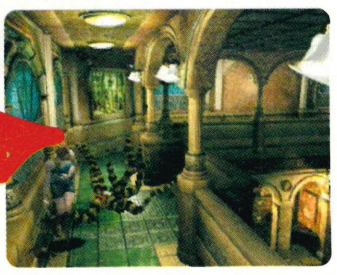
When you sprint around a corner and see the entire corridor blocked by nasties, you'll instinctively reach for the grenade launcher. Don't. Hold L2 and see where Jill aims. Chances are you'll pick out a red oil drum or a pack of explosives stuck to the wall. Either way, shoot them! Get a direct hit and they'll explode, taking the bad guys in the blast.



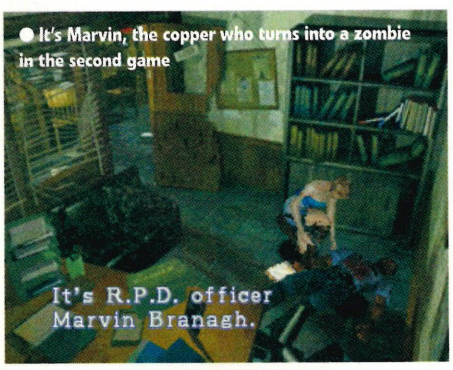
▲ See the red crate on wall?



▲ Hold L2 to aim at it and fire



▲ KA-BOOM! See ya later, spidey

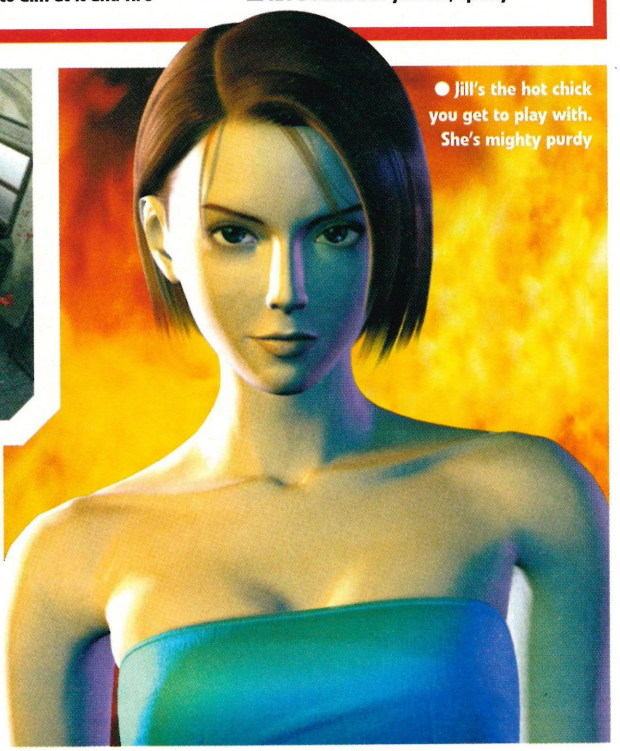


● It's Marvin, the copper who turns into a zombie in the second game

It's R.P.D. officer Marvin Branagh.



● Some of the locations are repeated from Res 2



● Jill's the hot chick you get to play with. She's mighty purdy



● Kiss your ass goodbye, sweetcheeks

SEEMS FAMILIAR

OK, we're really being picky here but some of the locations are the same as those in Res Evil 2. Not a big problem, but we thought you should know. There's not much of it though, and most of the repeated locations use new camera angles anyway.

We like the way certain things are left in the same way as in Res 2, like the mess in the Police Station, and the fact you can identify characters and events from previous games by the little references throughout Resident Evil 3. That's very cool.

BIGGER, HARDER, LONGER

YOU'VE PLAYED RES EVIL 1 AND 2, SO HOW DOES NUMBER 3 SHAPE UP? CHECK THIS OUT

The first was tough but looks a bit ropey now. Number two was a bit shorter, but there were loads of ways of completing it and stacks of hidden extras. But what about Resident Evil 3? You can tell straight away it looks better than the other two, even though the characters are still a bit blocky in places. But is the story as clever as Res 2's twisty-turny plot? Will it take you as long to complete as the first one? We'll tell you right now, Resident Evil3 will rock your world – you will want this game right now. But find out why this really is the best of the bunch, in every way.

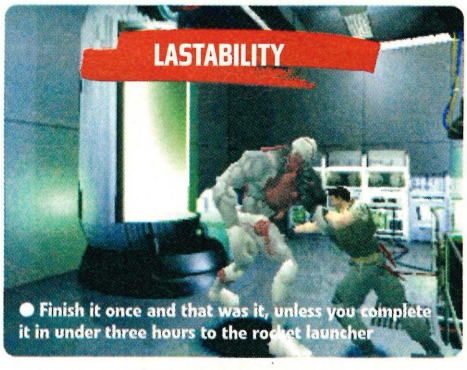
RESIDENT EVIL 1



● Gore was a big part of the original. It was unlike anything you'd ever seen before. Now it looks lame



● The moment when you get the shotgun will live with us forever. A line of zombies, one shot. Sorted



● Finish it once and that was it, unless you complete it in under three hours to the rocket launcher

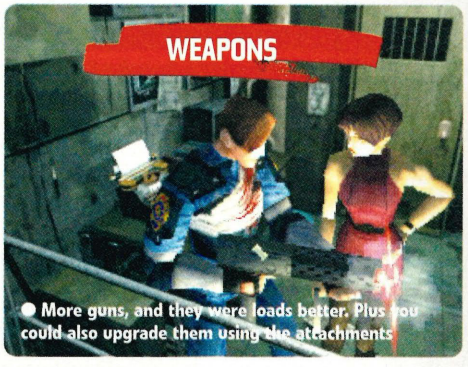


● Still one of the scariest games on the PlayStation. You won't shit your pants, but you will jump

RESIDENT EVIL 2



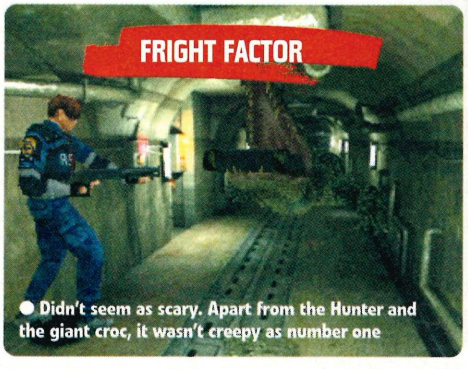
● Number two is absolutely packed with bits of living brains and chunks of flesh splattering the walls



● More guns, and they were loads better. Plus you could also upgrade them using the attachments

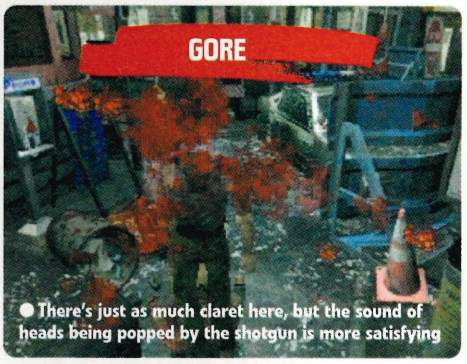


● Two discs, four different scenarios and two hidden games, so there's plenty to come back to



● Didn't seem as scary. Apart from the Hunter and the giant croc, it wasn't creepy as number one

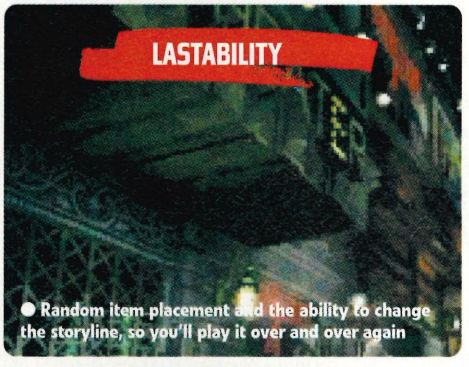
RESIDENT EVIL 3



● There's just as much claret here, but the sound of heads being popped by the shotgun is more satisfying



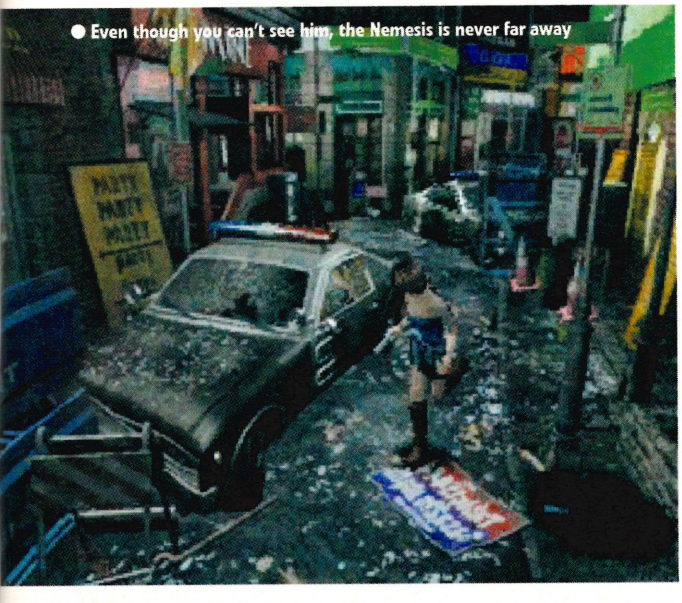
● More weapons. The handgun's new and there's a mine thrower, plus a load more smart attachments



● Random item placement and the ability to change the storyline, so you'll play it over and over again



● Definitely the best of the lot, because you feel like you're constantly being stalked by the Nemesis


● Even though you can't see him, the Nemesis is never far away

'THE NEMESIS'S VICE-LIKE GRIP CAN CRUSH YOUR SKULL LIKE AN EGGSHELL. TIME TO RUN LIKE CRAZY THEN'


● He's not getting up after that


● Dogs attack even when they're on fire


● The locations are pretty detailed. Very nice

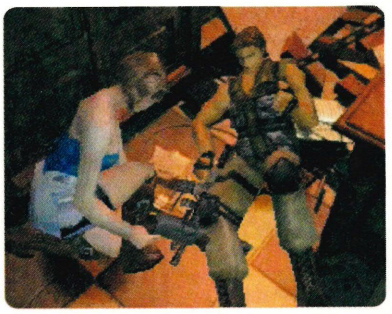

● Two with one shot. Can you manage three?

CARLOS THE JACKAL

YOU SAVE THIS GUY FROM BECOMING A FLESH KEBAB. NOW HE'S GONNA HELP YOU OUT

Carlos is a member of the Umbrella Biohazard Countermeasure Service, sent into Raccoon City to help evacuate the civilians. But it soon becomes clear that his team has a more sinister mission to carry out. Carlos is the only other good guy, but watch out for his boss Michail, who doesn't take kindly to deserters. The plot for Resident Evil 3 changes more times than the Man Utd strip. You've got to pay attention to keep up.


▲ Carlos' standard weapon is the submachine gun and it packs some serious heat


▲ Help him out when he's being attacked and he'll come to your rescue later on


▲ The zombie horde invades, and the woman wears a boob tube. Typical


▲ 'Nice gun. Personally, I prefer the suppressing fire you can lay down with this baby'

LIKE THIS? TRY THESE

Resident Evil: Directors Cut - includes the original and an uncut version



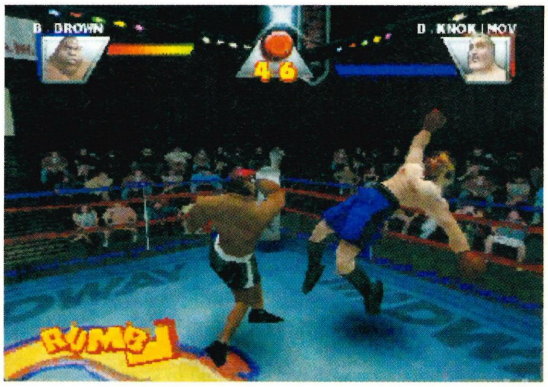
Resident Evil 2 - You must get this. It's awesome, and only £20



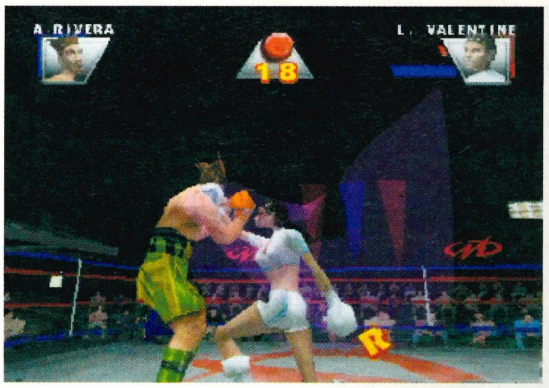
PLUS RECKONS

Even if you have played all of the other Resident Evil games to death, you have to check this baby out. It boasts more blood, more enemies and more shit-your-pants moments than the other two put together, and that's a guarantee. An absolute belter which won't be bettered for a very long time. **Steve K**

10
OUT OF TEN



▲ Knockout! A cool combo will serve up this blinding right hook



▲ Fit crop-topped Lulu Valentine turns out to be one tough cookie

KNOW THIS

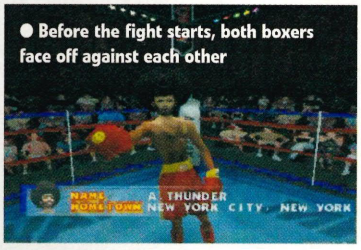


PAY NO MORE THAN:

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OUT NOW

1-2 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD



● Before the fight starts, both boxers face off against each other

READY 2 RUMBLE BOXING

Go glove-to-glove with afro-haired hardnuts in this heavyweight box 'em up

Blood-spattered gloves, faces beaten beyond recognition and severed ears spat onto the canvas. Let's face it, boxing is perfect game fodder.

The problem is, every attempt so far has turned a tough, gritty sport into a grinding, tedious playground fight that's more cop out than knockout.

Ready 2 Rumble's different. It's got more style than Prince Naseem, more bite than Mike Tyson and, thanks to 16 of the funkiest, funniest boxers you'll see, it'll make you laugh more than the Lewis vs Holyfield judging panel.

It's an arcade boxing game, so it's a lot faster than Knockout Kings (reviewed p34) and a load more fun to play. You can string together combos Tekken-style and, if you a land a couple of bone-cracking blows, finish your opponent by going into a fist-flying frenzy in the Rumble mode. Blood's gonna spill here. Just make sure it isn't yours.



▲ When you're ready to rumble, hit L1 and R1 to start a massacre

NO PAIN, NO GAIN

TRAINING FROM LOSER TO BRUISER

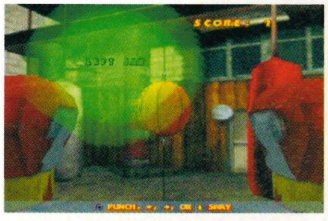
When you train, you'll find seven bits of kit to work out on, each one improving different areas of your fighter's abilities. Rumble aerobics increases rhythm, while the sway and speed bags familiarise you with punch combos. Use the heavy bag to boost speed and skill, and the weights to increase speed. Finally, there are two vitamin programs which, although expensive, increase both strength and stamina.



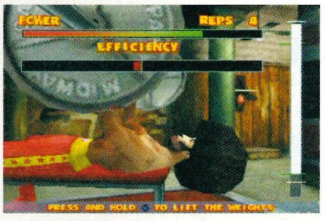
▲ Choose you boxer first, then train them up in the gym



▲ Press the right buttons in time with the bouncing ball to increase rhythm



▲ The sway bag's all about knowing the order of punches, Simon Says-style



▲ Weightlifting: the key to success is get the power as close to the line as possible

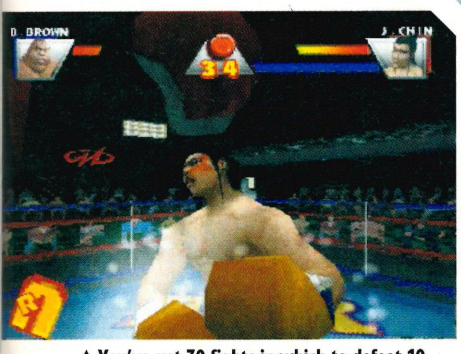
CHAMPIONSHIP MODE

This is where you can do the full-on Don King thing, but without the afro hairdo. You've got to train up an unknown boxer, enter them into title matches and take them to the top of their class in less than 30 fights.

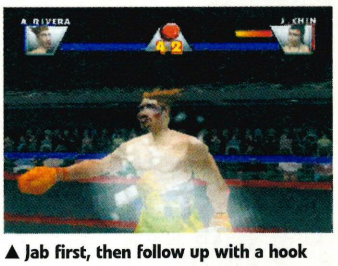
You can trade boxers once you've trained them up, or earn extra money by competing in title fights and then placing bets on your boxer. There's even an exhibition match option, where you pit your custom bruiser against a mate's.



▲ Enter prize fights to get enough money for training your boxer



▲ You've got 30 fights in which to defeat 10 opponents. Easy



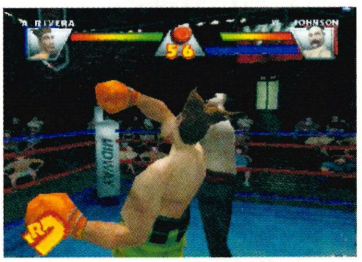
▲ Jab first, then follow up with a hook

ARCADE MODE

This is the fastest way to get in the ring. Just choose your boxer and you're duking it out with the best of 'em within seconds. There are three classes to fight in - bronze, silver and gold - each getting progressively more difficult. There are ten fights in each class, and you're crowned the champ if you win the lot. The arcade mode's also got a two-player game, so you and a mate can fight it out with any of the boxers. Whether it's solo slugging or kicking the crap out of a mate, this is first-class fun.



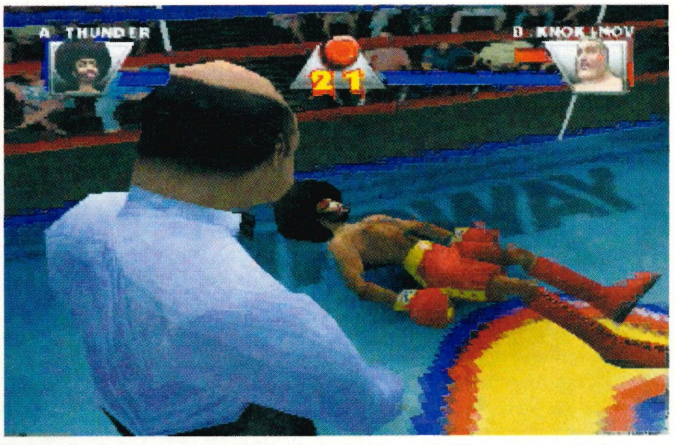
▲ You must win ten fights to become champ. Bronze class is a cinch, then it gets tough



▲ The two-player's just as much fun as the single-player game

FIGHT CLUB

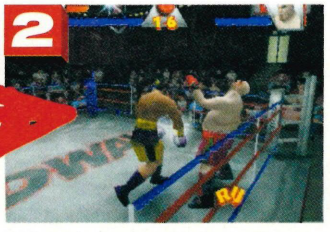
Ready 2 Rumble's dead easy to pick up and play. Hammer the top two buttons and your man will jab at his opponent's face, while the other two buttons will pull off body blows. Land your first direct hit and the letter R appears at the bottom of the screen. Get six direct hits and you'll spell out Rumble, which triggers your boxer to go punch crazy. You can also block or dodge, but mess up and you'll lose energy. When your bar reaches zero you hit the canvas. Do this three times and it's game over, man.



▲ When you're on the canvas, hammer the buttons to build your energy back up



▲ Land enough direct hits and the letters spell out Rumble



▲ Your gloves start glowing, and your flailing fists should pulp your opponent



● First-person view puts you into the thick of the action

LIKE THIS? TRY THESE

Tekken 3 - Not a boxing game but you won't find a better beat 'em up



KO Kings 2000 - Not as fast or as much fun, but it's got proper boxers in it



PLUS RECKONS

Ready 2 Rumble is a class act in every way. It looks sharp, the boxers duck and dodge like pros and, thanks to the championship and training modes, you won't find a boxing game as easy to pick up and play, and yet brimming with depth. Forget the rest, get the best. This is the only heavyweight fighter you need. **Alex S**

9
OUT OF TEN

KNOW THIS

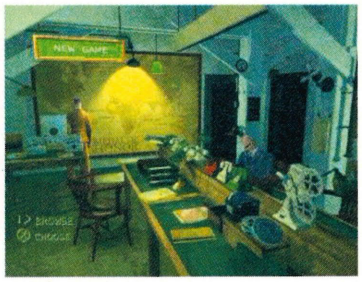


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OUT DECEMBER

1-2 PLAYER JOYPAD, MEMORY CARD, DUAL SHOCK PAD



▲ The game starts in the war room



▲ Cap him before he reaches the alarm!



▲ Stealth-style deception requires nerves

MEDAL OF HONOUR

It's a day before D-Day, 1944. If you're up for shooting the helmets off Helmuts, enlist now

Medal of Honour sees you work undercover with allied forces to help secure victory in WW2 by infiltrating secret Nazi bases, aiding the resistance and thieving plans until the Germans are finished.

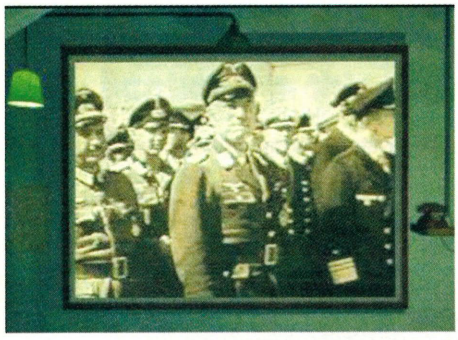
In addition, you get to shoot lots of soldiers with a variety of weapons, all the time working to avoid capture by people who 'zpeak like ziss'.

Medal of Honour is a Quake in camouflage. The game is split into 24 levels in which you must perform tasks before you advance. These missions range from the mundane such as finding a briefcase, to the lethal such as planting explosives and spying on the resulting chaos. As you do this, there will be squads of Germans out to stop you. Each carries a weapon and if you're spotted, they'll call colleagues for help.

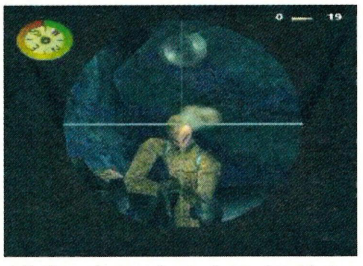
Your only chance of getting past them is to be sneaky in your missions. Crawling on the floor is good for a start. It's slow, but it means the enemy can't see you from a distance. Making noise attracts unwanted attention so if you're going to cap someone, make sure it's headshot. It saves on shells, plus the animation of the dying Nazi looks better.



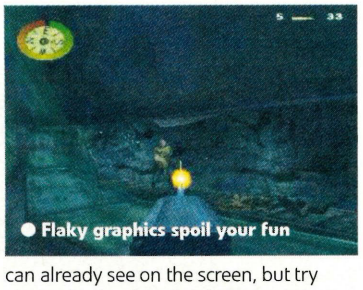
● Lodge a few sticks by the wheels and 'there she blows!'



▲ Fresh missions is presented like news reel



▲ Faulty sniper mode won't stop headshots



● Flaky graphics spoil your fun

JERRY TROUBLE

Medal of Honour has a lot of good points, but it suffers serious shortcomings. The biggest is the jerky graphics that really slow the game down. If you step close to a wall, strange patterns start to appear that can wreak havoc on your eyes.

There's also a problem with the sniper rifle - it simply doesn't work properly. You can use it to zoom up close to people you can already see on the screen, but try aiming further into the distance and everything goes black. Which makes a sniper rifle a bit worthless in our book.

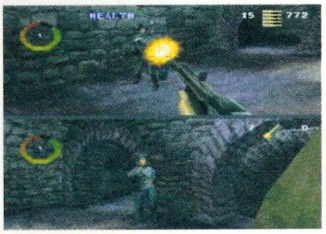
YOUR TURN TO DIE!

DRESS SMART FOR TWO-PLAYER MODE

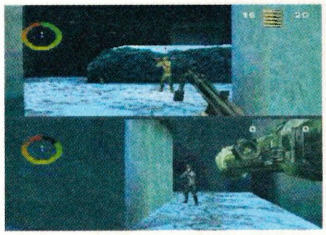
The game features a number of deathmatch modes so you can shoot your friends. Sadly, only two can play at once. But at least you get the chance to pick your uniform. It's amusing for a while, and there's the incentive of a couple of extra modes by performing well in the single player game. Every single player level contains a secret, but you'll have to perform to your best to get through the levels quickly to find the secrets.



▲ Choose kit well before Deathmatch



▲ Close-up action defeats the purpose



▲ Nightime stealth raises the tension



▲ 'Grenade! I'm outta here'

PLUS RECKONS

Sticking it to the Jerries with World War 2 weaponry is a laugh, but this is too easy to beat and looks a bit scrappy too. Could have been better. **Alex H**

7

OUT OF TEN

KNOW THIS



PAY NO MORE THAN:

£29.99

OUT NOW

1-2 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD

MILLENNIUM SOLDIER



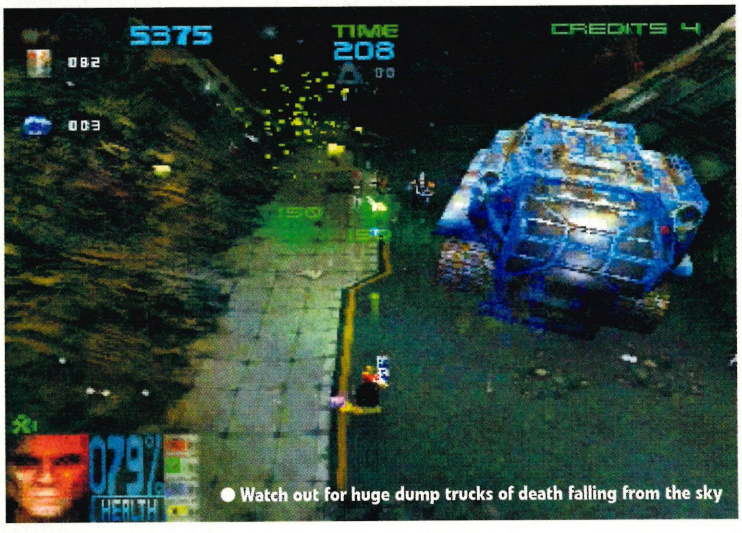
● Flame crisp every robot around you

Only you and laser cannon can save the earth from an army of alien scum. The good news is, the suckers are thick as pigshit

You and a mate wander around big, flat sci-fi levels shooting every robot that so much as twitches within range of your laser cannons. Turn a corner, and you're guaranteed at least 40 metal freaks clunking towards you, guns blazing. A swift laser burst on full automatic and the robots will turn into a gentle rain of shrapnel and bits of charcoal. Keep doing this for a few hours, and you'll have completed Millennium Soldier.

What's cool here is how you and your mate will end up bickering over who gets to grab the power-up that turns your laser into a flamethrower, or who gets the first-aid kit. It's kind of fun, for about ten minutes. The 'hey, that power-up's mine!' bit was why this kind of two-player shooter was way popular back in the Eighties. But then, so were Duran Duran.

One thing's for sure, though. The Millennium fireworks in this effort are pretty impressive. You get to tool up with homing missiles, plasma weapons, bombs, mini-nukes, flechette guns, and all of them light up the screen like a nuclear-powered Christmas. The lightshow's non-stop.



● Watch out for huge dump trucks of death falling from the sky



▲ The robots just keep coming at you



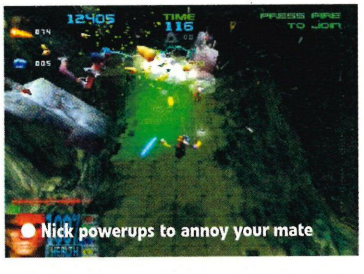
▲ Gameplay is basic but hyper-fast

WHY IT'S CLUNKY, NOT SPUNKY

In one-player, Millennium Soldier's so basic and samey you'll be bored within minutes. In two-player, it's got a slightly longer shelf life. There's a deathmatch mode, where you tool up and shoot your mate in little arenas. Problem is, it makes you realise how clunky the control system is, as you spend most of your time spinning round each other, or getting stuck on the edge of boxes. The two-player version of the normal game is OK, but is more like a game from the Eighties than something that has Millennium in the title. Rent it, but don't waste £30 on something you'll play for a couple of evenings max.



● Two player action: slightly better



● Nick powerups to annoy your mate

RANDOM DEATH!

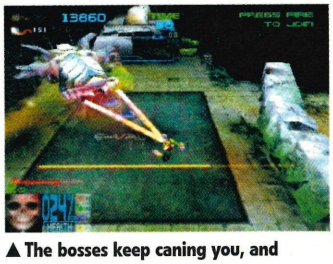
DICE WITH DEATH. WITH LOADED DICE

In keeping with the game's arcade flavour, you can opt to have up to 20 continues, which is pretty handy considering how easy it is to get randomly atomised in the harsh world of the millennium soldiers.

In fact, the third or fourth time you've been crushed under a spaceship the size of a train, which drops out of the sky with no warning, you'll wonder whether it isn't a little too easy for your troopers to get flattened. But hey. Just press fire, use up another credit, and you reappear.



▲ Huge things will drop on you with no warning whatsoever



▲ The bosses keep caning you, and there's no way to avoid the hits

PLUS RECKONS

Basic, samey and dumb. Plays like a game from ten years ago, so unless you think the Eighties were the golden age of games, don't even think about it. **Rob**

5

OUT OF TEN

KNOW THIS



PAY NO MORE THAN:

£39.99

OUT NOW

1 PLAYER JOYPAD, MEMORY CARD, DUAL SHOCK PAD

TOMORROW NEVER DIES

This 3D shoot 'em up adventure is the first Bond game for the 'Station. Shadly, Mish Moneypenny, it'sh very dishappointing

This is the game of last year's Bond movie, the one where James takes on the stooges of evil press baron Elliott Carver in locations ranging from China to Kazakhstan. But the idea of the game is it doesn't stick rigidly to the plot of Tomorrow Never Dies. There's stuff 'inspired' by other Bond movies, too.

You get to see James use a Union Jack parachute like the one Roger Moore uses in The Spy Who Loved Me. You get to ski down mountainsides. And of course, you get to blow the hell out of huge underground complexes full of gun-toting goons. Sadly, though, when it comes to gameplay this little baby is seriously lacking firepower.

What is cool is hearing the James Bond music blasting away as you sneak through the levels, popping people with weapons, ranging from the classic Walther PPK pistol to rocket launchers.

But the trouble is the combat lets the game down very badly. The targeting system's glitchy and annoying, the enemies are so stupid it's almost cruel to take them out, and you'll often find yourself cursing as you're shot by someone you can't even see. Not good.





▲ Wait for them to slam into trees



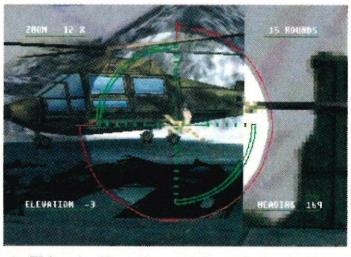
▲ The aiming system usually screws up just at the most crucial moment. Typical

NO, MR BOND, I EXPECT YOU TO DIE!

007'S LIFE'S MADE A LOT HARDER BY DODGY TARGETING AND ROCK-HARD ENEMIES



▲ The combat's pretty lame. The targeting system's really tossy



▲ Thing is, if you're moving, the target tends to flicker on and off



▲ If you run and shoot, you will just miss whoever you're shooting at



▲ Trying to kill by stealth's pretty tricky as the enemy can hear you from miles away



▲ The intelligence of the enemies is pretty crap at the best of times



▲ Hitting the baddies is often a matter of sheer luck. That's not good

What turns this game from a slight disappointment into a real shocker is the combat. Close up, you get a crosshair that locks onto the nearest opponent. Or, at least it does for a couple of seconds. Then your bullets fly all over the place instead. All too often, you'll run out with your assault rifle at your hip, plugging away, and no-one will even be scratched.

Sadly, so does being stealthy. Most of the areas you explore are big, wide open spaces, giving you zilch chances to tiptoe around the place stealthily offing people. You'll fire one shot, then everyone within half a mile will be running at you, shooters drawn.

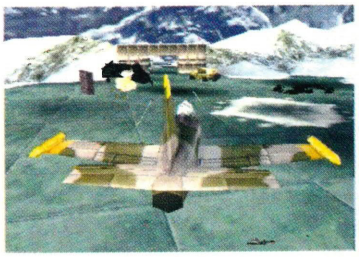
Another major headache here is how the blokes you fight take a totally random amount of hits, even if you shoot them in the head. Call us stoopid, but if you shoot someone between the eyes they should at least bleed a little. They don't even wince.

BOND, JAMES BOND

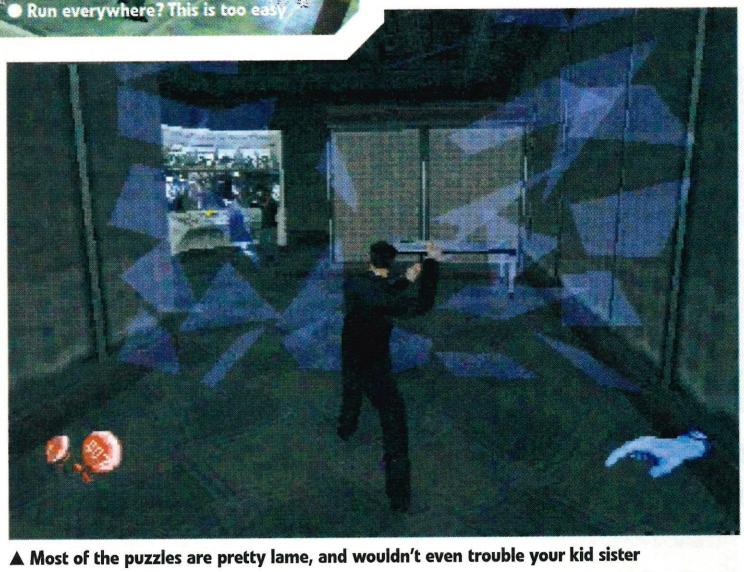
Most of the levels involve you exploring for a while, then there'll be some kind of basic puzzle. The puzzles wouldn't trouble a three-year-old, never mind the world's most famous super-spy. It's mostly a question of finding the right object to get through, so again, it's simply about running everywhere in the level, shooting everyone. Yawn.



● Run everywhere? This is too easy



▲ There's no sense of problem-solving



▲ Most of the puzzles are pretty lame, and wouldn't even trouble your kid sister

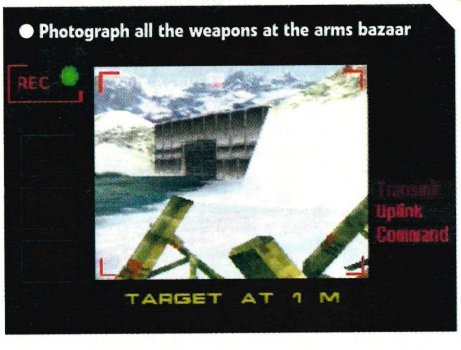
INSPECT YOUR GADGET

A James Bond movie just wouldn't be complete without Q, the old corpse who lives in the cellar of MI6 and gives Bond his gadgets. Here, James comes tooled with laser cufflinks, rocket-shooting ski poles and other improbable bits of kit. You'll have to figure out puzzles using them, or just use 'em to shoot people. Whenever you get your hands on a gizmo and work out how to use it, there's a touch of the old Bond film magic there. It's a pity that as soon as you turn a corner and have to shoot someone, the old Bond magic makes a swift exit.



▲ Use the laser pointer to tag the dish so's the jet can bomb it. Easy stuff, when you know how

● Photograph all the weapons at the arms bazaar



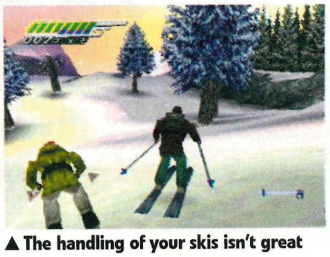
SKI SUNDAY

AND YES, IT'S JUST AS DULL

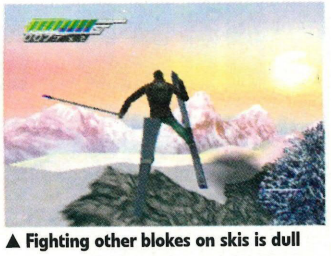
The shoot-out action's spiced up with occasional bits where Bond goes skiing. Sadly, the skiing bits are even worse than the main drag of the game, and that's saying something. You have to dodge trees and fight thugs as you ski down the mountain, but It's far too easy to lose your pursuers just by dodging through a gap in between trees, letting them smack into the trunks George of the Jungle-style. Not James Bond, huh?



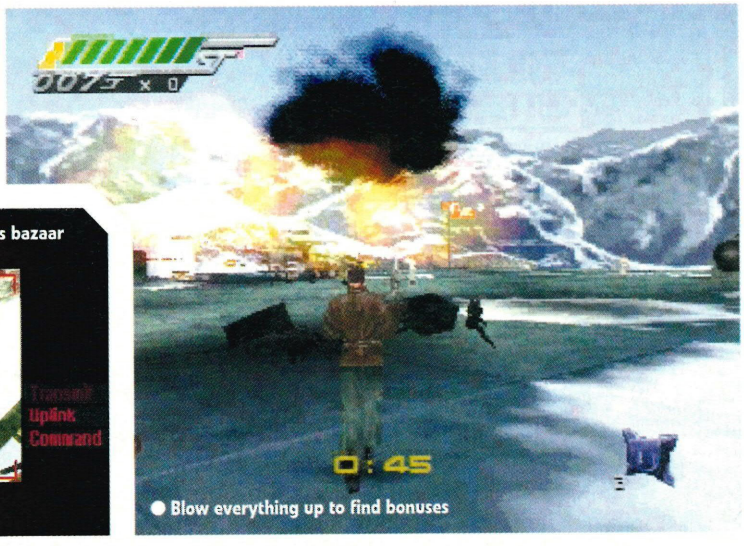
● The skiing bit doesn't look too bad



▲ The handling of your skis isn't great



▲ Fighting other blokes on skis is dull



● Blow everything up to find bonuses

LIKE THIS? TRY THESE

Syphon Filter - action-packed spy shooter with muchos gun-toting



Metal Gear Solid - One of the best 'Station games ever. Get it



PLUS RECKONS

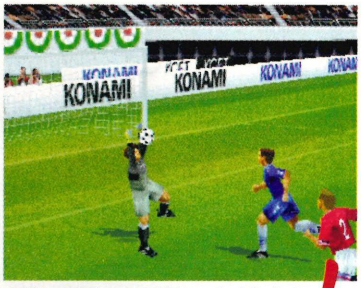
Tomorrow Never Dies looks pretty dismal and the gameplay sucks a big one. The concept's cool but the useless targeting system and awful ski section overshadow all the good ideas. If Metal Gear Solid is fillet steak, this is a Kwik Save Economy Grill. This would make Sean Connery turn in his grave. If he was dead. **Rob**

6

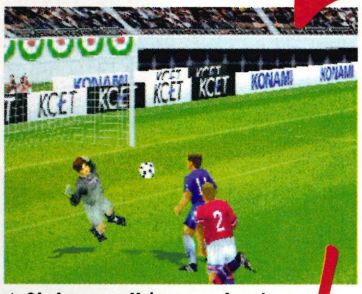
OUT OF TEN

ISS PRO EVOLUTION

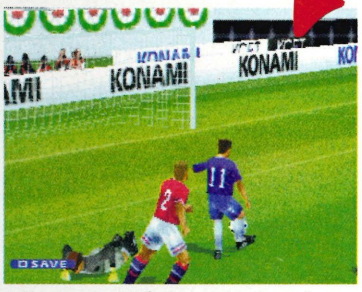
Only one PlayStation football game gives you a shiver when the net ripples from one of your thunderbolts. Welcome back ISS



▲ Keepers, keepers! Phew, luckily he's gonna clean that mess up...



▲ Oh, hang on. He's gonna drop it...



▲ You muppet! He's dropped a clanger!

KNOW THIS



PAY NO MORE THAN:

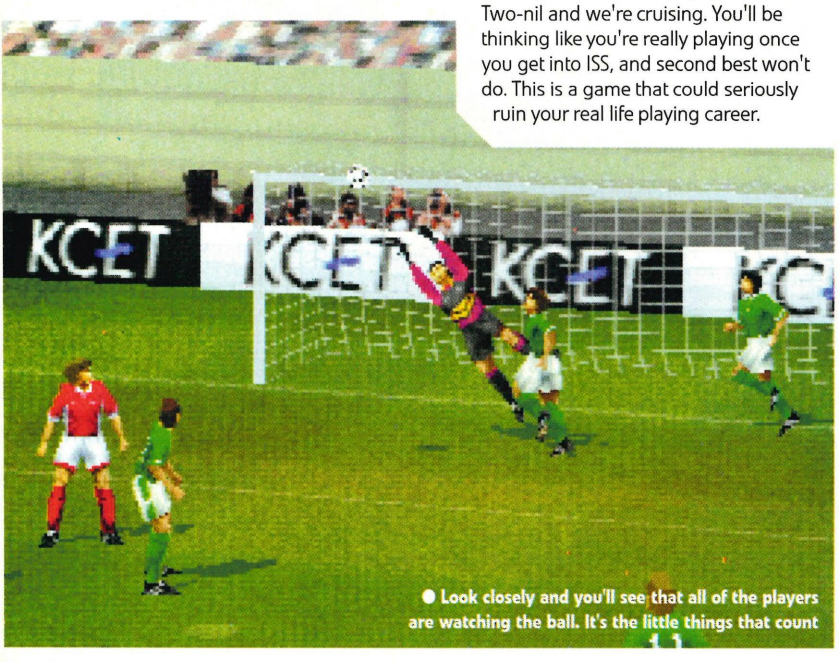
£39.99

OUT FEBRUARY

1–4 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD

The one-two on the edge of the box sets you free and with the keeper advancing all it takes is a little dink over and it's one nil. Game on.

One miss-placed pass from their playmaker in midfield and you chip a perfect through ball to the striker who's peeled off to the wing. He turns, looks up, and with a man occupying the near post surrounded by defenders, the penalty spot is the safe option. In comes the cross, down goes the header, up goes the score. Two-nil and we're cruising. You'll be thinking like you're really playing once you get into ISS, and second best won't do. This is a game that could seriously ruin your real life playing career.



● Look closely and you'll see that all of the players are watching the ball. It's the little things that count

SO WHAT ARE THE DIFFERENCES?

ISS FAULTS TURNED TO ADVANTAGES

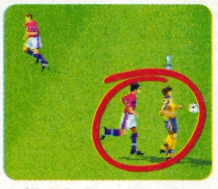
ISS Pro 98 was by no means perfect, but it laid foundations for Evolution. All the little faults you picked up on have now been tweaked and turned into major plus points. It's impossible now to dribble it around eight players and the goalie. It takes lightning reactions to get it past two people let alone eight. This makes for a much more patient and realistic game as you have to pull the opposition apart rather than slot a simple pass into the box. The graphics are much, much better too. Players don't just have the odd one or two animations – there's at least six just for controlling the ball. Headers, tackles, passing, shooting, everything is smoother and much more fluid. Beautiful!



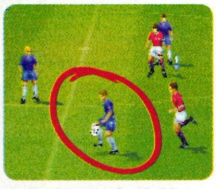
▲ Players respond to slight changes in ball height. Here it is at waist height



▲ Along the floor and then a simple foot trap



▲ High balls are caught on the chest

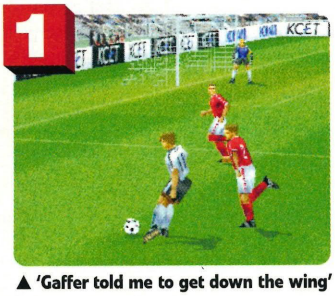


▲ Or the standard shin high side foot kill

PRECISION SCORING

WHY CLEVER PLAY DELIVERS RESULTS

You pick up a copy of FIFA and if you've got any footballing sense, you'll have notched a couple of goals before you've worked out what a long ball is. That's not gonna happen with Evolution. You have to think about the way you play and try to prise teams apart with clever passing. And when you get into the positions, it's about making it count. Crossing from the flanks is always good to cause havoc and even headed clearances from your crosses can drop to a midfielder on the edge of the box. Don't hesitate to have a dig whenever you get a sniff of goal because an early strike will catch the 'keeper off guard.



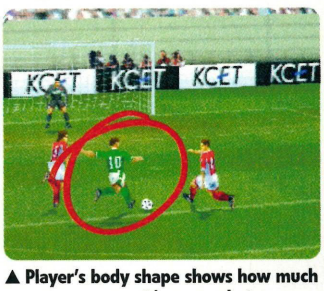
▲ 'Gaffer told me to get down the wing'



▲ 'So I ping the ball in'



▲ 'And the big fella nodded it in. Two nil to us. Lovely'



▲ Player's body shape shows how much power you can get in some shots

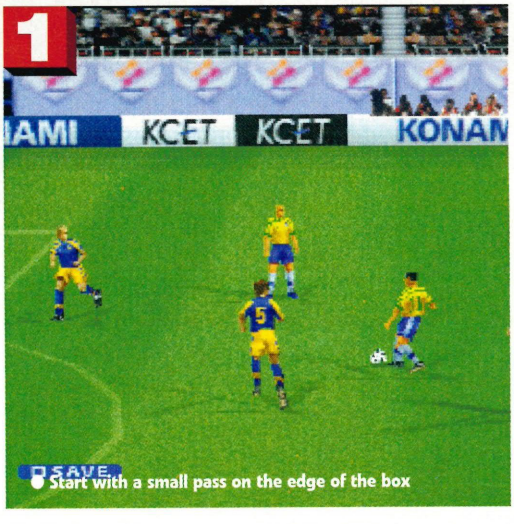


● When attackers come running in for the header, they always nod it down so it's more difficult for goalies to save

ON THE ONES AND TWOS

If the through ball doesn't reap the rewards you're looking for, the classic give and go or one-two is such an easy move and yet such a satisfying one to pull off. Holding L1 as you pass is the one-two and the best bit about it is that it makes the player receiving the 'two' sprint off into space. It's almost like a through ball.

Even better is to use the square button while holding L1 and you'll play a short pass along the floor, followed by a chipped return pass – the perfect way to get past the last defender. When you play a mate, use these tricks as often as you can. Get it right and there's absolutely nothing they can do to stop it and you'll have so much ammo to give 'em some serious grief afterwards. Come on, altogether now, 'And it's all gone quiet over there, and it's all gone quiet...'



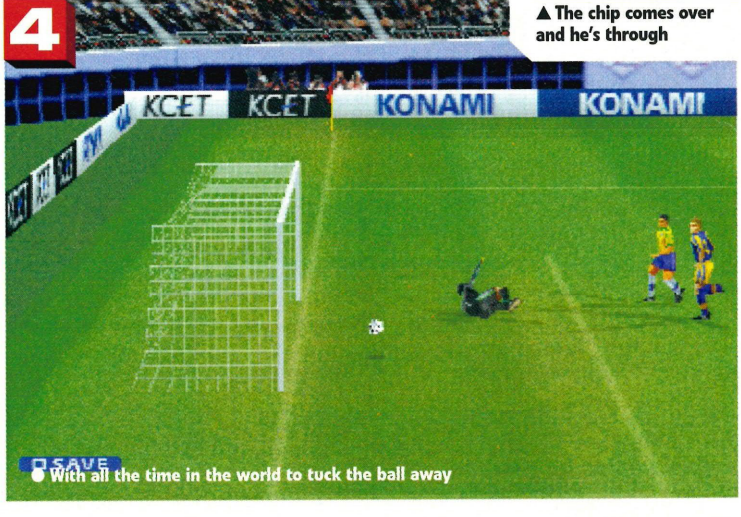
● Start with a small pass on the edge of the box



▲ See the striker making a run for the return?



▲ The chip comes over and he's through

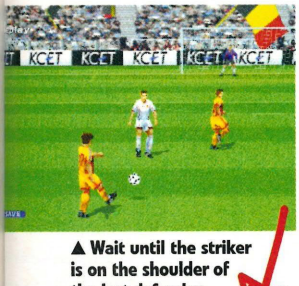


● With all the time in the world to tuck the ball away

THROUGH YOU GO

The through ball was an excellent feature of the last ISS as with a single pass you could turn a nothing midfield run into a dead cert goal. But looking back on it, it was too easy and something you relied on. Now however, it takes real skill and split second timing to thread the ball through the eye of the defensive needle. Avoid using it long range unless a player is blatantly wide open.

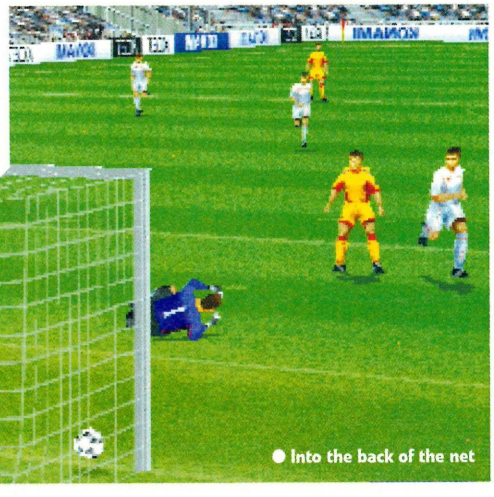
Picking out an overlapping winger is another place to use it. Try something different by holding down L1 and pressing through ball to deliver a chipped ball inside the back four. It has backspin on it too, so don't be fooled into thinking the goalie will get it. He'll come back to you.



▲ Wait until the striker is on the shoulder of the last defender



▲ Then roll the ball through



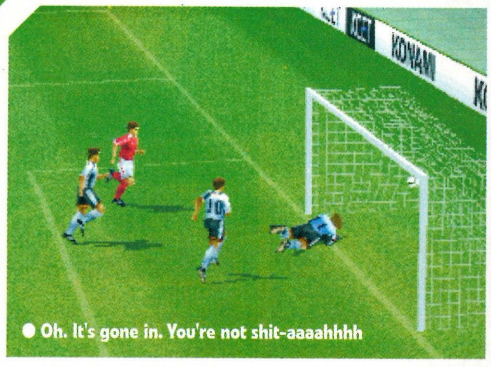
● Into the back of the net



● Aim for the nadgers

GET YOUR KICKS

Every Sunday morning side has a bloke in their team who fancies himself as the best free kick taker after Beckham. Forget that. You can ping them in from anywhere in ISS Evolution. There's a fine line between getting it in the top corner and breaking the seats in Row Z, but once you've got it... Corners have been improved on as well. If you put one too close to the 'keeper, he'll claim it. 'Cept when he drops it. Mixing the long and short works well, and it's a fairer now with regards to who wins the headers.


● Oh. It's gone in. You're not shit-aaaahhhh

HOW D'YA LIKE IT THEN?

STACKS OF CHOICES ALLOW MUCHO CUSTOMISING



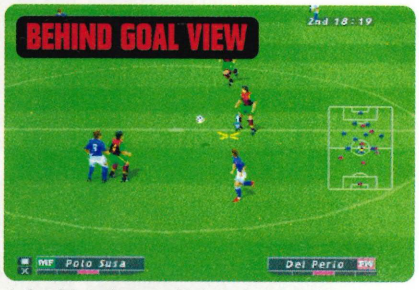
● Choices include penalties, golden goal, kit colour

There are quite a few variations of game modes available to you in ISS. You can have a straight exhibition match between two teams, an All-Star team or even a Penalty Kick shoot out. If you want to take on the computer you can do so with either a League or Cup mode, all of which can be fully customised. Even though the real player names aren't included in this, you can rename them yourselves, which also means you could swap Ronaldo's name for yours if you wanted. He's unlikely to take yours on though.

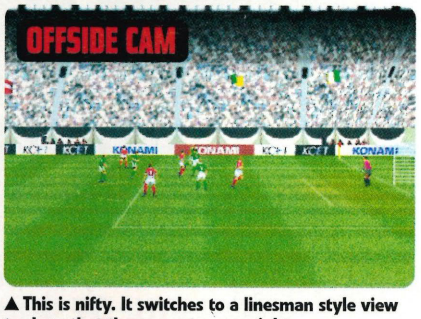
LET'S SEE THAT AGAIN

OR NOT, AS IS THE CASE

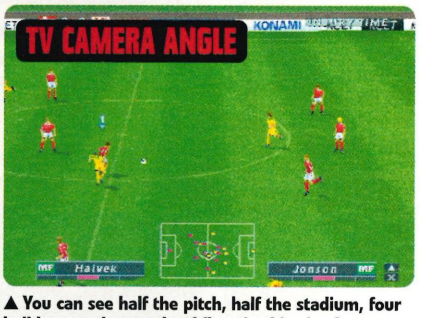
The one disappointing thing about ISS is that you cannot replay any of the in-game action when you want. You have to wait until a goal hits home before you get the chance to fiddle about with speed and TV-style shots around the ground. But the standard game cameras are very good, and can completely change your style of play. Try having a couple of goes on the end-to-end camera and you'll get torn apart.



▲ Good for when you kick up the pitch, but on the way down, pants



▲ This is nifty. It switches to a linesman style view to show that the computer was right



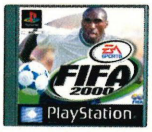
▲ You can see half the pitch, half the stadium, four ball boys and a couple of flags in this view!

LIKE THIS? TRY THESE

ISS Pro 98 – getting on, though easier to pick up and play than Evolution



FIFA 2000 – has all the real players and teams, and many prefer it to ISS



PLUS RECKONS

Signed, sealed and delivered. We knew this was going to be something special and it is. Slick gameplay, sharp graphics and the most in-depth, easy to use strategies and tricks make the ultimate multiplayer footy game. This is the closest you'll ever get to international football. Unless you're Michael Owen. **Steve K**

9
OUT OF TEN



C&VG 5/5

PlayStation Magazine STARPLAYER 9/10

Arcade

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Transform your PlayStation into a music studio with MUSIC 2000™. It's so easy to use, even your Gran could do it. In no time at all you'll be creating your very own hip-hop, drum 'n' bass, rock, indie, house or any style music you like. You can also mix samples straight from your own CD collection. You can even jam live with up to 4 players. With 1500 riffs and 3000 instruments at your fingertips, you'll be writing great tracks even if you are 74, tone deaf and prone to wetting yourself.

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JESTER INTERACTIVE

Codemasters

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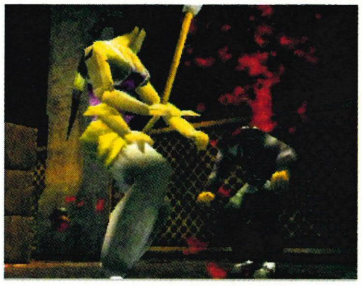


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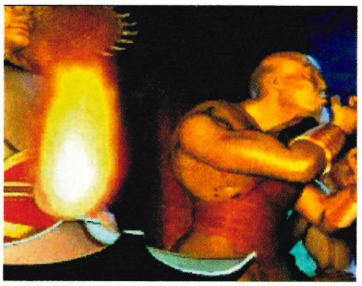
1-4 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD, MULTITAP



▲ Cool! Now this is what we like to see



▲ Some of the special effects are way cool



▲ Movie scenes help you out in story mode

WU-TANG TASTE THE PAIN

Brooklyn rappers lay down the mics and enter the world of games. Bad move

For those returning from Uranus after a long stay: the Wu-Tang Clan are a hip-hop crew made up of roughly a zillion members, like Method Man (voice like a gravel storm, scary teeth), and Ol' Dirty Bastard (voice like a gravel storm, just plain scary).

The Wu-Tang are keen on martial arts and SHOUTY lyrics about guns and drug deals, and if they ordered you to buy this game you'd obey, because you'd be scared not to.

And if you haven't visited Uranus: Taste the Pain has everything you'd expect from a Wu-Tang game. Providing you were expecting blood, violence and the odd SHOUTY lyric that is. Problem is, you'd expect it to be good. It isn't. Lopping off heads with razor-sharp swords and wallowing in the following waterfall of blood and gore is fun for a few minutes, but it soon gets very, *very* tedious.



● Three on one? No fair!



● Flashing blades. Nice, we're sure you'll agree

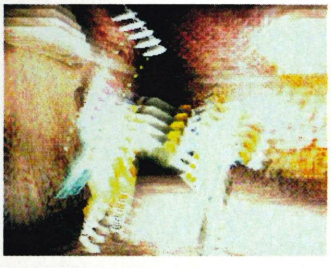
STORY MODE

PICK UP AND PLAY? NO WAY

In Story Mode, you choose a Tangster to take through a ropey plotline and beat lots of people up. It kinda like Tekken Force mode, except this is nowhere near Tekken quality. In fact it isn't even in the same enormodome. And the problem? Controls. Every button press seems to do the opposite to what you'd expect, so combos and cool moves occur more by accident than design. There's other problem with the story mode is the difficulty. By the fourth or fifth fight, it's *so* tough. And that's stupid.



▲ Method Man, or 'Da Meff', takes on a nasty lady. He'll lose



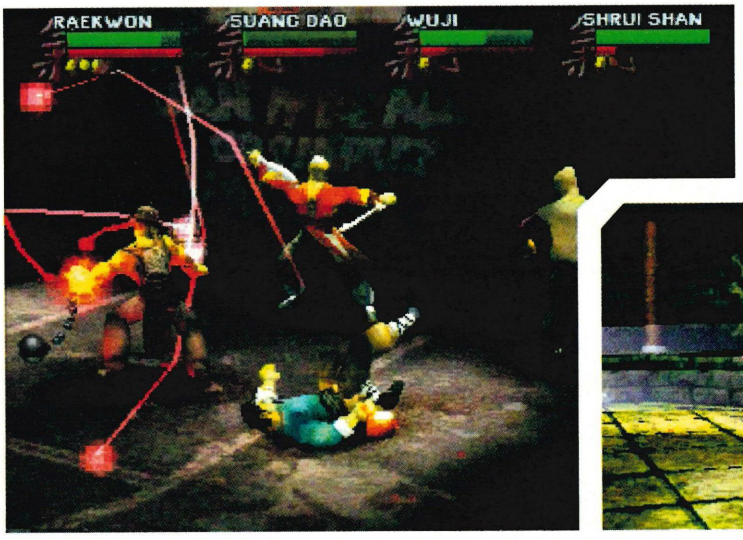
▲ The screen does this when death happens. We like this bit a lot



▲ Choose which arena to fight in next. Some are easy, some aren't



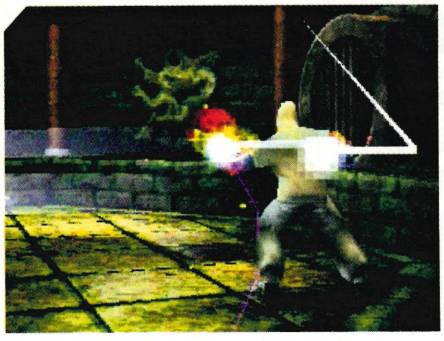
▲ One of the best things about the game is the movie replay of your kills



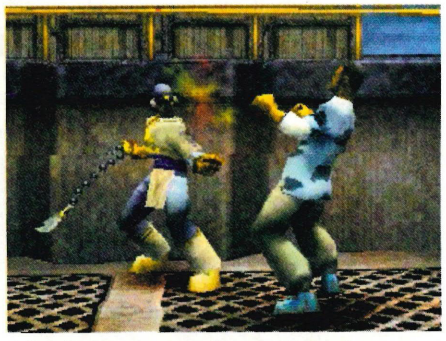
▲ They're difficult to pull off, but here comes a combo

YOU AND THREE OTHERS. FIGHT!

OK, Taste the Pain may be a bit of a damp squib, but it does have one thing in its favour, a cool four-player battle. Obviously, unless you're playing the world Taste the Pain champ, the difficulty levels are more manageable and it is manic fun for a while. Those controls are still just as bad, though.



▲ Two-player mode's all fine and dandy...



▲ But the four-way mode is more of a laugh

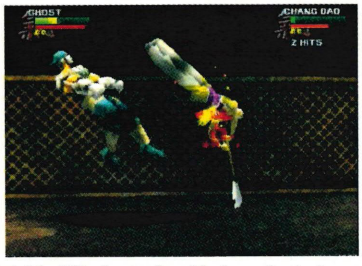


● Surrounded? You're dead. Probably

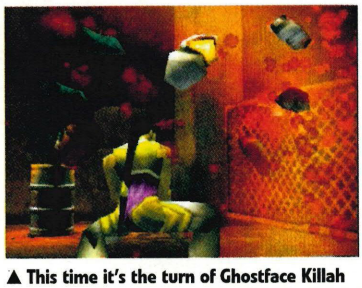
HARD. BUT NOT IN A GOOD WAY

You're surrounded by four pipe-hittin' thugs and they want blood. You're Meth, the Wu-Tang mainman, and you've got a hammer. And, hey, it's only the second level so victory's bound to be yours, yes?

WUR-RONG! Taste the Pain is so granite tough it will push frustration levels to critical mass. Do you want to feel like the biggest Mr Flappyhands in gamedom? Then this is the game for you.



▲ It's difficulty to time blocks and attacks effectively. Oops



▲ This time it's the turn of Ghostface Killah to Taste the Pain

GORE!

IT'S YOU THAT TASTES THE PAIN

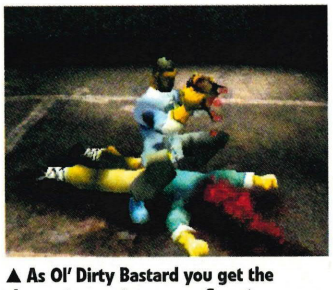
In the same way that nobody would take any notice of Adam Ricketts if he didn't have a bumpy stomach, you wouldn't give Taste the Pain a second glance if it wasn't for the gore. CHOP. SLASH! CUT!! Yes, there's an impressive array of weapons for rampant butchery and OK, we're sort of impressed. But nine times out of ten the blood is always yours. And the head that goes flying across the arena in a crimson arc almost always belongs to your body. That adds up to frustration, fast.



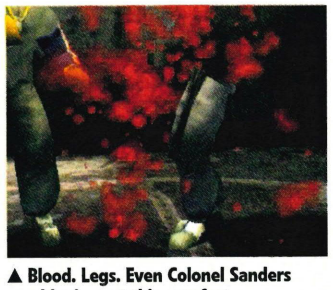
▲ That's Da Meff's lower torso parting ways with the rest of him



▲ There goes the head. For the umpteenth time. Yawn



▲ As Ol' Dirty Bastard you get the chance to exact revenge. Sweet



▲ Blood. Legs. Even Colonel Sanders would wince at this gorefest

LIKE THIS? TRY THESE

Tekken 3 - The mack daddy of beat 'em ups. Must be bought



Bloody Roar 2 - Ace looking fighter with animals as stars



PLUS RECKONS

Even with the weapons-grade cool backing of the Wu, there's no way you should part with your swipe card for this one. The controls are awkward and difficult to get to grips with, it's way too hard and, blood spilling aside, the graphics are hardly eye-popping. Next time stick to rapping, eh lads? **Andrew**

6
OUT OF TEN

KNOW THIS



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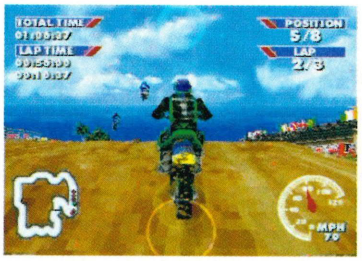
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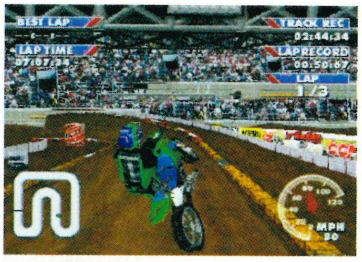
1-2 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD



▲ It's a top-flight clash of the hard men in Scotland's wide but muddy motocross track



▲ Action moves straight to Florida's blue skies as rivals catch big air on the sand track



▲ 'Easy, easy!': too much gas on the phat Kawasaki 500 promises an embarassing loop

CHAMPIONSHIP MOTOCROSS FEATURING RICKY CARMICHAEL

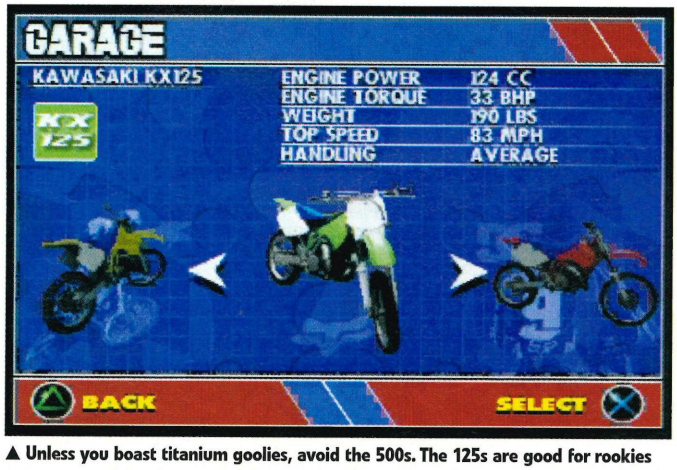
This two-player mud-plugging bike racer is the closest thing to off-road motocross on your PlayStation. Update your Christmas list now!

QUICK KWAK

WANTED: PSYCHOS TO RIDE THE 500S

Since this is Ricky Carmichael's game, the only 'real' bike you can select is his Kawasaki in 125, 250 or 500cc variants. There are two other bikes, with invented names like Zukuzi and Hamaya, also available in three classes.

The 500 engines punch out more horsepower than your mum's Nissan Almera in a package a tenth of the weight. And, as in real racing, you're in a big stack of trouble if you don't learn how to handle the beast. Pop the throttle off a sand mound and the bike'll begin a painful cartwheel. Nail it on a downward slope and the fencework will be in your goggles quicker than you can shout 'SHEE-ITE!'. Start on the 125s or 250s first.



▲ Unless you boast titanium goolies, avoid the 500s. The 125s are good for rookies

Motocross is a sport done by certifiable nutters, a gathering of super-fit, rock hard blokes on scary bikes in dangerous places. It boasts injury lists that Darren Anderton would be proud of and, off-track, its legends consume more women and booze than Gazza on a bender in Ibiza.

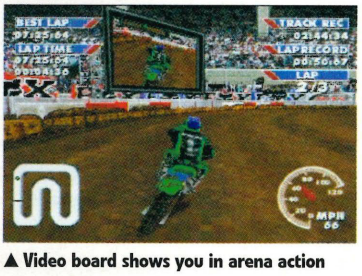
With Castrol Honda Superbike still grating our nadgers from a few months back, and the awful Supercross 2000 (reviewed right) eating up space on the shelves, you'll want to ignore any more bike games landing on your PlayStation. Big mistake!

Championship Motocross has a bid at being the Gran Turismo of two wheels. The handling, performance tweaks, sounds, and environments are well served up. And the madness that is full-blooded motocross is brilliantly captured.

SPIT DIRT ACROSS THE GLOBE



▲ Tight sand and tarmac tracks in Tampa



▲ Video board shows you in arena action

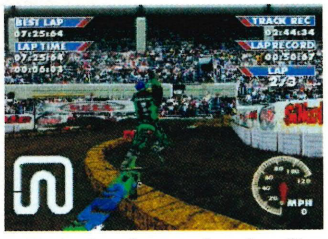
The choice of tracks (some of which only open up to you once you've qualified for them) and environments are great. Take your pick: you've got indoor stadia across America with their neat video boards where you can catch sight of yourself as you compete. There are wide sand trails in Australia, overcast mud courses in Scotland or tricky, narrow enduro courses through pine forests in Canada. Just watch out for those trees!

Not only do these places look good, they sound cool too. The bigger the bike you pick, the lower the engine note (and you can't beat the fat *bwaarp* of the 500s), and the engine noise really fits the places. Stuck in mud on a Canadian course? There's that lonely echo of the engine bouncing off the deep forest walls. Flying 120 metres to pick up the biggest jump of the lap? Hear your engine tickover in anticipation of crashing to earth.

'THIS WILL HURT!'

BIKES' HANDLING IS TOTALLY AUTHENTIC

What's best about Championship Motocross is the way your bike handles like the real thing. Push the Dpad forward and your bike's suspension compresses into the mud, improving your steering and grip. Pull back and the nose comes up as you catapult over a ridge. Press power-turn and your rear wheel steps out, seeking grip to help spit you out of a rut.



▲ Hit the throttle too early and you'll mate with the hay bales in seconds



▲ 'Bejeezus!': luck and tricks mean you can recover from near-certain tumbles

RED MIST

What works so well in Championship Motocross is how the intense competition can force you to lose control of the bike, just like real racing. Chasing the ghost rider in the time trials can bring on the red mist, that out-of-it feeling where all that matters is getting ahead of your rival at any cost (usually to yourself). This inevitably results in you getting all out of shape as you pump the gas at wrong moments on a set of tough ruts. You'll hear yourself say 'Calm down, calm down' as you wrestle with the handlebars and overworked suspension.



▲ Adrenalin starts to leap as high as you do



▲ Soon madness will grip you

▲ Close run races will make you go all mental-mental-chicken-oriental in the desert heat

PLUS RECKONS

This is a smokin' game. If you can't sense freshly burnt Castrol R in your nostrils playing this, you must be dead. Another slice of PlayStation perfection pie. **Adam**

8
OUT OF TEN

KNOW THIS

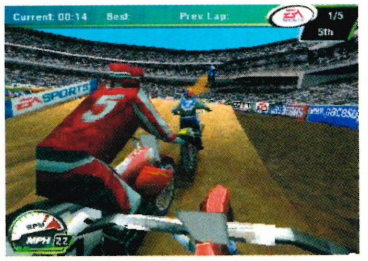


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1-2 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD



▲ When you've paid your £40, you expect to ride something better than a Raleigh Grifter

SUPERCROSS 2000

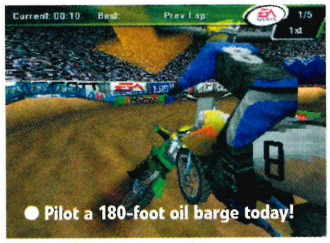
Since when did US Supercross feature lawnmower-riding stick insects?

Supercross 2000 would be the pits by any measure. But as it's released within a few weeks of the very cool Championship Motocross (see left), it looks less the pits, and more like one-way escalator to Hell.

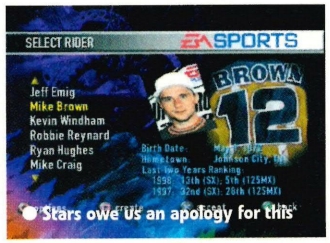
The idea behind Supercross 2000 is cool. A two-player bike game raced in US enormodome arenas on pukka bikes with a choice of name riders, accompanied by hysterical American sports commentary. But, like a novice rider at his first meet, this game hits dirt with a crash. Its list of shame (below) strips away any sense of drama or involvement.

IT'S MOWN DOWN

When your rider leans into a bend, he takes on the appearance of a stick insect which makes it hard to think, 'yes, I am Jeff Emig, champion hard man'. There's a shocking lack of control. Your bike performs as if it were a ride-on lawnmower piloted by someone who needs care in the community. Power out of turns and fat, pixillated leaves flutter from your tyre. Kerrap!



● Pilot a 180-foot oil barge today!



● Stars owe us an apology for this

PLUS RECKONS

Supercross 2000 gets a one-way ticket to the sin bin and it deserves to be renamed Supercrass 1984 if it's to avoid the interest of trading standards authorities. **Adam**

3
OUT OF TEN

KNOW THIS



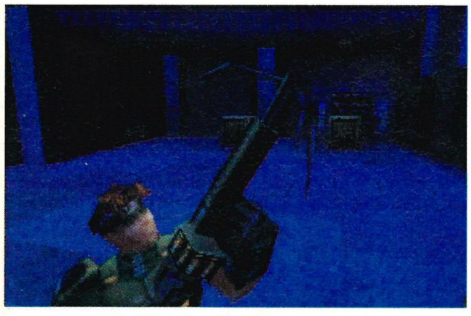
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OUT NOW

1 PLAYER JOYPAD, MEMORY CARD, DUAL SHOCK PAD,

FIGHTING FORCE 2



▲ FF2 is like Metal Gear but not as solid

Pack the nearest heat and let's go to work – there's an army of tooled-up thugs you just gotta punish for doing their job

SEEN IT, DONE IT

YOU'LL EVEN OWN THE TEE-SHIRT

Welcome to games cliché land. FF2 is lush with innocent boxes that can be broken to reveal power-ups and nasty exploding barrels. There is enough toxic waste to embarass Chernobyl and more bottomless pits than Lara would know what to do with. All are bad for your health but at least the local goons won't give you much grief. A couple of swift kicks in the head and they'll be gone. Truth is, FF2 is a lightweight on the innovations front.



▲ Break all the crates for extra goodies



▲ Barrels explode when hit. Don't do it



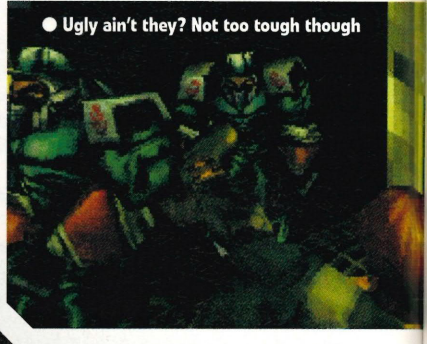
▲ Most foes will crumple after a couple of hits from your blaster

In PlayStation Land everything gets sequels, even rubbish games. But what's refreshing about Fighting Force 2 is that it's a totally different game from the first. Which is good news because the first one was less Fighting Force, more Fighting Farce.

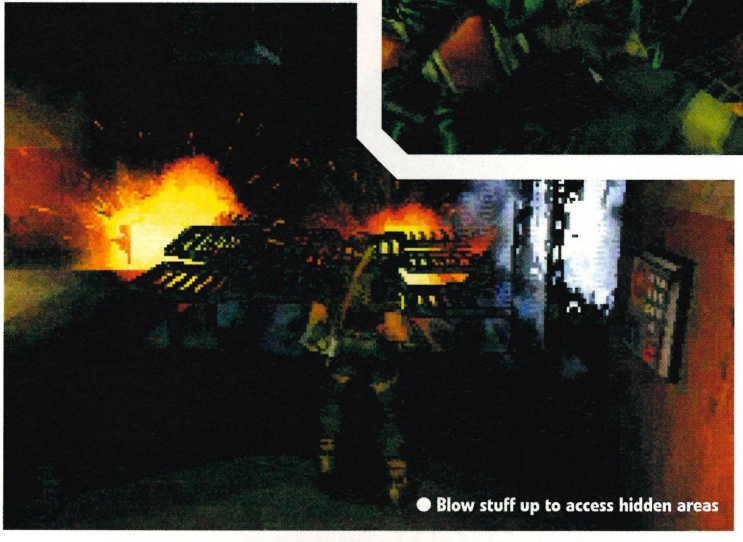
FF2 is a bid to be an action movie on PlayStation. As Hawk Manson, a square-jawed psycho with a lifetime pass to Weapons-R-Us, it's up to you to infiltrate the mysterious Nakamichi Corporation to foil its plans for world domination.

There are rumours of killer clones, bio-weapons and all kinds of evil lurking within so the trick here is to be prepared. And we're not talking an evening with St John's Ambulance here. We're talking guns. Big, very effective ones. And a pile of them. Luckily, you're kitted out for the job, so it's straight out to the first of nine Nakamichi installations around the world which make up the game. These range from grubby industrial foundries to sinister underground labs and swanky island hideaways.

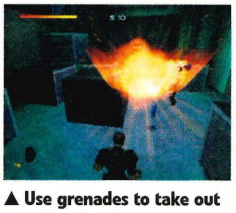
There is a handful of objectives to accomplish during each stage, usually where you must steal vital evidence and destroy the rest. Oh, and nuke everything that moves.



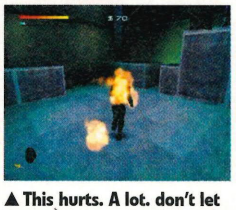
● Ugly ain't they? Not too tough though



● Blow stuff up to access hidden areas



▲ Use grenades to take out multiple bad guys



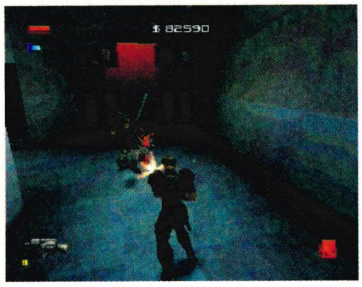
▲ This hurts. A lot. don't let it happen to you



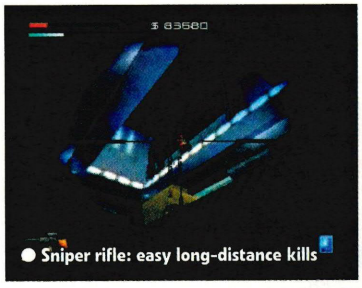
▲ Destroy objects to find extra bonuses

'GOT A LICENCE FOR THAT, SIR?'

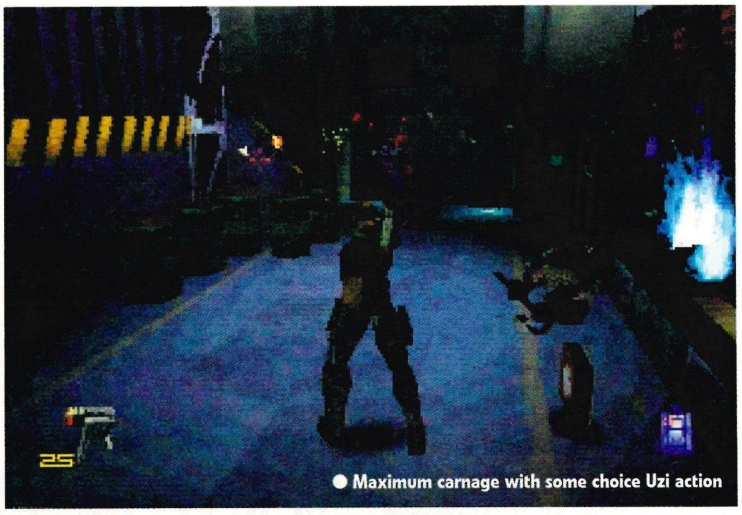
Every good one-man-army needs a Premier League arsenal, and Fighting Force 2 is no let down. You start out with poxy pistols and machine guns, but you're soon on to the big boys toys as you pick up powerful shotguns, homing missiles and Metal Gear-style sniper rifles. For extra ultra-violence, try out the range of hand to hand weapons, which includes pipes, clubs and samurai swords. Neat.



▲ The machine gun's great for taking out bad guys, but it gulps ammo



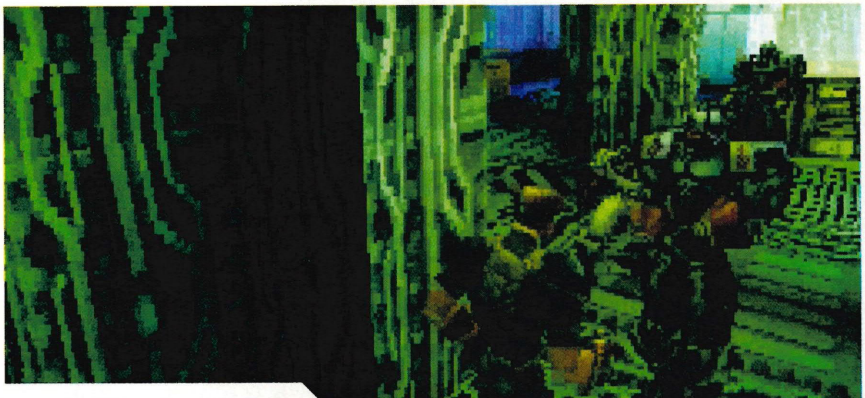
● Sniper rifle: easy long-distance kills



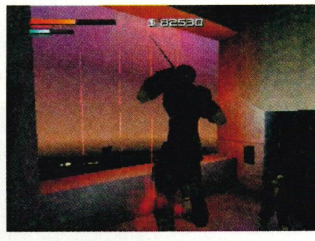
● Maximum carnage with some choice Uzi action



▲ Bad guys queue up for some punishment. Don't disappoint them



● Levels are huge and detailed



▲ Jump in with a flying kick for maximum damage

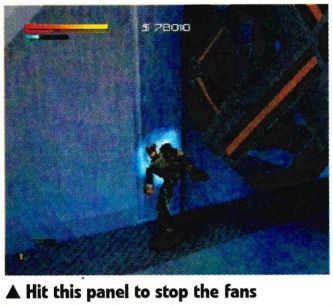


▲ Punch and kick combos are good for a pounding

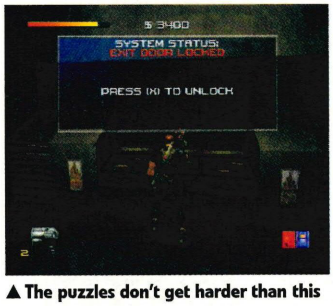
SIMPLE BUT SWEET

RUN, SHOOT, KILL, RUN. REPEAT TO FADE

It's hard to talk about the first Fighting Force because, frankly, it was toss. The sequel has canned the first's bad bits. Gone is the repetitive and limited environments and moves. In their place comes a finely-tuned action game that pits you against the heat-packing grunts of the evil Nakamichi Corporation. Yes, you solve a few puzzles and do the stealth thing, but most of the time your guns should be in urgent need of watercooling.



▲ Hit this panel to stop the fans



▲ The puzzles don't get harder than this

FISTS OF FUN

As well as enough guns to level a continent, Hawk also comes armed with a few more lethal weapons – his hands and feet. You can string punches and kicks together to pound the perps, but when you're fighting hand-to-hand it's tricky to move about when you're being attacked from all sides. If you're faced with a roomful of goons, chuck a grenade and run for cover. Works every time.



▲ 'Pineapples anyone?'



▲ 'Hello, I'm Timmy Mallet'

LIKE THIS? TRY THESE

Metal Gear Solid - Guns 'n' stealth done properly. The essential superfly spy



Quake 2 - Gore, guts and loads of guns. You want action? You got it



PLUS RECKONS

Fighting Force 2 is an action, game, but it never really kicks off in the same style as, say, Quake 2. There's not enough stealth 'em up elements to make it a real contender for Metal Gear's crown. So you're left with a blaster that's fun for a bit, but you'll soon go hunting for your lead-spitting thrills elsewhere. **Steve F**

7

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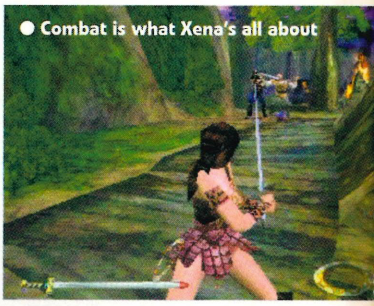
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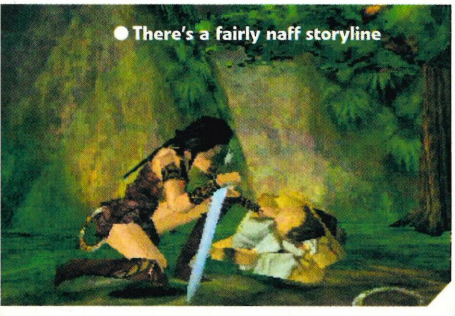
XENA WARRIOR Pprincess



● Combat is what Xena's all about



▲ Go 'Yiiiiiiaaaaaggghh!' for us Xena



● There's a fairly naff storyline

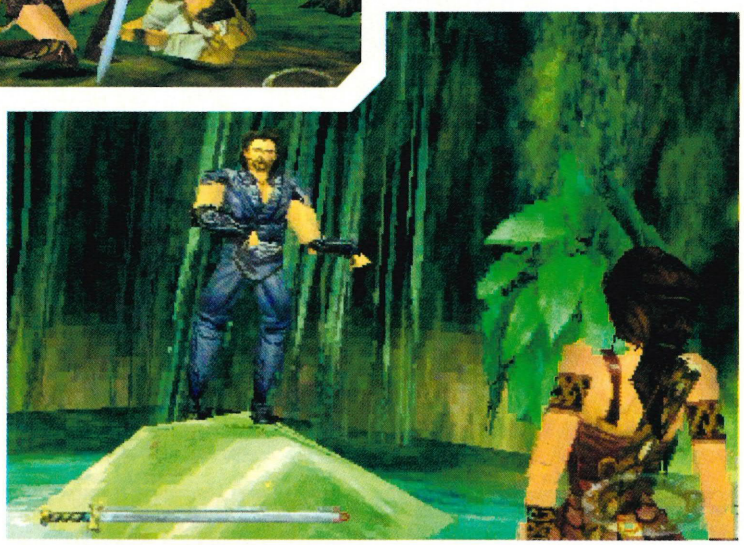
'Yiiiiaaaaaaagggh!' It's platform fighting action featuring her with that frisbee of death and full-to-bursting leather bodice

Channel 5's killer princess hits the PlayStation armed with her trusty frisbee-like chakram, a razor sharp sword, and all the acrobatics you've come to expect from telly's queen of combat. She even does that sort of high pitched 'Yiiiiaaaaaggghh!' when she goes mental. But without the luscious Lucy Lawless in the hot seat, it doesn't really make you weak at the knees.

As you'd expect from the Saturday evening TV series, most of the game's about combat. You can't go round a corner without four or five leather-clad toughs coming at you swords drawn. Xena's got a range of moves including killer kung fu kicks and sword swipes, some of which you'll recognise from the TV series, including that one where she spins round with her sword out, going 'Oolooooloooloooloo!'

Stuff you won't recognise includes weirdo puzzles, ten-minute interludes where the lovely Xena hops along rows of crates, and a twitchy camera.

If you're absolutely mad on the TV show, you might be able to overlook this game's faults. If, like most of us, you think the best part of the TV series is whenever you get a close-up of that bit of cleavage down the front of Xena's armour, then you'd do best to ignore this little number.



▲ As in the TV show, the bits where people have to talk to each other are an afterthought

A BREAK FROM SWEATY COMBAT

As well as a non-stop stream of baddies, Xena's got to cope with a few puzzles. Use your sword or your chakram to cut ropes, kick wagons to start them rolling, push blocks over edges. Most of them aren't tricky enough to frustrate you, but some of them are insanely irritating. That goes for the platformy bits as well. See, the camera angles here are really shaky, and simple bits of jumping can become extremely tricky when the in-game camera's going berserk.

PLUS RECKONS

A ropey button-bashing combat system and annoying platformy sections sadly mean that Xena minus the real female flesh is pretty lame. **Rob**

5

OUT OF TEN

THE SQUEAL THING



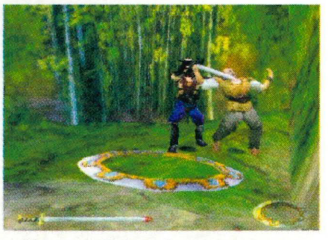
▲ Close up combat's just a matter of hitting the buttons really quickly



▲ The chakram can be used to take out distant enemies with one hit



▲ Use your chakram mid-battle to cause massive carnage



▲ Hammer all three buttons at once to bring the baddies down

Combat, complete with Xena's trademark screams of pleasure, is a pretty simple affair. You've got three buttons: block, kick and slash. Using some simple combos with the direction buttons you can get the classic moves off the telly: ▣ and ⊗ together gives you that spinny thing she does, and ◀ and ◉ gives you that oh-so-sexy sideways dodge.

The problem is, it's way too easy to win by just hammering buttons, and the baddies act as if they've taken too many broadsword blows to the skull. You can use Xena's metal frisbee to take out enemies at a distance. Use it, and you switch into a frisbee's eye view where you can °steer it to do max damage. Thing is, it's child's play to score instant-kill hits with the frisbee, even mid-ruck. Oops.


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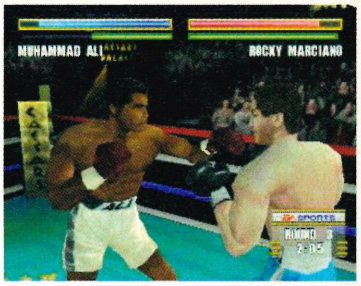
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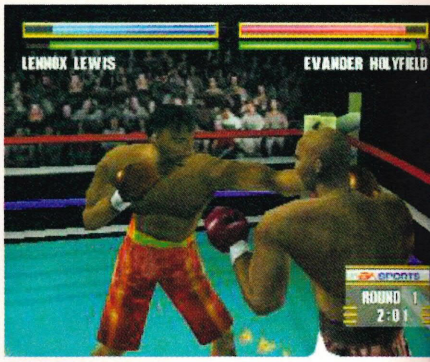
1-2 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD



▲ What's Brigette Nielsen doing here?

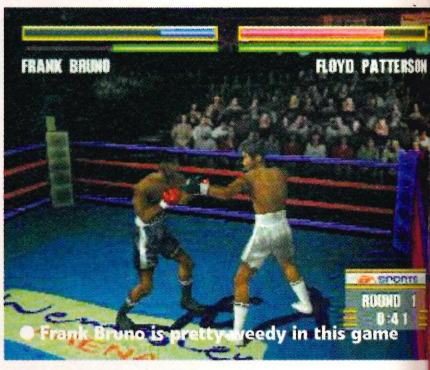


▲ Ali vs Marciano: what a match!

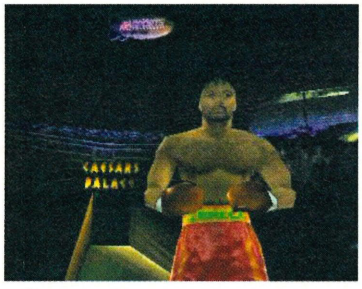


▲ Re-enact the biggest fight of the year

KNOCKOUT KINGS 2000



● Frank Bruno is pretty weedy in this game



▲ Very unrealistic, they're usually accompanied to the ring by thousands of people

Lewis vs Ali, Marciano vs Frazier. Not even crazy-haired Don King could sort a line-up as good as this, but now you can

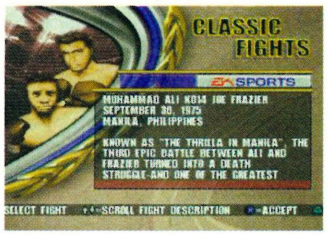
So Lennox Lewis is finally champion of the universe, but is he the greatest boxer of all time? This game lets you find out by pitting the greatest fighters of the last 50 years against each other.

The selection reads like a who's who of the sport, including greats like Muhammed Ali, Rocky Marciano and Marvin Hagler, although there are some notable absentees; Mike Tyson is considered too risqué these days and Prince Naseem has his own game out next year.

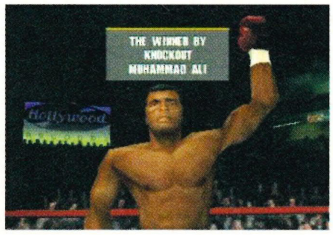
Like most EA Sports games, Knockout Kings 2000 is very lifelike, full of statistics that won't mean anything unless you're a real fan of the sport, plus plenty of options to keep you playing until the 2001 version inevitably arrives next year. Not only can you duke it out in the Exhibition and Slugfest modes, but the real meat and potatoes of the game is the Career mode that allows you to aim for the title belts, while improving your boxers abilities. Then there's the Classic Fights section which lets you re-enact real events from boxing history.

IT'S THE THRILLER IN MANILA!

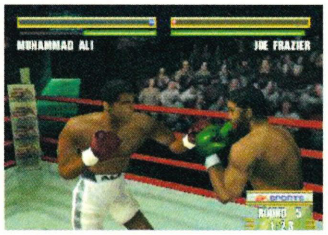
The Classic Fights mode allows you to read about the real event then step into the ring and see if you could do the same, or re-write the history books. The most famous fight in this mode is the classic 'Thriller in Manilla' between Muhammed Ali and Joe Frazier. In the real fight Ali won in the 14th round. Can you do any better?



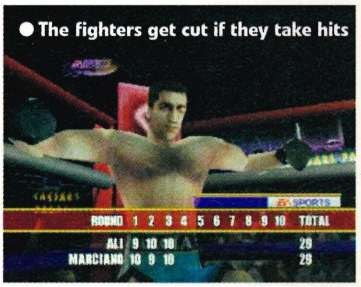
▲ Check out the real story first



▲ Ali does it in eight rounds



▲ Forget history, you decide who wins



● The fighters get cut if they take hits

IN THE RING

The controls are simple, with a choice of different punches and some basic defence moves. Like most boxing games, the idea is to save your energy and only swing a big punch when your opponent isn't expecting it. It's easier said than done, but that's boxing. Unfortunately it's difficult to string the moves together as the choice of punches makes it difficult to get smaller stabs hidden under big swingers. Try to use pre-set combination moves selected by the shoulder button.



● Hammer the ⊗ button to get up

PLUS RECKONS

It's got lots of fighters and options, but the game is dogged by limited moves and opponents who are too predictable. Ready 2 Rumble's better. **Alex H**

7

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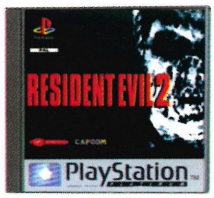
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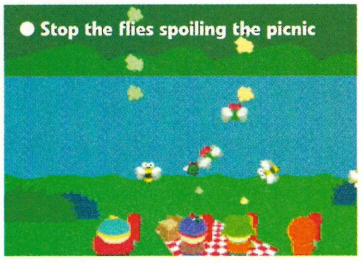
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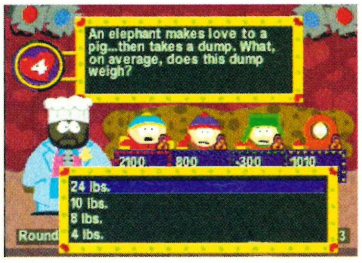
OUT DECEMBER

1 - 4 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD, MULTITAP

CHEF'S LUV SHACK



● Stop the flies spoiling the picnic

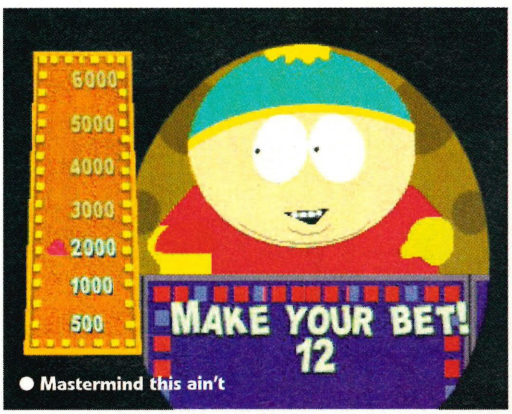


▲ Game's rammed with toilet humour

Answer stupid trivia questions and play simple mini-games, brought to you by the South Park gang and Mr Loverman, Chef

Last month's South Park shooter was, to pinch a Cartman quote, a bitch ass motherf*** of a game. But Chef's Luv Shack is a much better effort. Pick your favourite kid and prepare for questions you won't know the answers to.**

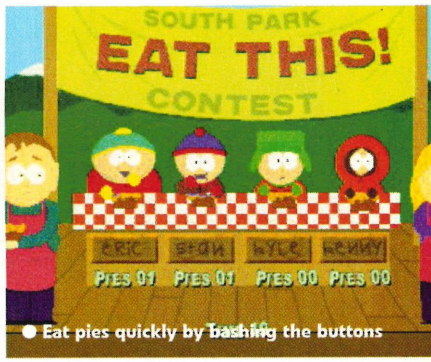
For reasons not explained, Chef, the soul-singing lady lover from the series, has been given his own TV show. It's a fingers-on-the-buzzer, quick-fire game show, consisting of smutty questions and mini-games that look awful but are actually quite fun to play. Due to a mix-up by the casting agent, the four gorgeous models who were going to be the contestants haven't turned up, so you play as Kyle, Stan, Cartman or Kenny, instead. The aim? To earn more points than your opponents. The end prize is a romantic dinner for two with Chef. Sweet.



● Mastermind this ain't



● Chef's Luv Shack is best when you play with three mates

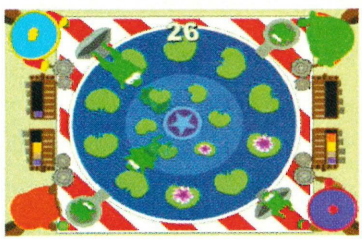


● Eat pies quickly by bashing the buttons

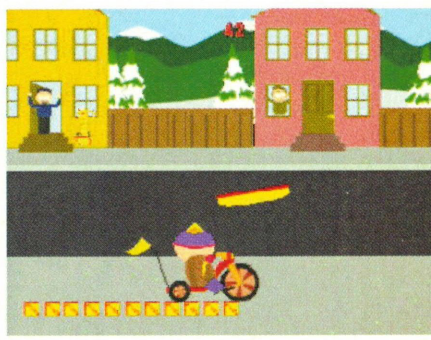
PLAY ASSES IN SPACE

After a few questions it switches to one of almost 100 mini-games. You'll be familiar with some of them, as they're based on ancient arcade games. All of them get the South Park treatment, with the classic Asteroids being renamed Asses in Space and starring popular wind machines, Terence and Phillip. Fly Invaders, on the other hand, is the classic Galaxians with a can of insect killer.

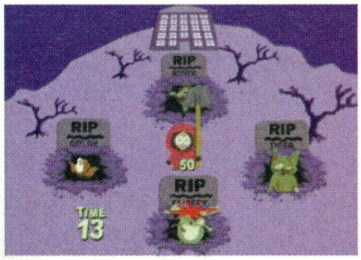
There's loads of different game types, with skiing, racing, flying and memory games. The best of these is Spank the Monkey with Mr. Mackey, where you play Simon Says with a four-assed monkey. There's also button-bashing Track and Field-style games, although the boys gobble down pies rather than run the 100 metres. They look crap, but it's much more fun than the trivia.



▲ Launch frogs onto the lily pads



▲ Pizza patrol is a paperboy but with pizzas



▲ Hit the zombie animals, avoid smacking cute ones. Fun, but it looks lame



▲ Outrun the avalanche and collect cheesy poofs as you peg it

PLUS RECKONS

Even though it's better than the previous South Park game, only fans of the show will get the gags in Chef's Luv Shack. That makes it too limited for us. **Alex H**

7

OUT OF TEN

KNOW THIS



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1-4 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD

CYBER TIGER

No amount of comedy trimmings can save this tripe. Too simple for golf lovers and too boring for the rest of us

Tiger Woods is possibly the world's most famous golfers. He's young, rich, hip and happening. Golf games, on the other hand, are about as exciting as Sunday lunch at your nan's. So here's an attempt to polish things up by injecting a little of Tiger Woods' glamour.

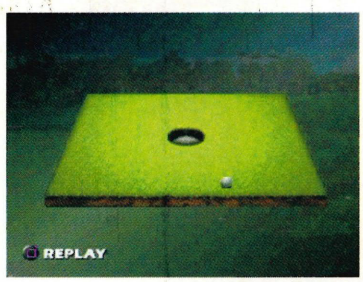
What this means is that you play over courses set in cartoon land, with balls that explode and volcano hazards to keep you on your toes and off your tee. It's not exactly St Andrews.

Controls are simplified to let you get into the swing of things fast - pull back on your Dual Shock stick to power up and then push forward to smack the ball. Apply a little spin after your shot with left or right on the Dpad.

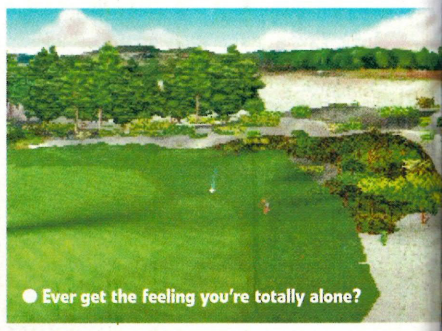
But golf is still golf however you try to tart it up. You'll chortle at Tiger's quips for the first few holes but he'll soon drive you nuts. And Cyber Tiger doesn't look hot either, with blocky scenery and crap cartoon players.



▲ Take an overview of the green to check the slope before you play your shot



▲ If you can't hole from here, you should be playing with a white stick instead of a club



● Ever get the feeling you're totally alone?



▲ No one's sure why there is a house in the bunker – maybe it's the club house?

PLUS RECKONS

This is the PlayStation equivalent of your dad trying to breakdance. Funny for five minutes but it looks duff. And the Tigerisms will make you hate all Americans. **Steve F**

4

OUT OF TEN

NASCAR 2000

Take the fattest and fastest gas-guzzlers known to humanity, then cane them around the most boring tracks on earth

KNOW THIS

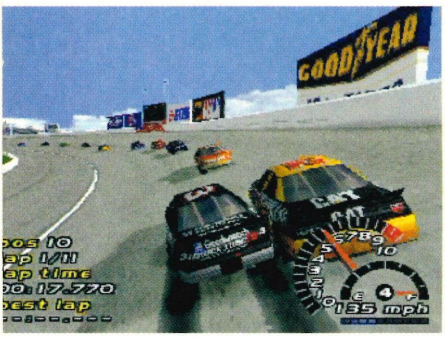


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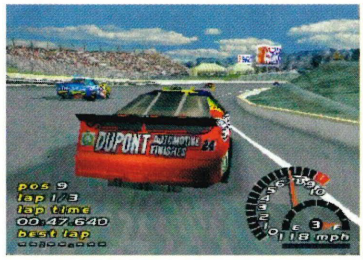
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OUT NOW

1-2 PLAYER JOYPAD, MEMORY CARD, DUAL SHOCK PAD



▲ 'Whoaha, there's a bend headin' our way!'



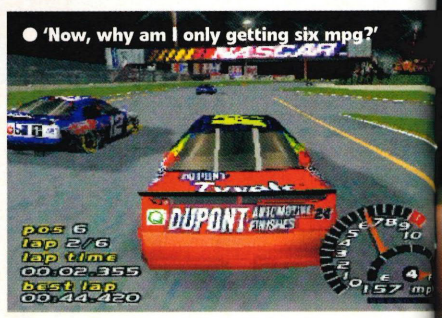
▲ Graphics ain't bad though nothing special

NASCAR is US racing where lardy supercars nail it around big, featureless tracks attempting to nose in front of each other over the course of long, long races. Half its tracks are high-speed ovals, big circles which turn one of the world's most exciting sports into the most boring. The others are road courses, a bit more exciting but a long way from the white-knuckle thrills of racers like Gran Turismo.

NASCAR 2000's heart is in the right place, since it's got loads of cars to fiddle with. But the bald fact is, you only want one or two high-speed ovals max. Here you've got more than ten to get through if you want to grab some silverware. We're not happy at having to wedge matchsticks under our eyelids or feeding ourselves intravenous Nescafe to make it to the end of a championship.

The visuals are OK in a sort of TOCA Touring Cars style. The handling is reasonable, with authentic spins whenever you kiss a verge. And you can fiddle with handling and competitor options to make it more or less hardcore.

But this is no Essential 101 contender when half the tracks are giant, simple circles around which you cruise using your brakes wisely and trying to get your turning circle right. If, for reasons we're not interested in, you're a big fan of real world NASCAR racing, then you might try renting this. But a final warning. Like Supercross 2000 reviewed on p29, the 'chirpy' American commentator and 'rocking' soundtrack *will* drive you nuts.



● 'Now, why am I only getting six mpg?'

PLUS RECKONS

Unless you're a massive fan of NASCAR racing, don't even think about it. It looks so-so, plays so-so and the tracks are mind-numbingly boring. **Rob**

5

OUT OF TEN

Codemasters

UDS

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FORMULA ONE WORLD GRAND PRIX

F1 cars are skittish, super-powered beasts that handle like total bitches. That's what you get when you buckle up for F1 WGP

F1 World Grand Prix is the most realistic F1 game around. Sounds good, but how 'real' do you want your game? This one's detailed enough to include pit-stop strategy and fully tweakable gearboxes. Very nice, but the downside is it's far, far too difficult to get into.

You get tons of performance detail and reams of options, but the cars go into spins quicker than your mum's new washing machine. It takes about four hours before you can even go in a straight line. And that's on arcade mode with realism turned right down.

Like F1 99, it's another 'official' F1 game so you get all the tracks, teams, cars, and drivers from the season just gone. You can race any of the courses as a one off, in a full-on championship, or you can burn off a mate in two-player.



● It's always tempting to sneak through the middle as you roar off the grid

KNOW THIS

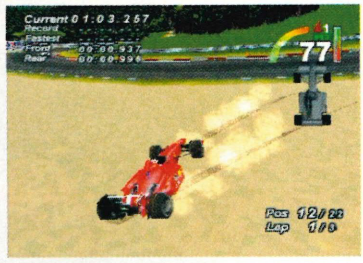


PAY NO MORE THAN:

£39.99

OUT NOW

1-2 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD, STEERING WHEEL



▲ You'll find yourself spending more time spinning off the track than driving on it

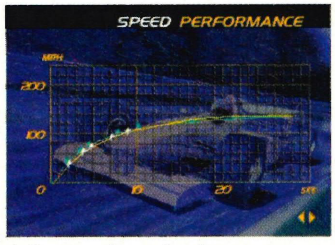
TIME TO CHOOSE

You get more options in F1 WGP than a bank manager could offer a millionaire looking to invest. You can tweak everything from weather conditions to gear box settings, right down to pit stop strategy. Unless you know your wing angles from your tyre grips, though, you're likely to end up baffled by the number of choices. The awkward menu system and loading times don't help either. Tinkering can become a real chore.

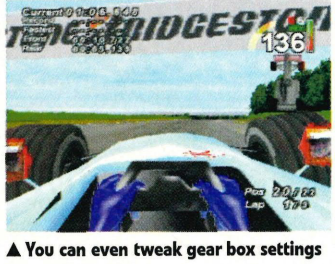


▲ Choose your team in the showroom


▲ Adjust the angle of your front wing



▲ Compare the cars' performance



▲ You can even tweak gear box settings

YOU WANT DETAIL? HERE IT IS

Everything from suspension ratios to brake distribution makes a difference to how your car responds once it hits the track. The car handling's so spot on you can really feel the differences between the cars from the different teams. Real F1 heads can also get loads of info on all the teams, drivers and cars.



● Each team's cars feel different



● All the cars are twitchy as hell

ALEXANDER WURZ

Nationality:	Austrian
Date of Birth:	14 February 1974
Place of Birth:	Waithofen (Austria)
Residence:	Perchtoldsdorf (Austria)
Height & Weight:	1.86 m 82.5 kg
Marital Status:	single
Hobbies:	football, karting



Debut:	1986 BMX (bi-cross)
Titles:	1986 BMX World Champion
	1992 Formula Ford Champion in Germany
	1996 24 Hours of Le Mans: youngest winner ever

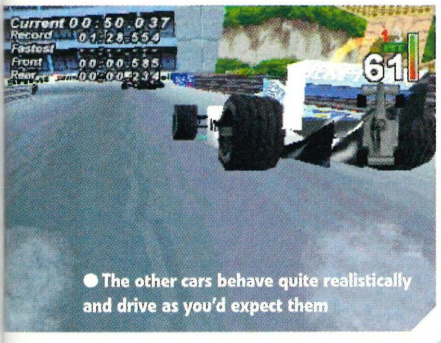


Career in F1
1st Grand Prix: Canada 1997
19 Grand Prix, 0 pole, 0 victory, 21 points

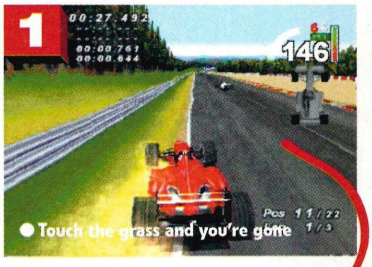
● You won't believe how much info on teams, cars and drivers is in the database

THEY'VE SIMULATED FRUSTRATION

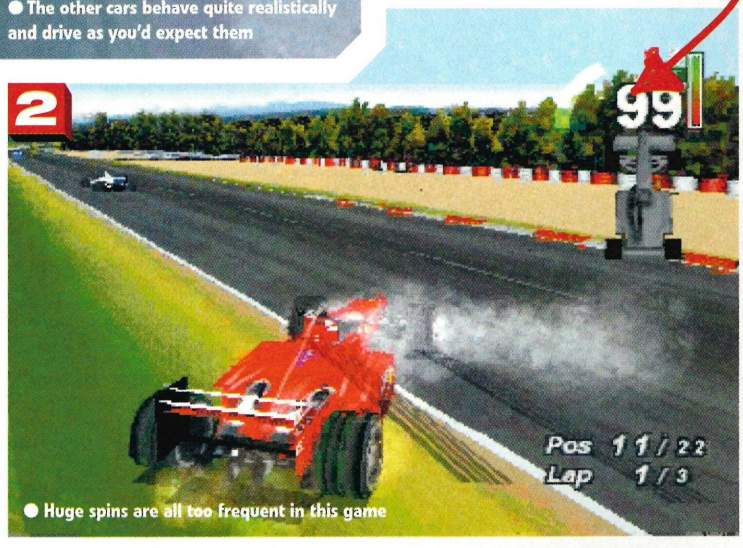
As you wrestle your Ferrari round a corner, desperately clinging to the tarmac knowing full well if you clip the tail of the German git in front you'll spin out, you think 'This does feel like it looks on the telly'. Then you'll kiss the grass, spin helplessly and think 'I want some gameplay'. You'll also wish the cars looked more defined, the tracks moved smoother and realise that 'simulation' doesn't equal 'entertainment'.



● The other cars behave quite realistically and drive as you'd expect them



● Touch the grass and you're gone

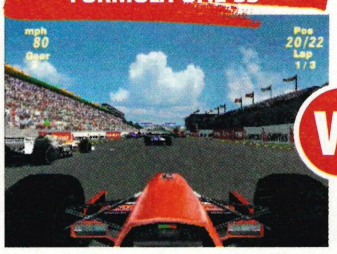


● Huge spins are all too frequent in this game

F1 WGP VS F1 99

THE TWO LATEST F1 SIMS GO HEAD-TO-HEAD ON GRAPHICS. 'FRAID F1 99 WINS

FORMULA ONE 99



▲ The light's gone green in Australia

VS

F1 WORLD GRAND PRIX

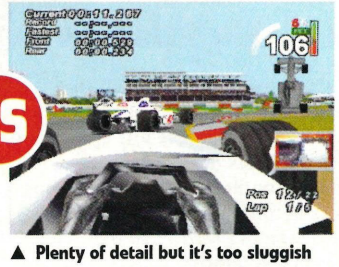


▲ Looks a bit paisty and dull over here

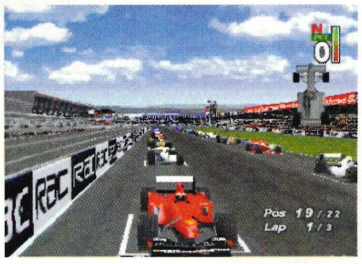


▲ Everything's nice and slick in this one

VS



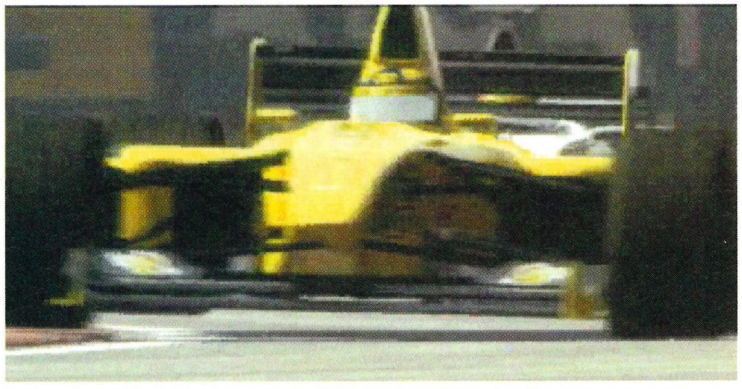
▲ Plenty of detail but it's too sluggish



▲ When there's this many cars on the screen, things get a wee bit jerky



▲ You can activate driving aids to make things easier. Useful in bad conditions



▲ Though the in-game graphics aren't as good as F1 99's, the intro's awesome

ONE-ON-ONE

In two-player mode, things take a turn for the brighter. You can race on the same team or on opposing sides and though the graphics get sacrificed a bit, it's a good laugh cutting your mate up and sending him into the crash barriers. You can only do a single race, though. A plus point here is that you race against 3 computer cars as well as your mate.



▲ The two-player's a lot more fun



▲ Graphics take a nose-dive though

LIKE THIS? TRY THESE

Gran Turismo - The best looking, best playing racing sim around



F1 97 - Remains in pole position among F1 games on the 'Station



PLUS RECKONS

If the ultra-tricky F1 99 was somehow still too easy for you then this could be your game. Most likely though, you'll find it's far, far too difficult to get into. It doesn't look that hot either, so unless you want an F1 game so authentic you need Eddie Irvine's driving skills to handle it, don't bother. **Steve O**

6

OUT OF TEN

WARPATH JURASSIC PARK

Take control of a bunch of mighty lizards and go kung fu crazy in Dickie Attenborough's theme park of death

It's a beat 'em up starring the biggest toughnuts out of Jurassic Park. It's like those bits in the films where a T-Rex goes one-on-one against another predator in a flailing mass of claws. Sadly, the dinos here are a lot more restrained than the ones in the films.

You choose from 14 dinosaurs to start with. There's lizards like the Triceratops, the Allosaur and, of course, the T-Rex. There's also a few made up ones like the Gigantasaurus too. While you're fighting, you get to eat passers-by. Eat an animal or human, you gain health.

You never get the sense there's 40 tons of armoured flesh rolling about here though – the dinos just look like scaly people. The same goes for the moves, which are more like humans trading slaps than giant lizards grappling to the finish.



● The Gigantosaurus is stupidly big

KNOW THIS



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£39.99

OUT NOW

1-2 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD

JUMPING TYRANNOSAURS

The Warpath people have spent time at Tekken school. The moves feel like classic beat 'em up stuff. Each dino has four basic moves, but they can also do combos and specials by tapping the buttons.

Thing is, the movement's much like a standard beat 'em up, too. That's a problem, because most of them feature humans, and this one has dinosaurs. Watch a kung fu fighter jump twenty feet into the air and that's a bit cheesy. Watch a Triceratops jump the same distance, and you're thinking 'Oh, come ON'.

▲ It feels like human fighters slugging it out



▲ Could be two tiny geckos getting it on



▲ The moves are 'standard' beat 'em up fare

DEADLY DINOS

THERE'S ONLY SO MANY MOVES A 10-TON SALAMANDA CAN PULL OFF

One of the biggest problems with Warpath boils down to the main feature of each dinosaur. Because a Triceratops has an enourmous horn, almost all it's attacks are variations on the 'hit the other lizard with my nose' theme. Same goes for the Allosaurus with it's bloody massive sledgehammer of a tail: just about all its moves are big tail swings of one kind or another. Neither of these are much fun to play as, cos they're just too limited.



▲ The Triceratops tends to hammer away at the other dino with its nose



▲ Most of the dinosaurs specialise in just one kind of attack

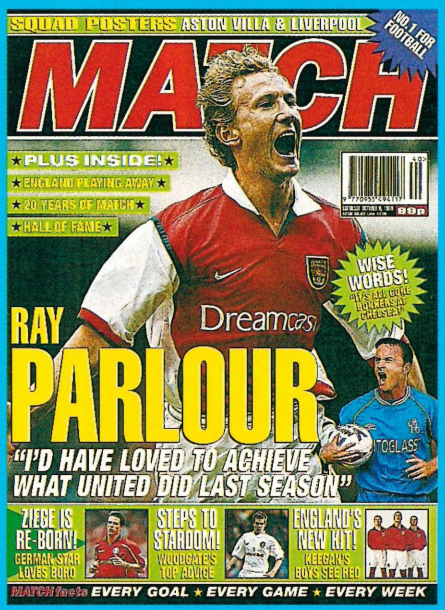
PLUS RECKONS

Fighting dinosaurs is a cool idea, but almost all the lizards have limited attacks and the fights just end up being messy, button bash-a-thons. **Rob**

5

OUT OF TEN

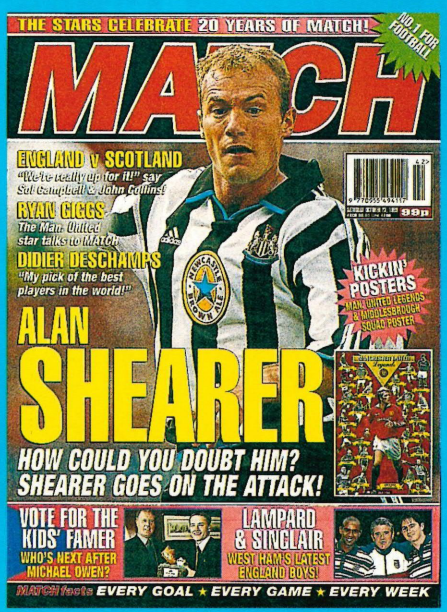
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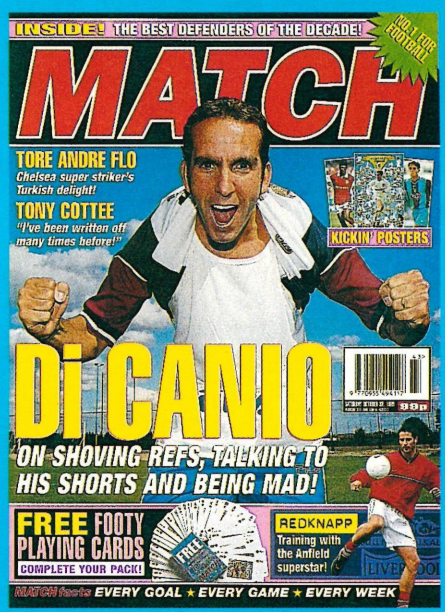
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1-2 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD

EPGA GOLF

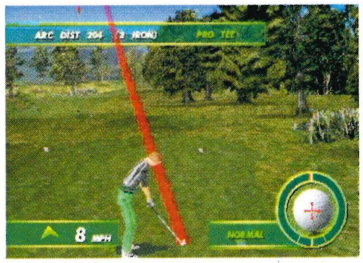
It takes patience, timing, and an adoration of terrible trousers. But for those with all three, EPGA makes it to the leaderboard

For many, a golf game is as likely to grab them by the balls as Mother Theresa would if she passed them in the street. But for some, putting a white ball around a series of well-kept lawns is enough to deliver PlayStation ecstasy. EPGA won't change your mind if you're the former, but you'll be happy if you're the latter.

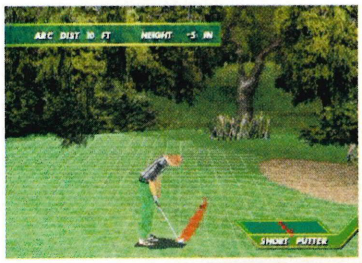
It's got all the golfers and courses from the European Tour. The graphics are basically great swathes of green but, hey, what do you expect? Gunfights?

Best bit is the Dual Shock control method. Pull back on the left stick to start your swing and slam it forward to twat the ball. You can add punch, draw, or fade to your shot with the right stick and together this makes you feel like you've got real control over where the shot is gonna end up.

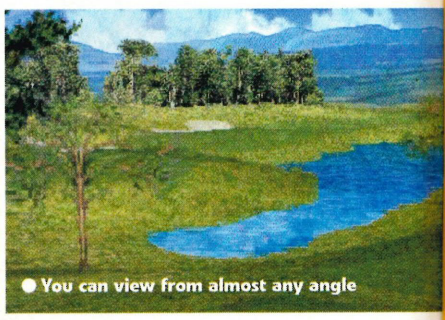
As you'd expect, wind, club choice and a host of camera view options all play their part too.



▲ **Use the red arc to line up the shot and adjust draw or fade with the right stick**



▲ **The standard golf game putting grid helps you read the slope and fill the tin cup**



● **You can view from almost any angle**



▲ **Rotate this map and check out the lie of the land before you tee off**

PLUS RECKONS

If you fancy yourself as a Dual Shock Faldo then there are worse golf games on the 'Station. If not, you won't be reading this review anyway. **Steve O**

7

OUT OF TEN

NBA LIVE 2000

Great visuals, stunning gameplay and awesome replays all add up to...well, nothing new, really

KNOW THIS

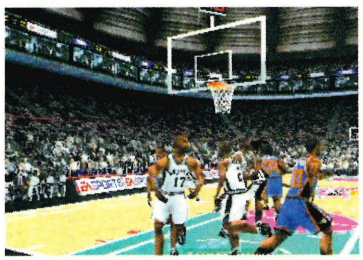


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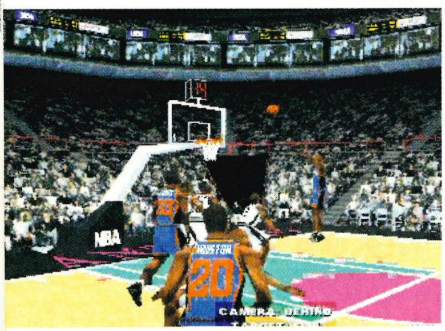
£29.99

OUT DEC 10TH

1 - 4 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD, MULTITAP



▲ **The detail on the players is absolutely amazing. The movement's great too**



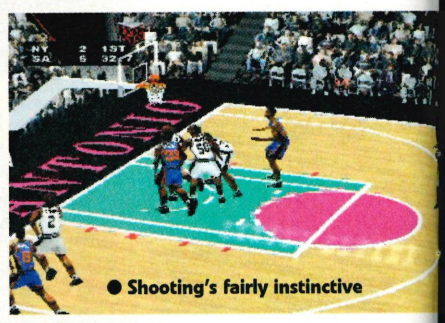
▲ **The controls are really easy to pick up**

The NBA Live series never really disappoints. They look slick, they play amazingly smoothly, they've got all the right teams and players, and the replays always look nothing short of stunning.

And ever since the 1998 version, the players have even had proper, recognisable faces. With eyebrows and everything. But is that enough to make NBA Live 2000 a must-have when there's already about 40 slick, great-playing basketball games with all the players, great replays and realistic player eyebrows? The answer, of course, is no.

Fans of the series will recognise the lush visuals, smooth animation and pick-up-and-play action. In fact, fans of the series will recognise almost everything about NBA Live 2000. Simply because it's so goddamn similar to last year's version. If you're a basketball nut who just has to have everything bang up to date, this really isn't a bad game, and the new option allowing you to buy and sell players is quite cool. Out on the court, though, there is no massive improvement on last year's version. You've got to ask yourself whether this is that good an investment.

On the plus side, this has classy commentary, a nice range of moves, and enough modes to suit everybody from a total beginner to a full-on basketball basket-case. The camera angles aren't quite as jazzy as they are in NBA Basketball 2000, but overall this looks pretty nice, and play fairly rockets back and forth, just like it does in basketball on telly.But £30 for a respray of last year's game is pretty steep.



● **Shooting's fairly instinctive**

PLUS RECKONS

You can probably pick up NBA Live 98 or 99 for about a tenner, and unless you must own all the new players, we'd suggest you do just that. **Rob**

7

OUT OF TEN

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PRO PINBALL: FANTASTIC JOURNEY

£19.99 ● OUT NOW ● 1-4 PLAYERS JOYPAD, DUAL SHOCK PAD

This game sure plays a mean pinball, but isn't it exacly the same as all the rest?

Get this: Fantastic Journey is the fourth in the Pro Pinball series. Not that much of a surprise I suppose, but when take a closer look things start to get a bit fishy. They've all got the same feel, the sub-games are all very similar and the same pin-sharp presentation features across the board.

So why another? Well, we don't know. Sure, the Pro Pinball games are the best if you want PlayStation pinny, but Fantastic Journey doesn't surprise us compared to the others. There's the ramps, jets, LED games, ball locks, drop targets and... well, that's pretty much it.

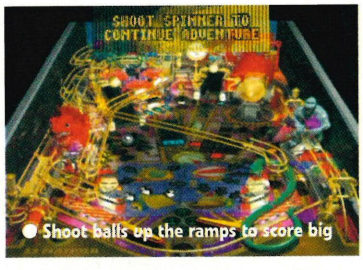
The table is styled on classic B-movie, Journey to the Centre of the Earth. By shooting combos and notching up bonuses you can choose from one of four adventures – the balloon, submarine, boat and drill. Entering these opens up sub-games. Most are simple, shoot-the-ball-up-the-ramp things, although the LED games, where you must shoot meteors by tapping the flippers, are pretty cool.

If you loved other Pro Pinball games, you'll dig this because it's as good as them. But we're tired of seeing the same ideas rehashed and then stuck on the shelves for us to fork out £20 for. Serve up something fresh!

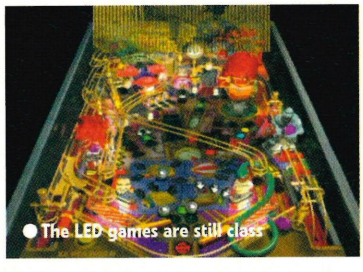
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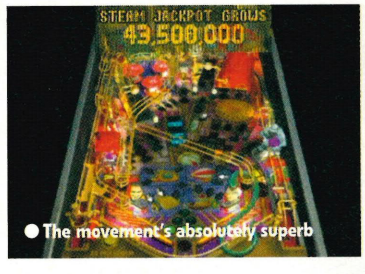


● The table looks awesome

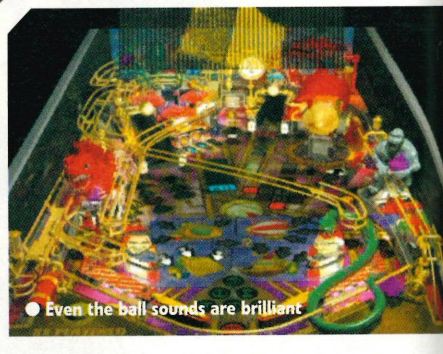


● Shoot balls up the ramps to score big


● The LED games are still class



● The movement's absolutely superb


● Even the ball sounds are brilliant

HOT WHEELS TURBO RACING



● Hot Wheels is ugly to look at and it's crap to play

£29.99 ● OUT NOW ● 1 PLAYER JOYPAD, MEMORY CARD, DUAL SHOCK PAD

This is wacky, turbo-charged racing where you can win either by doing the most stunts, crashing the most opponents off, or just simply coming in first. And as you can probably guess from the screenshot, Hot Wheels is absolutely Pants Central.

The sad thing is, the idea of huge racing cars racing round rollercoastery tracks trying to pull stunts isn't bad. It's just that Hot Wheels Turbo Racing belongs at the breaker's.

Dire graphics is the obvious point, but it's other cock-ups that mean this is a 24-carat stinker. The game steers for you, so it's possible to come first simply by holding down the accelerator. Oops.

Then, when you come up to a jump, the 'stunts' kick in. These are mostly spins and loops, and it doesn't feel like you're a car hurtling through the air at death-defying speed. It feels as if you're piloting a Tetris block floating gently to earth. The stunts are too easy to do and don't feel thrilling at all.

Add to that, crap tracks, a lack of variety and syrupy handling and this isn't adding up. Severe minus points on the adrenalin front for the lack of places you can fall off, as well. Since when were deadly bends fenced off?

2

MTV SNOWBOARDING

£39.99 ● OUT NOW ● 1–4 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD

'Go take a flying jump!'. Or not, if this new snowboarding game is any measure

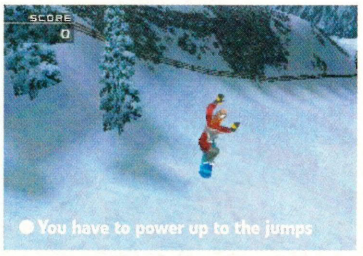
MTV Snowboarding's a 'boarding effort with a lot of big ideas. Some of the ideas are good. Some of them are bad. Some of them are just plain weird.

For starters, this has got a Create-Your-Own mode where you make up your own tracks. Good idea, but sadly, it's a bit bollocks. You just plop jumps, rails and stuff onto a pre-made track.

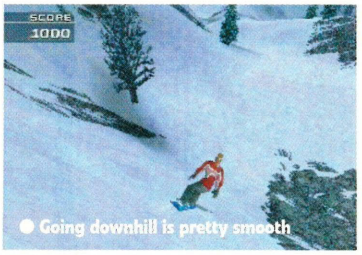
On the move, this looks pretty good, and steering's pretty smooth. The stunts are also pretty instinctive. You can do flips, grabs and all sorts with simple button combinations. The problem is the jumps. To do a jump, you've got to powerup by holding down ⊗. And when you're holding it down, you've got to go in a straight line. That just feels bloody weird, and it makes doing freestyle runs well tricky.

Otherwise, this is OK. It's got a slack-jawed dance/rock soundtrack courtesy of MTV, there is plenty of courses, and loads of modes to get to grips with. If it wasn't for the sniffy jumps, this might have been quite cool. Oh well.

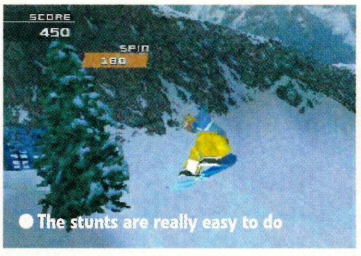
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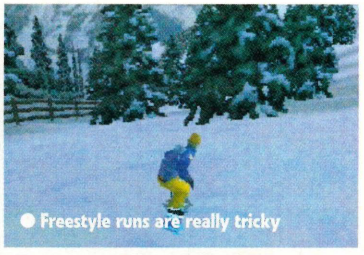
● You have to power up to the jumps



● Going downhill is pretty smooth



● The stunts are really easy to do


● Freestyle runs are really tricky



● Match up four bubbles of the same colour to burst them

POP 'N' POP

£29.99 ● OUT NOW ● 1–2 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD

This is an arcade puzzler where you clear levels by popping coloured balloons. You fire bubbles out of a bubble gun, and they stick to the bubbles at the top.

Get four of the same colour together and they'll burst. What makes it tricky is that the bubbles you fire come out in twos, stuck together side on. You can flip them any way round before firing. You have to think very carefully before firing, or you'll get stuck with balloons out on their own that you can't get rid of.



▲ Flip the balloons with one button, then fire them up to burst other balloons

In one-player puzzle mode, this is a brain-fry. In two-player arcade mode, clearing bubbles means you drop random bubbles onto the other bloke's screen, so it's hectic stuff. You really have to be able to think on the trot if you want to win out.

It's a bit too much of a drain on the overheated skulls of most of us and it doesn't have the high-adrenalin impact of arcade puzzlers like Bust-a-Move 2. But it's still a blast. There's loads of modes, too. You can keep it simple if that's what you fancy, or go all out for migraine-inducing puzzle action. It's up to you.

7

MIGHTY HITS SPECIAL

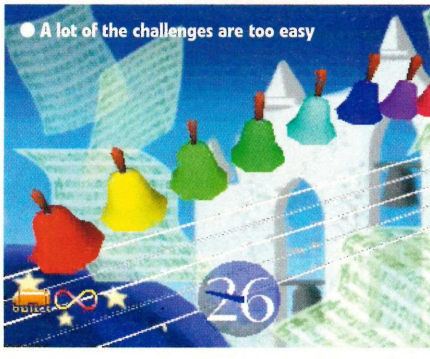
£34.99 ● OUT NOW ● 1–2 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD, LIGHTGUN

This is a poor man's Point Blank. The concept's exactly the same. It's essentially a shooting gallery on your PlayStation, where you and a mate tool up with lightguns in a rapid-fire test of skill and nerves. You can play on either easy, medium or hard difficulty, cranking up the challenge and also increasing the number of games you compete in as it gets more difficult.

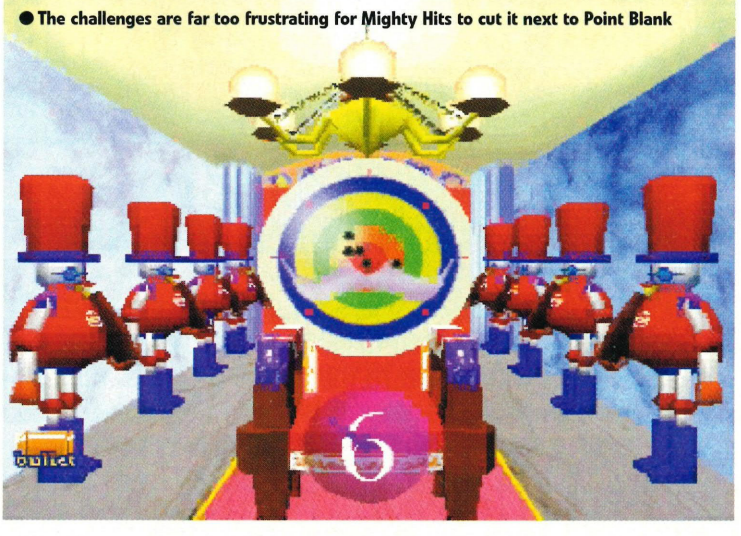
The games you play are picked randomly, but vary from all-out bullet frenzies where ammo is unlimited and cannon fodder is plentiful, to real tests of skill where you've got a single shot to hit a target in the distance.

Things is, it's not much fun. Point Blank was fast and frantic, and was great for one or two players. Most of the games here are frustrating not challenging, and some of them are downright annoying, so you'll tire of this very quickly indeed. If you've got a lightgun, get Point Blank – it's loads better and is only £20 which makes it a bargain.

5



● A lot of the challenges are too easy



● The challenges are far too frustrating for Mighty Hits to cut it next to Point Blank

GET 24 MOTOROLA TA288 2-WAY RADIOS FOR FREE

GADGET OF THE YEAR IN STUFF MAGAZINE. USED BY BOND IN THE WORLD IS NOT ENOUGH. £260 FOR TWO. NAB A PAIR OF THE COOLEST THINGS MONEY CAN BUY RIGHT NOW FOR NOWT

'I, STEVE O, CONSUMER EDITOR OF PLAYSTATION PLUS, PROMISE YOU THAT...'

- ☑ I WILL PHONE ALL WINNERS PERSONALLY WHEN THEIR NAMES ARE DRAWN
- ☑ I GUARANTEE ALL PRIZES GO TO READERS, NOT GREEDY STAFF
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- ☑ I'LL PUBLISH THE NAMES OF EVERY WINNER IN THE MARCH ISSUE
- ☑ I WON'T PUT ANY CRAP IN OUR COMPETITIONS, ONLY STUFF YOU TELL ME YOU WANT
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COMPETITION DEADLINES

GET P49'S FREEPOST ENTRY ENVELOPE TO US NO LATER THAN FRIDAY JANUARY 14

IF YOU'VE WON, WE'LL CALL YOU BY MONDAY JANUARY 17

WINNERS GET THEIR GEAR BY THURSDAY JANUARY 27



FUNKY FEATURES

Whether you're sorting out tonight's party, trying to meet up at the away ground on Saturday afternoon, or out checking round town with a mate for the best high street prices, here are seven reasons why you'll love the TA288.

NO BILLS

This is no mobile phone. Once the batteries are in you can call as much as you like for free. There are no licence fees, line rental costs, or hidden charges.

LONG RANGE

You could be feet-up at home whilst you tell a mate in HMV which hardcore compilation you want. The TA288's two mile range means they beat the reach of Lennox Lewis.

SMALL IS SWEET

The TA288 ain't much bigger than a pack of fags and weighs less than a Dual Shock. It won't slow you down and it definitely won't ruin the cut of your Diesel jacket.

HANDS FREE

With the voice activated headsets, you could be turning your brother into gore-pie on Quake 2 and as you chat to your girlfriend at the same time.

BUILT TO LAST

Whatever you do, you'll have trouble knackering a TA288. It can stand temperatures from -20 to +50° C and is water and shock resistant. So snowboard away!

EVER READY

The rechargeable battery gives 13 hours on standby and one hour of continuous talktime. Just unplug the toaster when you get home and charge it right back up.

PRIVATE TIME

With over three hundred channels and sub-channels, scanning functions and 38 privacy codes, no one else can eavesdrop on your conversation.

GET YOURSELF OVER THE PAGE TO ENTER THIS COMPETITION COMPLETELY FREE

The choice of the professionals



REVS MAGAZINE

In the most excellent February issue of REVS

Subaru Impreza v Golf Mk3 GTI v Saxo VTR v BMW M3 ● Xsara VTS v 306 GTi-6 ● turbo Nova ● Nissan GTi-R ● 205 Mi16 ● RS Turbo ● Know Lots About Oil ● some bloke skiing down the road behind a boat (?) ● it's about cars, see, not tits

February issue on sale 1st January

ENTER OUR MOTOROLA COMPETITION HERE

WE'RE THE ONLY MAG USING A FREEPOST ENTRY FORM FOR OUR COMPS SO IT COSTS NAFF ALL TO HAVE A CHANCE OF WINNING!

1. WHO MANUFACTURES THE TA288?

- ☐ a) SANTA'S LITTLE HELPER
- ☐ b) MOTOROLA
- ☐ c) CROSSE & BLACKWELL

2. WHAT RANGE DOES IT HAVE?

- ☐ a) TWO MILES
- ☐ b) 60 LIGHT YEARS
- ☐ c) SEVERAL MILLIMETRES

3. WHEN DID IT FIRST APPEAR IN THE SHOPS?

- ☐ a) BACK IN THE SUMMER OF 69
- ☐ b) A LONG TIME AGO IN A GALAXY FAR, FAR, AWAY
- ☐ c) DECEMBER

4. WHICH BRITISH HERO USES ONE IN HIS LATEST FILM?

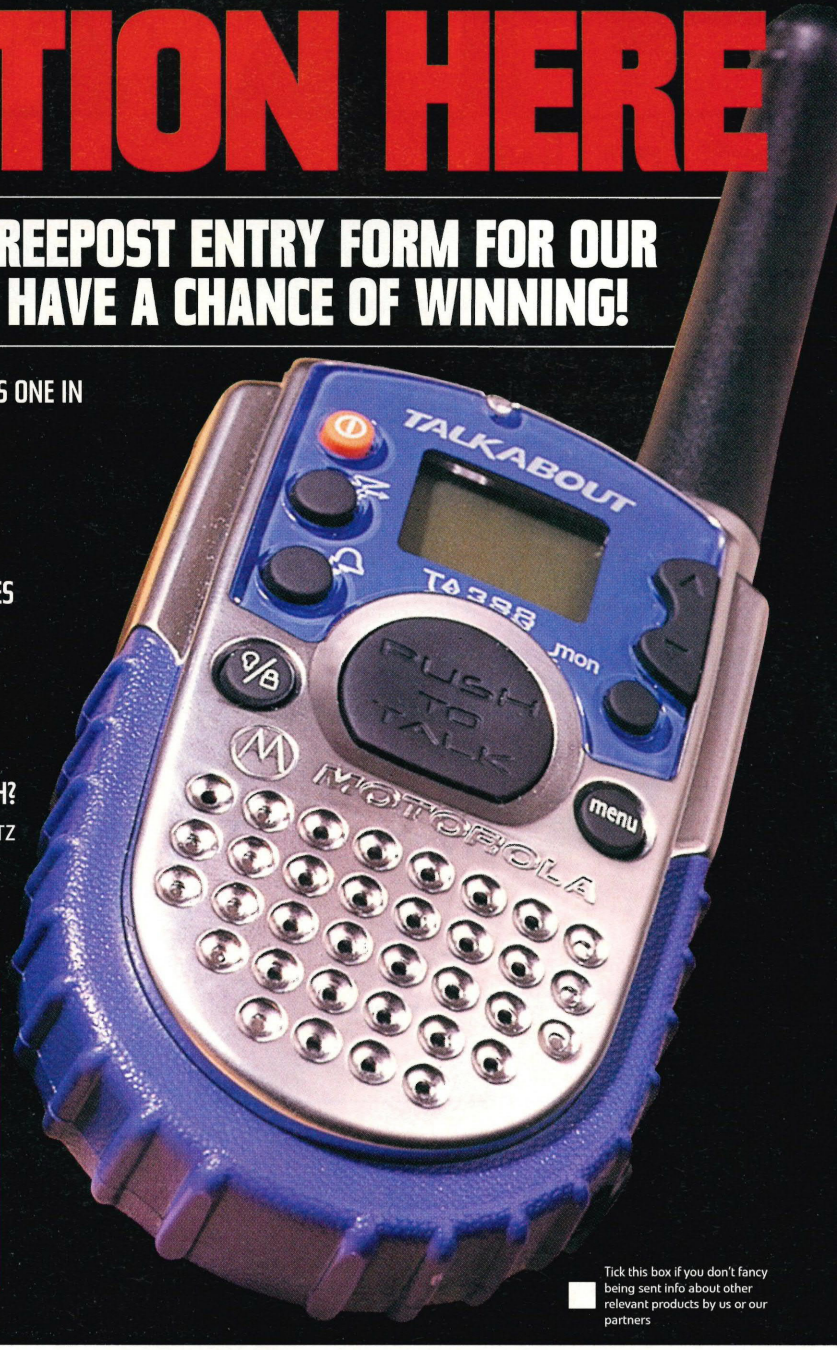
- ☐ a) RICKY BUTCHER
- ☐ b) SHERLOCK HOLMES
- ☐ c) JAMES BOND

5. HOW MANY PRIVACY CODES DOES THE TA288 HAVE?

- ☐ a) LESS THAN 2
- ☐ b) 666
- ☐ c) 38

6. HOW MUCH DOES IT WEIGH?

- ☐ a) MORE THAN VANESSA FELTZ
- ☐ b) LESS THAN A DUAL SHOCK
- ☐ c) SAME AS FAT BOY SLIM



DO THIS TO ENTER FOR FREE

1. TICK THE RIGHT ANSWER FOR EACH OF THE SIX QUESTIONS
2. FILL IN YOUR DETAILS ON THE SPACE PROVIDED AT THE BOTTOM OF THE PAGE
3. CUT OUT THIS PAGE AND FOLLOW INSTRUCTIONS OVERLEAF
4. WAIT FOR OUR CALL ON JANUARY 17. WINNERS GET PRIZES WITHIN 10 DAYS

CUT ALONG THIS LINE ONLY

☐ Tick this box if you don't fancy being sent info about other relevant products by us or our partners

■ Your name: .....

■ Your address: .....

.....

■ Postcode: .....

■ E-mail address if you have one: .....

■ Telephone number: .....

■ Age: .....

■ What's your favourite clothing label? .....

■ What was the best film of 1999? .....

THE REVERSE SIDE OF THIS PAGE IS A FREEPOST ENVELOPE. JUST CUT THIS PAGE OUT AND FOLLOW THE INSTRUCTIONS OVERLEAF. ENTRY TO THIS COMPETITION COSTS NOTHING

● PLEASE DON'T STICK ANYTHING ELSE IN THIS FREEBIE COMPO ENVELOPE ●

PlayStation plus

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PlayStation plus

Play it!

32 PAGES

OF GUIDES, TIPS, CHEATS, AND INCREDIBLE FREE GAME SWOPS

PAGE 78

'LOOKS LIKE IT'S GOING TO SAIL OVER THE BAR. BUT A SCREAMER HITS THE TOP CORNER. TA VERY MUCH!' FIFA 2000 TIPS

WIN WITH THE WINNERS

PAGE 52

'THE SWAT TEAM'LL COME AT YOU WITH A VENGEANCE. YOU'LL NEED TO BE WELL TOOLED UP TO BEAT 'EM'

GTA2 SUPER-GUIDE

PAGE 76

GOT TEKKEN 3 AND WANT RES EVIL? EXCHANGE YOUR GAMES FOR FREE HERE

EXCHANGE CENTRAL

PAGE 70

TONY HAWK, CRASH TEAM RACING, SYPHON FILTER, QUAKE 2, R-TYPE DELTA, WCW MAYHEM, BLOODY ROAR 2, FF8

100 TIPS & CHEATS



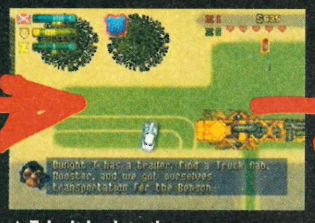
● 'Shoot from ridiculous angles but don't try to aim the shot'. FIFA 2000 king's sex tips start p78

■ Photography: Richard Lewisohn

NEXT PAGE GTA2



▲ Ram it off the road, then steal it



▲ Take it back to the crane



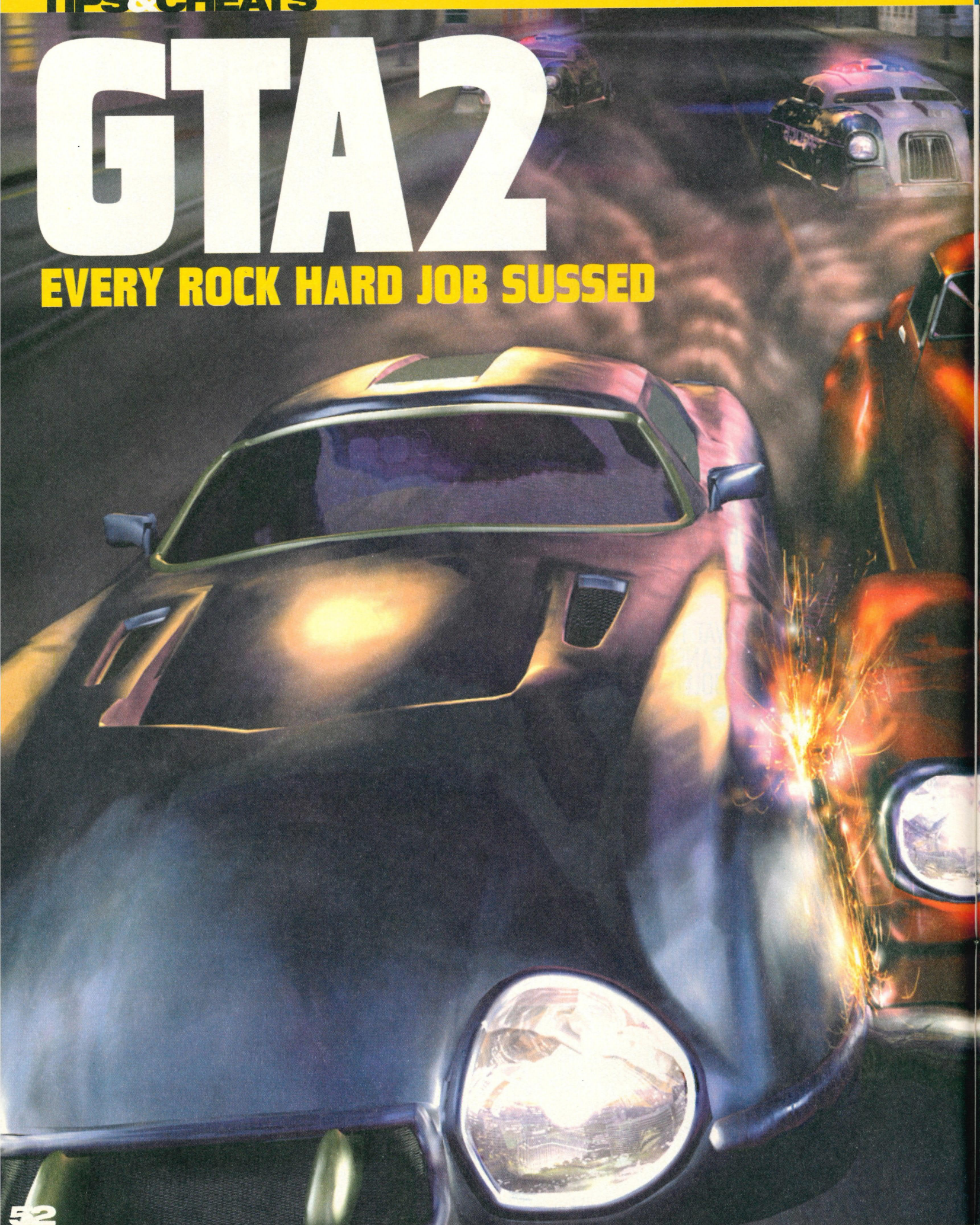
▲ Go looking for a truck cab



▲ Use the cab to haul crane and car

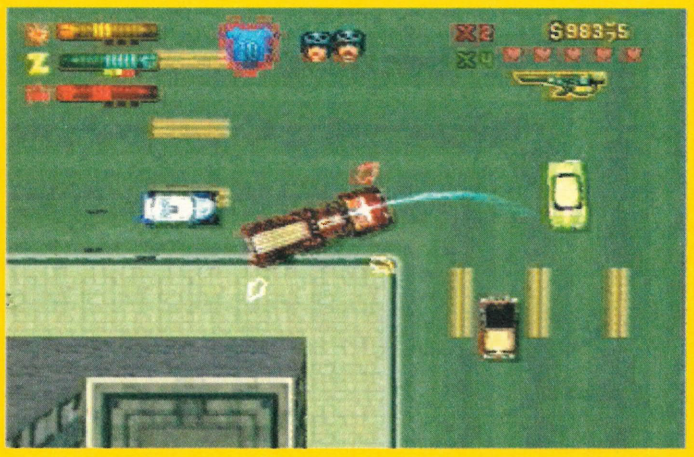
GTA2

EVERY ROCK HARD JOB SUSSED



Instant tips

HOW TO CRACK THE KILLER JOBS, FIND SOME OF THE WILDEST KILL FRENZY BONUSES AND ALL THE COOLEST CARS, INCLUDING THE ARMED 'N' ARMOURED TANK TO DRIVE THROUGH THE CROWDED STREETS. ROCK ON!



▲ This is what they mean by keeping the streets clean

EXTRAS YOU SHOULD KNOW ABOUT

- *IF YOU COLLECT 50 GTA2 TOKENS SCATTERED ABOUT YOU CAN REACH A BONUS LEVEL*
- *SHORT OF CASH? NAB A TAXI AND PICK UP A CUSTOMER. DON'T DRIVE TOO FAST THOUGH OR THEY'LL GET SCARED AND JUMP OUT*
- *TAKE TIME OUT TO SEARCH ROOFTOPS FOR ALL SORTS OF HIDDEN GOODIES SUCH AS KILL FRENZIES, GTA2 TOKENS AND SERIOUS WEAPONRY SUCH AS ROCKET LAUNCHERS*
- *FOR A LAUGH, SHOOT A COUPLE OF PASSERS-BY WITH THE FIRE HOSE*
- *IF YOU GET LOST, SHOOT A COUPLE OF PASSERS-BY AND THE POLICE RADIO WILL ANNOUNCE YOUR LOCATION*
- *PEDESTRIANS WEARING GREEN ARE CAR JACKERS. THOSE IN RED ARE MUGGERS. KILL 'EM!*



● You can't out-run the cops, but you can outwit the thickos

Cash for trash

THE ABILITY TO CONVERT STOLEN CARS INTO BONUS ITEMS IS DEAD USEFUL. JUST TAKE THE NICKED MOTORS ALONG TO ANY CRANE SITE TO GET SOME COOL PRIZES



▲ Find a crane, then dump the stolen car directly underneath



▲ Walk up the steps and wait for your bonus to come round on the conveyer

BONUS GOODIES FOR BENT MOTORS

ANISTON BD4	GET OUT OF JAIL CARD
B-TYPE	INVINCIBILITY
BEAMER	FLAMETHROWER
BIG BUG	UZI
BUG	UZI
COP CAR	BRIBE
DEMENTIA	INVISIBILITY
MICHELLI ROADSTER	UZI
MINRA-ROCKET	LAUNCHER
MINX	ELECTROFINGERS
ROMERO	ARMOUR
SCHMIDT	FULL HEALTH
SHARK	MOLOTOV COCKTAILS
TAXI	DOUBLE DAMAGE
U-JERK TRUCK	UZI
WELLARD	RESPECT
Z-TYPE	SILENCED UZI

Bonus Killing

THERE ARE LOADS OF SECRET WAYS TO RACK UP STACKS OF POINTS OR FIND HIDDEN BONUSES, YOU JUST NEED TO KNOW HOW TO DO IT. LUCKILY, WE'VE DONE ALL THE HARD WORK FOR YOU



▲ Kill all the Elvis impersonators for a cool bonus



▲ Bag all the medics running around and you get a smart little extra

BONUS ACTS

Insane Stunt Bonus	Earn this by jumping off some high ramps in your car
Accuracy Bonus	Shoot four SW.AT members without missing
Cop Killa	Blow up loads of police and their cars
Cop Puncher	Self explanatory
Elvis Has Left the Building	Kill all the little jogging Elvis impersonators. Aah!
Medical Emergency	Kill all the paramedics

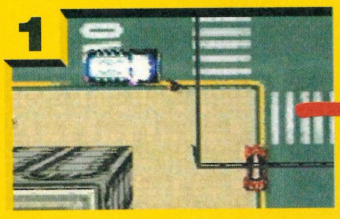
Downtown Sector

ZAIBATSU CORPORATION MISSIONS

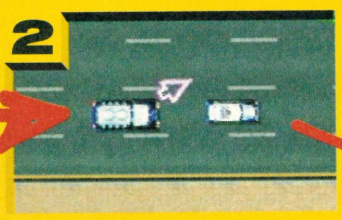
This shady multinational company has a presence in every part of the city. They specialise in selling legalised 'recreational chemicals'. Don't be fooled by their flashy offices and smooth talk though, because they're as evil as sin. Word on the Downtown streets is that they hate the Loonies with a passion.

Big bank job

YELLOW MISSION: HIJACK VAN AND BLOW UP CROOKED COP



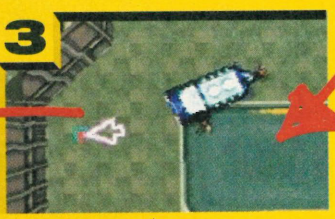
▲ Chase the bank van. Wait till it stops at a red light so that you can steal it easily



▲ Drive to the bank and get the dosh. Drive slowly and don't bump into cop cars



▲ Drive back to the safe house. Bump too much it'll burst into flames, so don't



▲ Jump out and get back in the van. Now you've got the cash, scarper!



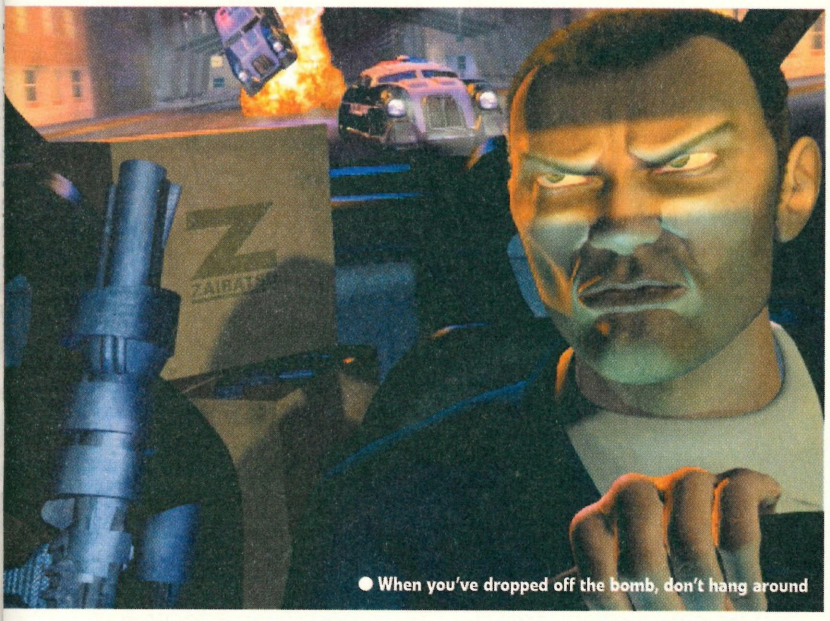
▲ Next meet up with Rollo, who gives you a package to deliver to a bent cop



▲ At the Police station, park on the pavement, ready for a quick getaway



▲ As soon as you give the cop his 'present' don't wait to find out it's a bomb or you'll be toast too. Run to your car and return to the safe house before the cops start coming



● When you've dropped off the bomb, don't hang around

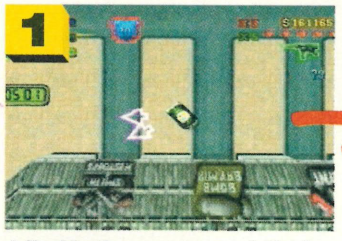
Loony Missions

THESE GUYS ARE F**KING CRAZY!

The Loonies are completely bonkers and irrational. They hate all living things, and some dead ones, but they don't know why. To make them happy and earn their respect, kill many Yakuza.

Armoured cars

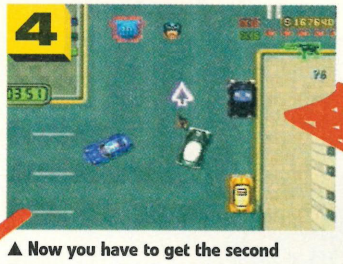
RED MISSION: RESCUE A YAKUZA TORTURE VICTIM AND DESTROY TWO ARMOURED CARS WITHIN SIX MINUTES



▲ Head for the nearest garage in North Flotsam and load yourself up a bomb. Make sure you have at least $10,000 because you'll need another bomb later



▲ Follow the arrow to the first car. Barge the sucker off the road and onto the sidewalk, pinning it in to make sure there's no way it can escape



▲ Now you have to get the second Yakuza car. First steal yourself a fast set of wheels – don't go for a van or truck cab because they're too slow



▲ Once you've trapped the Yakuza car, set the bomb R2 and leap out of the car, and run away from the blast. You should have enough time to get to safety



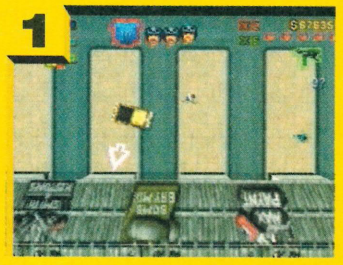
▲ Speed over to the nearest garage and pick up another bomb. If you've done it right you should have loads of time left to chase the second car



▲ Repeat your ramming and jamming technique on the second car and step back to watch the fireworks. Get it right and you're sorted

Getta Isetta

YELLOW MISSION OBJECTIVE: STEAL A POSH LIMO FROM THE COP CAR COMPOUND WITHOUT BEING SEEN



▲ You've got your orders from Elmo to go to the Compound. The Cops are out in force today, so go to the garage for a paint job – it's the only way to keep the rozzers off your back



▲ Wait at the front of the compound, just out of sight, while Lance the Loony distracts the guard. As soon as you get the word, race round the back of the car lot and up the stairs



▲ Walk down the other side but wait here, at the bottom of the steps, otherwise the guard will see you. Shoot him with your silenced uzi



▲ Stand here and throw Molotov Cocktails at the electronic door lock. Make sure you don't hit the limo or Elmo will get very angry!



▲ Drive like a granny on the way back, to make sure you don't damage the limo. It's an awkward sod to handle so go slowly through the traffic. You're not working against the clock so there's no need to rush and risk blowing the mission

Yakuza Missions

FOLLOW THEIR CODE OF HONOUR, OR DIE

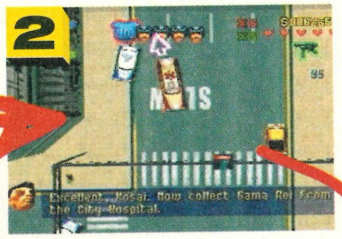
The Yakuza are a ruthless organisation with a strong sense of honour. Foul up and they'll consider you beneath contempt. Win them over by killing a few Zaibatsu thugs

Get Gama Rei

YELLOW MISSION OBJECTIVE: STEAL A MEDICAR TO ESCORT YAKUZA MAN GAMA REI FROM HOSPITAL



▲ You won't find a Medicar just cruising the street so you'll have to shoot a passer by to make one appear



▲ When the medics leave their car to attend to your victim, jump in and head for the hospital



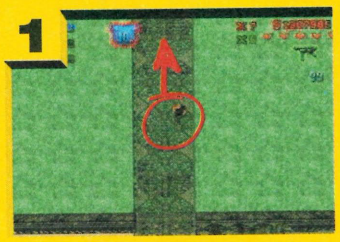
▲ Drive your charge back to the safe house, taking care not to crash. Drive slowly when cops are around



▲ Wait in the hospital forecourt for Gama Rei. He's just had plastic surgery so he may be a little shy

Steal SWAT van

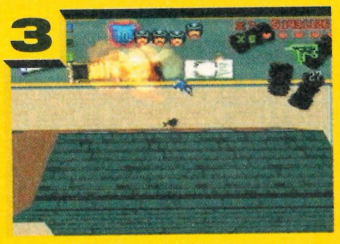
RED MISSION OBJECTIVE: CAUSE CHAOS ON THE STREETS AND DRIVE OFF WITH A SWAT VAN



▲ Head to the iron bridge (North East of the red phone area) that takes you to Altamont – you don't want to upset the Yakuza by blowing up stuff on their turf



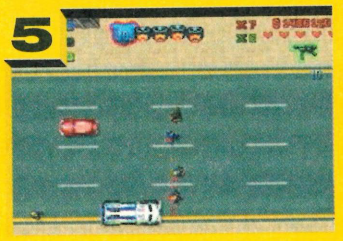
▲ Find a corner where you can shoot at cars and also run for cover. Start shooting anything that moves, to create enough carnage to bring the SWAT team running



▲ The SWAT team will only turn out when you're wanted by four cops as shown at the top of the screen



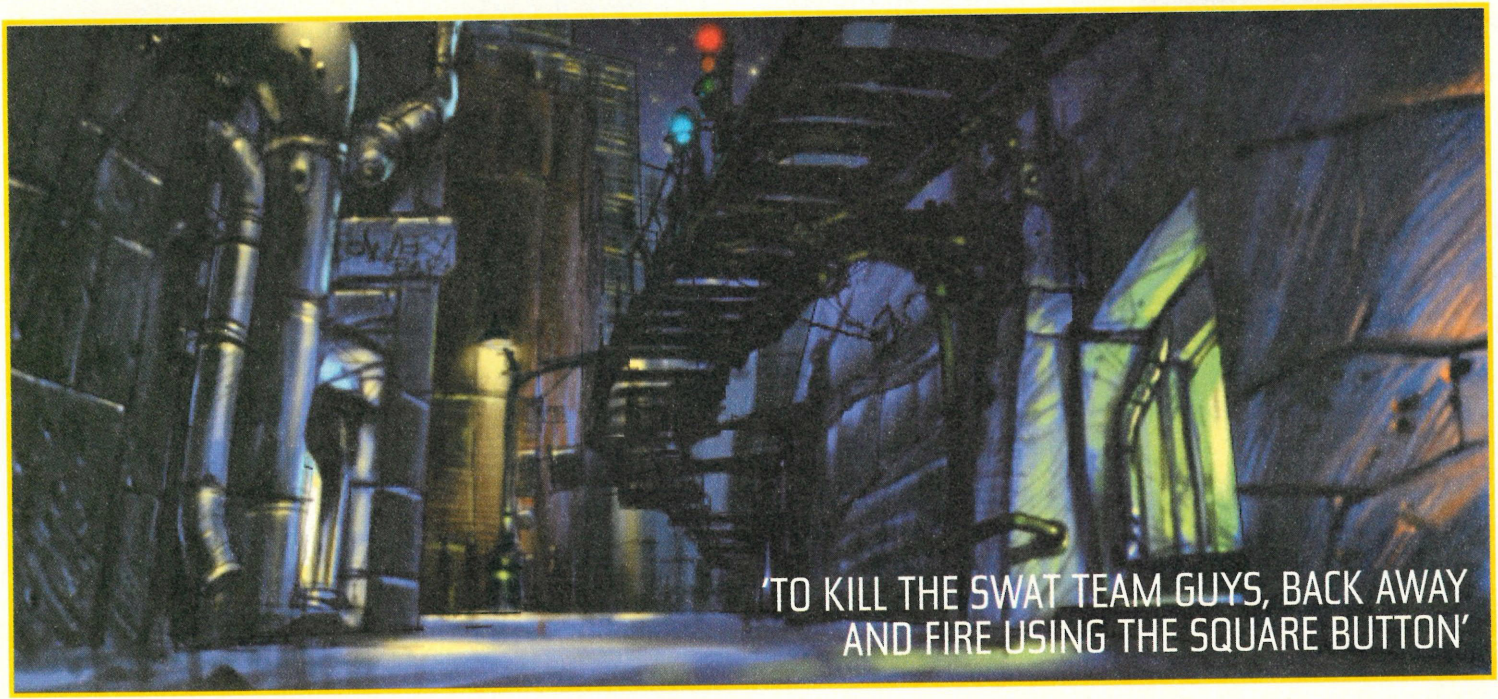
▲ When you notched up enough police interest, the SWAT teams will begin to arrive. Now for the difficult bit



▲ The SWAT team is rock hard, but keep firing away and backing off using the square button and you'll wipe 'em out



▲ Drive the SWAT van back to Yakuza HQ, driving straight through any barricades. Don't stop to fight the cops, either



dial A game™

A Good Call...

HERE'S HOW IT WORKS!!

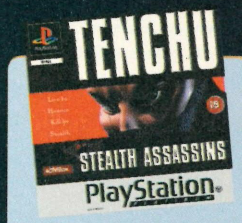
It really could not be more simple. Basically, the Dial-a Game™ service is the fantastic new way to get hold of PlayStation stuff without actually having to pay for them first. As opposed to having to send cheques, postal orders or use a credit card, the cost of the call pays for them instead! And as the cost is added to your telephone bill, in some cases you won't have to pay for your goods for as long as four months! Just call the number below the product you want, listen to the Dial-a-Game™ service, leave your details and then just sit back and let the Postman do the rest!

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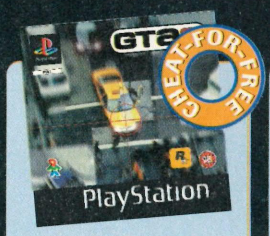
When ordering any product marked with the 'cheat for free' symbol we'll send you a £20 cheat card for absolutely nothing!



Tenchu
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Grand Theft Auto
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Grand Theft Auto 2
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TEKKEN 3
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Gran Turismo
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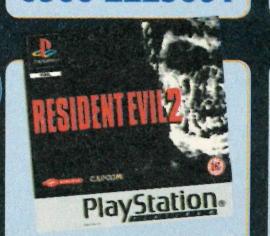
Gran Turismo 2
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Final Fantasy VII
0906 2223309



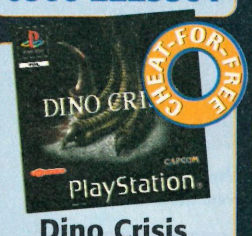
Final Fantasy VIII
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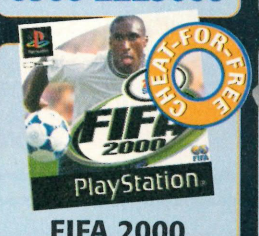
Resident Evil 2
0906 2223303



Metal Gear Solid Special Missions
0906 2223306



Dino Crisis
0906 2223002



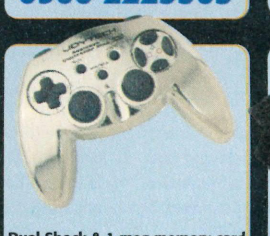
FIFA 2000
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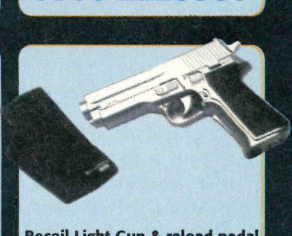
Multitap
0906 2223310



24 Meg Memory Card
0906 2223317



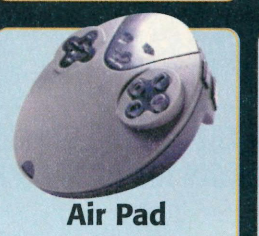
Dual Shock & 1 meg memory card
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Recoil Light Gun & reload pedal
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If you have to cheat you might as well do it properly. Not only is this card pre-loaded with 100's of top cheats, it also finds new ones!



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0906 2223005
This wickedly priced wheel boasts many programmable features - including wheel-mounted F1 style gear shifter and Dual-Shock force feed-back.

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Dial-a-Cheat™ - an absolute must for all self-respecting PlayStation heads.

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Bang on the tip

Calls cost 60 pence per minute.

Calls cost £1.00 per minute. The maximum cost of call for all products is £22 with the exception of items displaying the 'cheat-for-free' badge which are £42. make sure you have the permission of the person paying the bill. Delivery within three days subject to stock. For technical & delivery enquiries call 0113 2611320. Game:24/7 PO Box 247, Leeds LS16 8XJ.

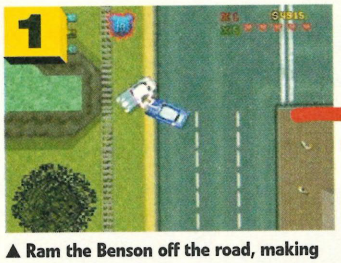
Residential Sector

REDNECK MISSION

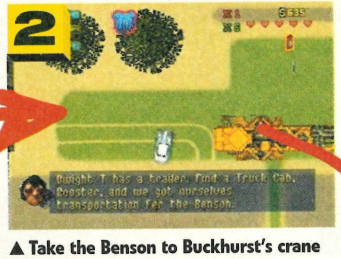
The Rednecks are pig-ignorant trailer trash with a passion for bombs and booze. If you can wipe out some of those smart-ass Scientists they'll start making cow eyes at you and offering you their sister. It's not all bad, then

Benson Burner

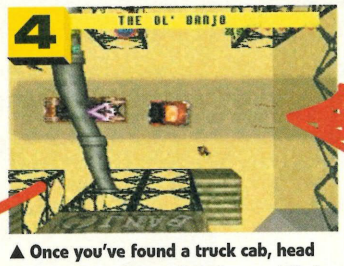
YELLOW MISSION OBJECTIVE: STEAL A FLASH CAR AND GIVE THE COP CHIEF A BIG SURPRISE



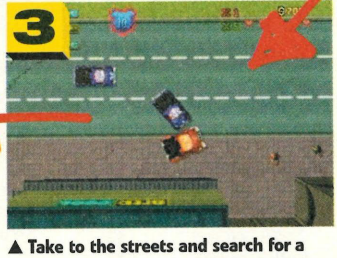
▲ Ram the Benson off the road, making sure you don't damage it too much. Jump in the driver's seat and head on over to the Redneck's trailer park



▲ Take the Benson to Buckhurst's crane where you'll be told to go and look for a truck cab. What are you waiting for, start looking, hotshot!



▲ Once you've found a truck cab, head back to the trailer park and go and find Dwight T's trailer. Back the cab into the front of the trailer and move forward. The trailer should now be attached



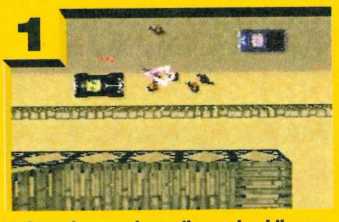
▲ Take to the streets and search for a truck cab. Don't waste your time looking in the trailer park as you won't find anything other than pick-up trucks. The streets are the best place to look



▲ Return to the crane where the Benson will be loaded on to the trailer. It's a nightmare trying to drive the huge trailer through the city to deliver it to the cop chief. Try not to get stuck at traffic lights as rival gangs will start to shoot at you and the mission will be over if the car gets too damaged

In too deep

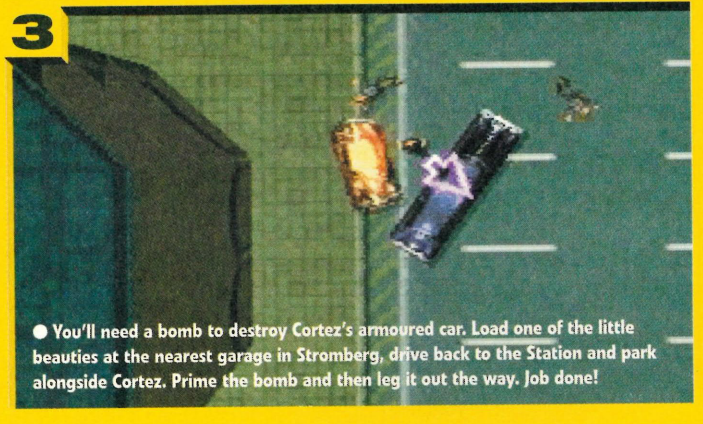
YELLOW MISSION OBJECTIVE: PROTECT REDNECK LEADER BILLY BOB BEAN FROM A ZAIBATSU ASSASINATION SQUAD



▲ Stay close to the trailer park while you wait for the assassins. Stand back and let your own team of hitmen take the brunt of the bullets whilst you ice the assassins



▲ Once you've dispatched the Z-Men, go over to the station but stay in your van – use the element of surprise to run over Cortez's men



● You'll need a bomb to destroy Cortez's armoured car. Load one of the little beauties at the nearest garage in Stromberg, drive back to the Station and park alongside Cortez. Prime the bomb and then leg it out the way. Job done!

Zaibatsu Missions

RECNECK RAMPAGE

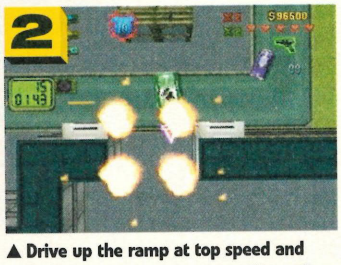
The geezers at Zaibatsu Village are offended by the smell coming from the Redneck's part of town. Bag plenty of the denim-clad fools to earn respect from the Z-Men

Valdez Alert

YELLOW MISSION: INFILTRATE THE SRS RESEARCH CENTRE AND DESTROY THEIR COLD FUSION GENERATORS

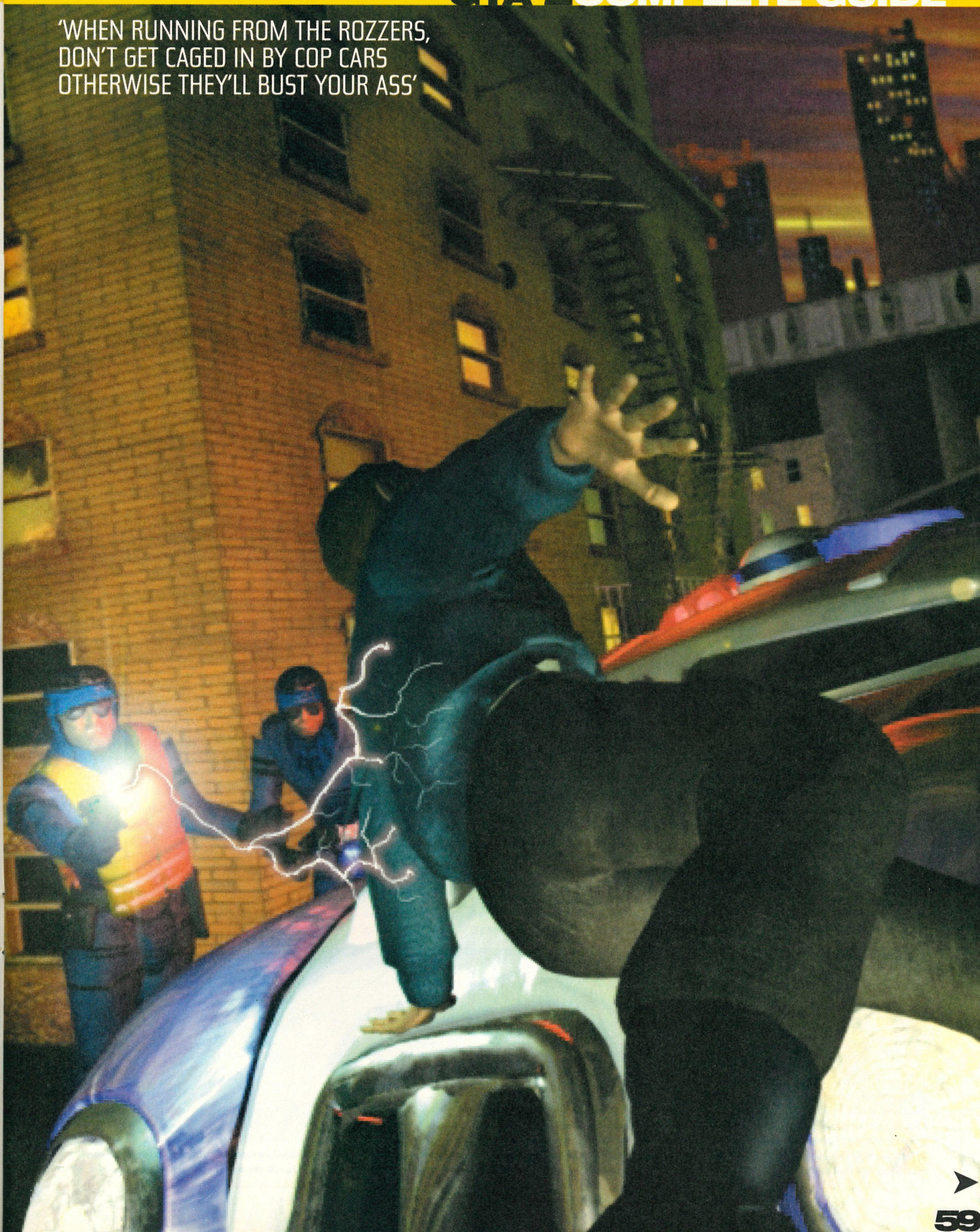


▲ Pile your recruits into a van big enough to carry them all and head for the SRS Research Centre.



▲ Drive up the ramp at top speed and crash into the research centre. The wall will break, allowing you to get inside

'WHEN RUNNING FROM THE ROZZERS, DON'T GET CAGED IN BY COP CARS OTHERWISE THEY'LL BUST YOUR ASS'



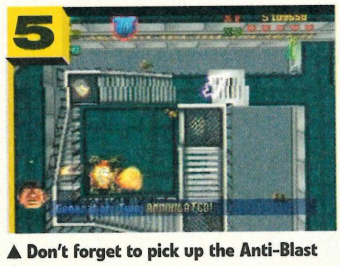
Valdez Alert



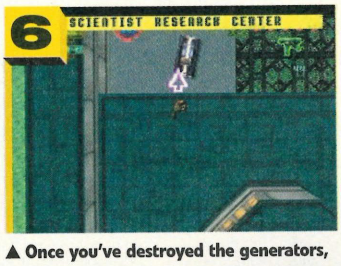
▲ There are loads of guards and they'll wipe out your buddies quickly. At this stairway, keep out of sight and drop Molotov Cocktails on the guards' heads



▲ Use the scenery for cover. If you have any men left, hide while they fight the guards. Never get surrounded by guards, otherwise it's game over



▲ Don't forget to pick up the Anti-Blast Suits from the dispensers on the walkways before using the rocket launcher on the generators



▲ Once you've destroyed the generators, swiftly retrace your steps to the entrance and escape on foot in case your car has been booby-trapped

Operation Z

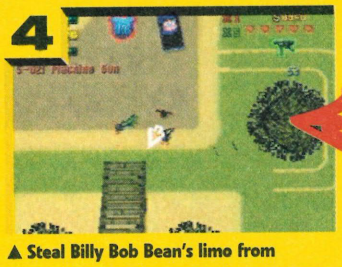
YELLOW MISSION OBJECTIVE: STEAL FOUR CARS AND DELIVER ASSORTED CONTRABAND TO THE ZAIBATSU LEADER



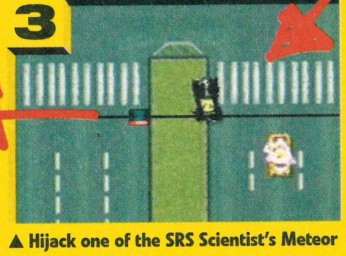
▲ Head over to the Redneck bowling alley to steal the pick-up full of pills. The Rednecks are on alert and will shoot as soon as they see you. Don't hang around , simply accelerate and run them all down. Then park your car and return on foot to polish off the rest



▲ Drive the pick-up back to the garage in Zaibatsu Village. Avoid driving through Redneck territory as they'll shoot the truck, trying to destroy it. Make sure you don't get stuck at traffic lights where you'll be a sitting duck. Check for police before running red lights



▲ Steal Billy Bob Bean's limo from Disgracelands. Drive up to the entrance – look for this ramp and speed up it to jump the fence. After returning the limo to Red, perform a routine operation to steal a cop and then you're home free



▲ Hijack one of the SRS Scientist's Meteor cars which is carrying 'Clone Serum' and two 'Bio Bitches'. Block the car off at the traffic lights, making sure there aren't any police nearby. When you nabbed it, drive back to the garage

SRS Scientist

DON'T UPSET THE SCIENTISTS!

The SRS Scientists pride themselves on their superior brainpower. If you upset them they'll come after you with some of their lethal inventions. To make them put away the flamethrowers, be sure and toast a few Zaibatsu henchmen

La Brat's Plan

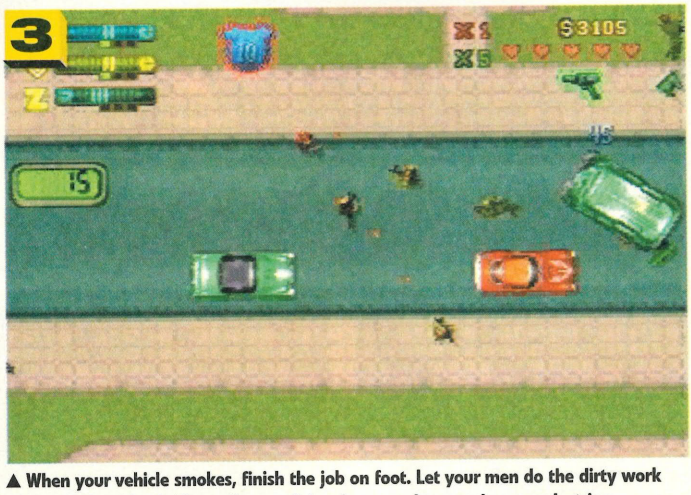
YELLOW MISSION OBJECTIVE: HEAD OVER TO ZAIBATSU VILLAGE AND CULL SOME Z-MEN





▲ Hijack a van large enough to take you and your men over to the Zaibatsu village. If you've got cash, mount guns on your motor at the garage

● When you reach the village stay in your van as long as possible and mowing down all the Z-Men you come across



▲ When your vehicle smokes, finish the job on foot. Let your men do the dirty work while you hang back. The police won't hassle you unless you bag a pedestrian



● The best way to kill the enemy is to run them over. Step outside and you'll take the bullets, not the car

The Dam

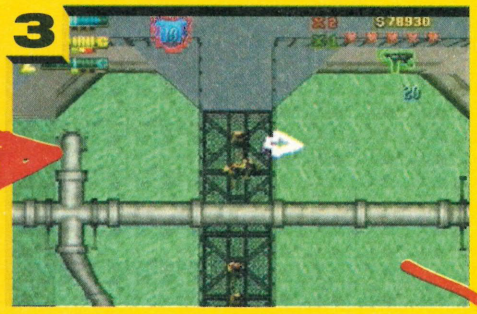
RED MISSION OBJECTIVE: SHUT DOWN THE H2000 WATER COMPANY



▲ As with the previous mission, hijack a van and equip it with ammo. When you reach the Water Company stay in the van and run down as many guards as possible



▲ When you've dusted off all the outside guards you'll have to leave the van to get your orders. The egghead'll let you know what to do very soon



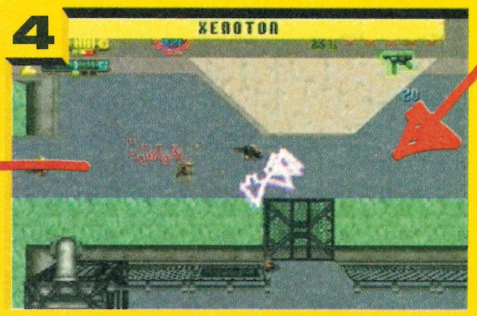
▲ Although the pink arrow is pointing to the right, you enter the compound and head left first, then work your way round to the right on the metal walkway



▲ When you've destroyed the generator get out of there quickly. Be prepared to fight off more guards. Watch out, this really is a tough one!



▲ When you've got rid of all the guards, use your weaponry to destroy the four turbines. It might take time but stick at it, OK?



▲ Polish off all the guards in the area. Make sure you have plenty of firepower, as the guards are fierce. Use your men as cover but don't expect them to last long

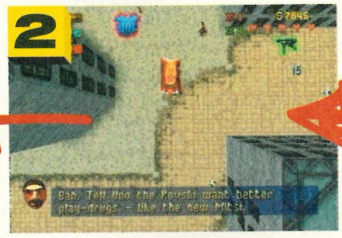
Industrial Sector

ZAIBATSU MISSION

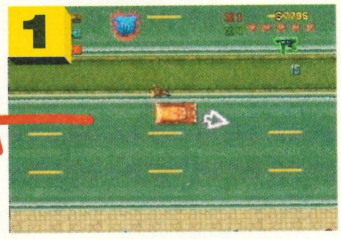
In the industrial sector the Zaibatsu bigwigs have turned their hatred on the airy-fairy Krishnas. Kill a bundle to earn Zaibatsu respect

Payback

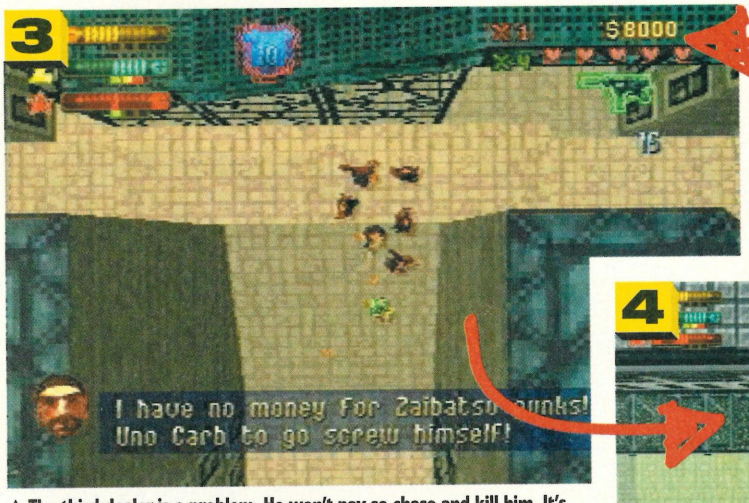
YELLOW MISSION OBJECTIVE: COLLECT DRUG MONEY AND STEAL A TRUCK FOR REVENGE



▲ Ziggy gets in the car and gives you a message for the Zaibatsu. Then you are instructed to drive to the next dealer. This is routine and should go without a hitch



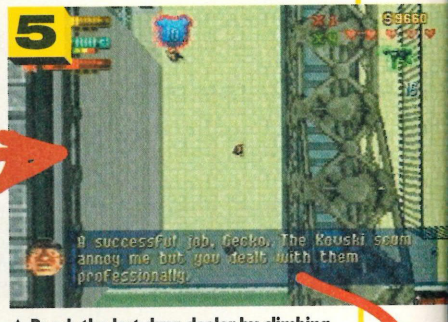
▲ The first dealer you have to visit is Ziggy Pole. He won't speak to you unless you're driving one of the Kovski cars, so hijack one before you go to see him



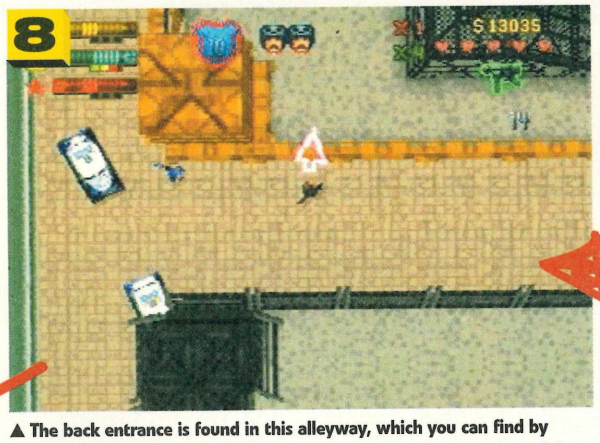
▲ The third dealer is a problem. He won't pay so chase and kill him. It's vital you act quickly and ice him and his gang on the spot



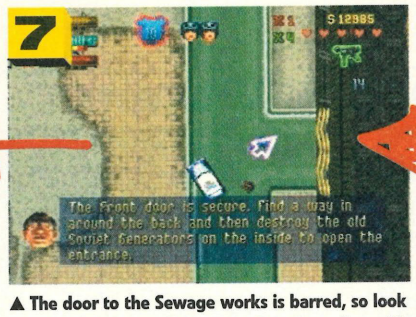
▲ Follow the dealer's henchman to a back alley where he drops the money for you to pick up. Don't worry, it's not a trap, so you'll be allowed to leave with the money



▲ Reach the last drug dealer by climbing the metal walkway. He's nervous and refuses to deal with you in the open



▲ The back entrance is found in this alleyway, which you can find by following the yellow fence round to the farthest Southern reaches of the Sewage works. It shouldn't take too long to find



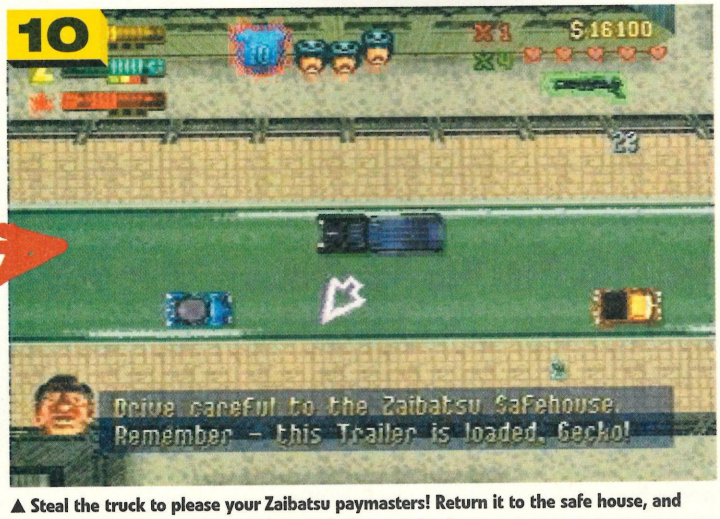
▲ The door to the Sewage works is barred, so look for a back entrance. Try not to alert the police with any reckless driving whilst you are looking



▲ Steal a Kovski truck as payment for the Russian Mafia's disobedience. Drive to the Brown Eye Sewage works to steal the truck



▲ Follow the alley along to the right before heading North again. Climb the black metal walkway to gain access to the truck



▲ Steal the truck to please your Zaibatsu paymasters! Return it to the safe house, and take it easy because you're carrying one helluva payload

EVERY WEEK HEAT GETS THE JUICE.



heat

The entertainment magazine

Russian Mafia

THE BEST WAYS TO SIDE WITH THE BEARS

Still clinging on to their Communist ways, the Russian Mafia hates anything corporate. If you ice a few Zaibatsu they will shower you with respect

Officer Down

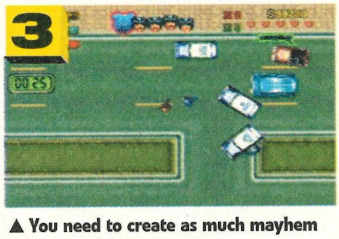
YELLOW MISSION OBJECTIVE: DESTROY A POLICE CAR AND A SWAT VAN IN FIVE MINUTES



▲ Start killing a few pedestrians to bring the police dashing to your manor



▲ Launch your firepower at the cops. Stay close to the Russian HQ and the Russian gang members will help you out taking pot-shots at the rozzers



▲ You need to create as much mayhem as possible to alert the SWAT team to your presence. You're working against the clock so don't waste time



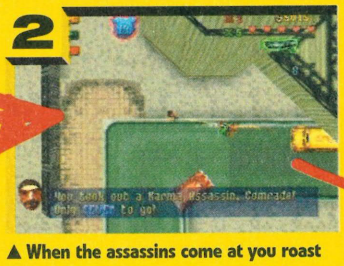
▲ Once the SWAT team arrives, run into the Russian compound to lure them away from the van and to protect yourself from their fire. The Ruskies will help you out

Kharma Assassins

YELLOW MISSION OBJECTIVE: PROTECT THE RUSSIAN LEADER FROM THE KRISHNA ASSASSINS



▲ Stay close to the Yellow phone area. It won't be long before busloads of Krishna's arrive



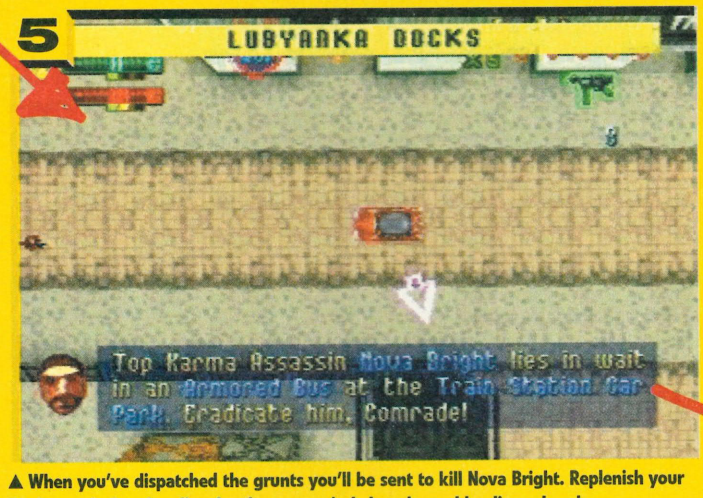
▲ When the assassins come at you roast them with the flamethrower. Don't let them get to close or the mission'll be over



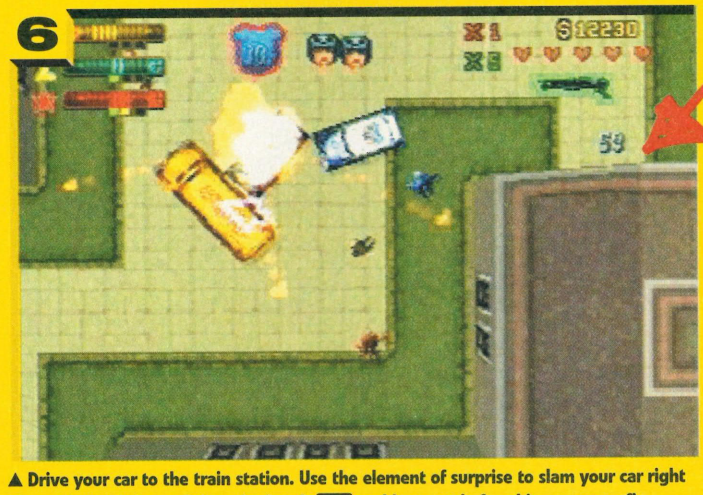
▲ The last two assassins get nasty and start chucking Molotovs. Stay back and fire while retreating



▲ If you run low on flamethrower fuel, turn to the shotgun. You can pick the enemy off with one shot – very handy



▲ When you've dispatched the grunts you'll be sent to kill Nova Bright. Replenish your life hearts before heading for the garage in Lubyanka and loading a bomb



▲ Drive your car to the train station. Use the element of surprise to slam your car right alongside Bright's car. Prime the bomb R2 and leap out before his men open fire



'USE THE FLAMETHROWER FOR MASS CARNAGE. WHEN YOU RUN OUT OF GAS, TURN TO THE SHOTGUN

Hare Krishna

ZAIBATSU MISSION

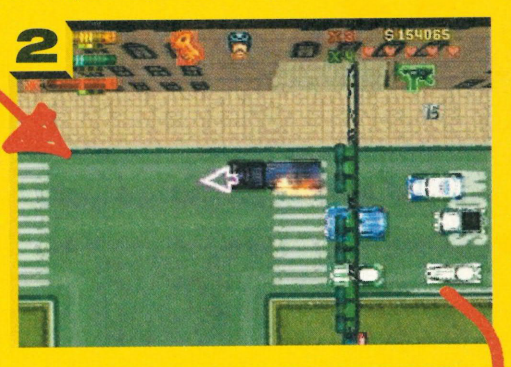
They may have nice names like Sunbeam, but they're prepared to kill for their cause. They're not keen on anything technological, but they really hate the Russian Mafia

Cossack Conversion

YELLOW MISSION: KIDNAP A LOAD OF RUSSIAN WORKERS AND TAKE THEM TO THE KRISHNA'S FOR CONVERSION



▲ The truck you have to steal is in a heavily guarded compound. Drive straight in, right up to the truck, and jump in the cab. Don't stop to shoot the guards because there are too many and they'll overwhelm you. Drive the truck away at speed



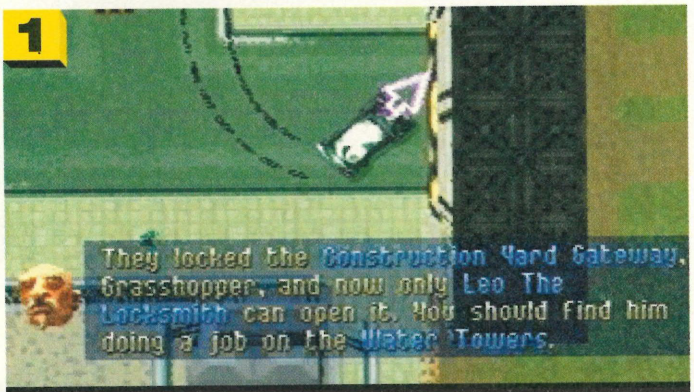
● Drive to Mad Island Docks. Mind you don't damage the trailer and keep moving in rival gangs' territories, even running red lights

▼ Wait until all four groups of Russian workers have boarded your lorry before moving off. Drive carefully. Easy



De-construction Yard

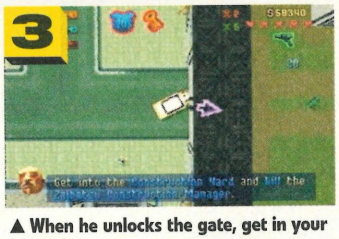
GREEN MISSION: DESTROY THE ZAIBATSU CONSTRUCTION YARD TO STOP THEM BUILDING ON HOLY KRISHNA LAND



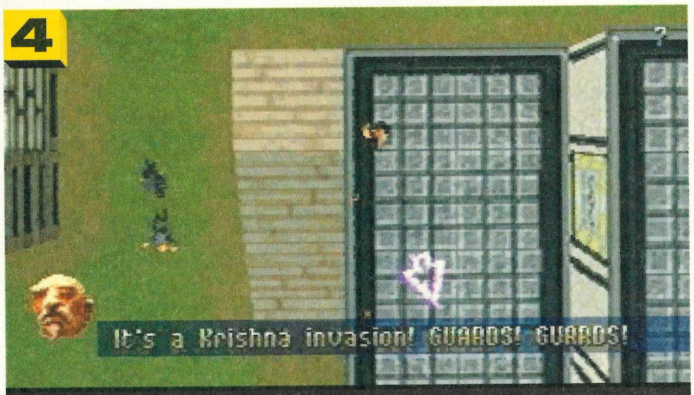
● The construction yard gate is locked so you have to get the locksmith



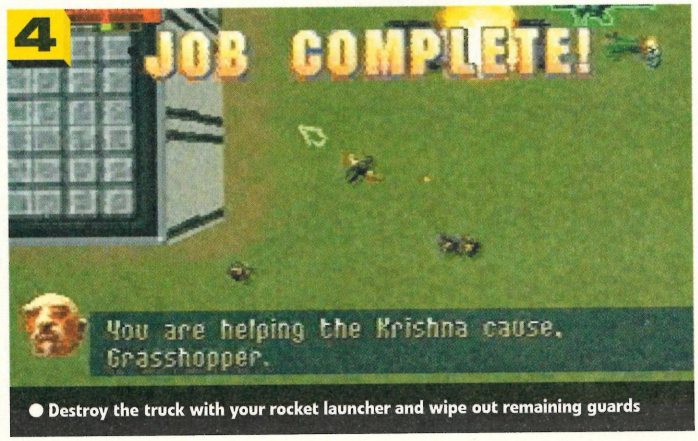
▲ The locksmith can't be bothered to talk to you. Join him in throwing Molotov cocktails down the hole and he'll be impressed and come and help



▲ When he unlocks the gate, get in your car and drive into the yard where you're ordered to hunt down the manager. Run over as many men as you can



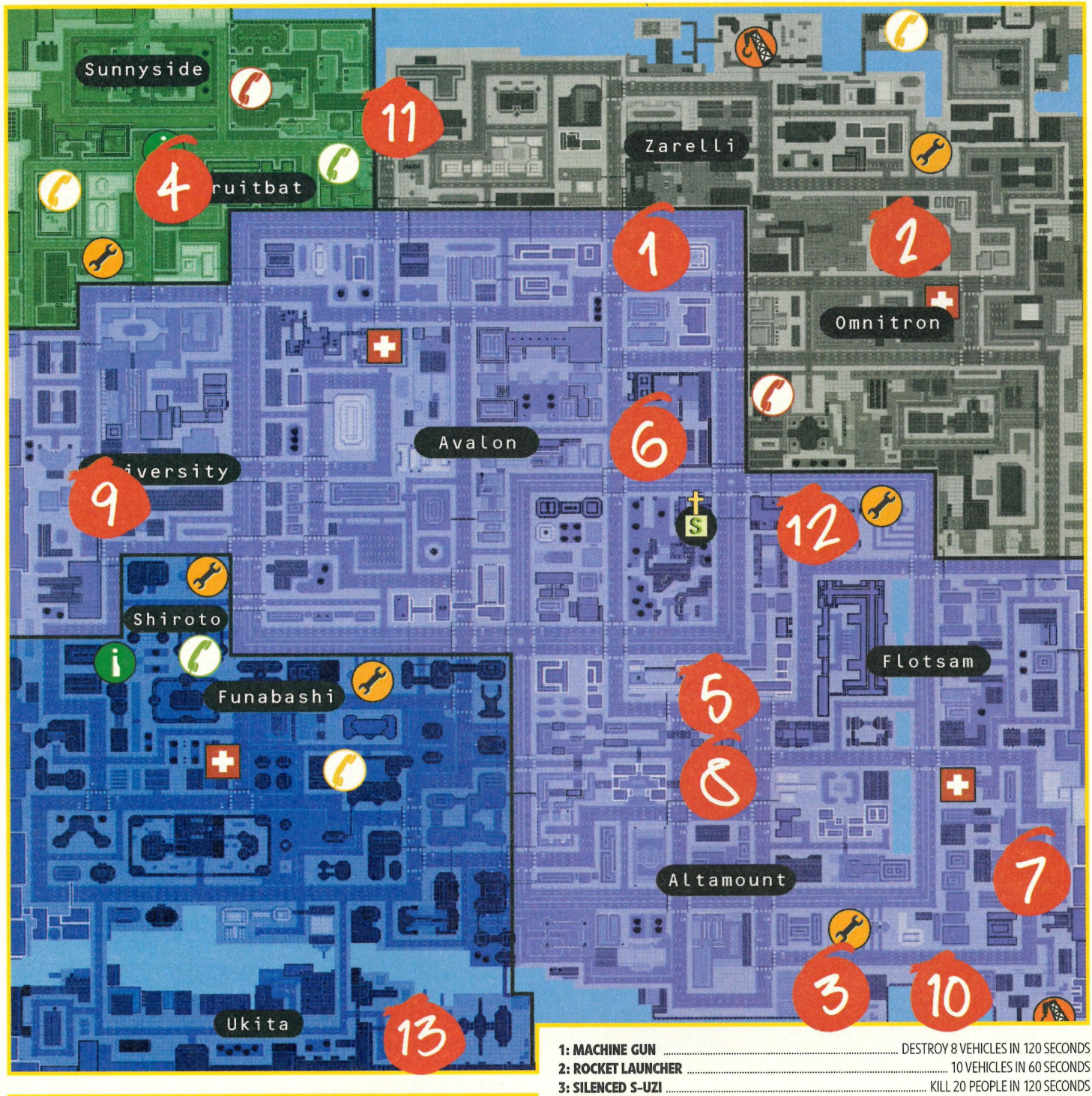
● Get out the car and go upstairs. Shoot the manager before alerts more guards



● Destroy the truck with your rocket launcher and wipe out remaining guards

Kill Frenzies: Down Town

WANT TO KNOW WHERE ALL THE BONUSES? NO WORRIES, WE'LL SHOW EXACTLY WHERE TO LOOK

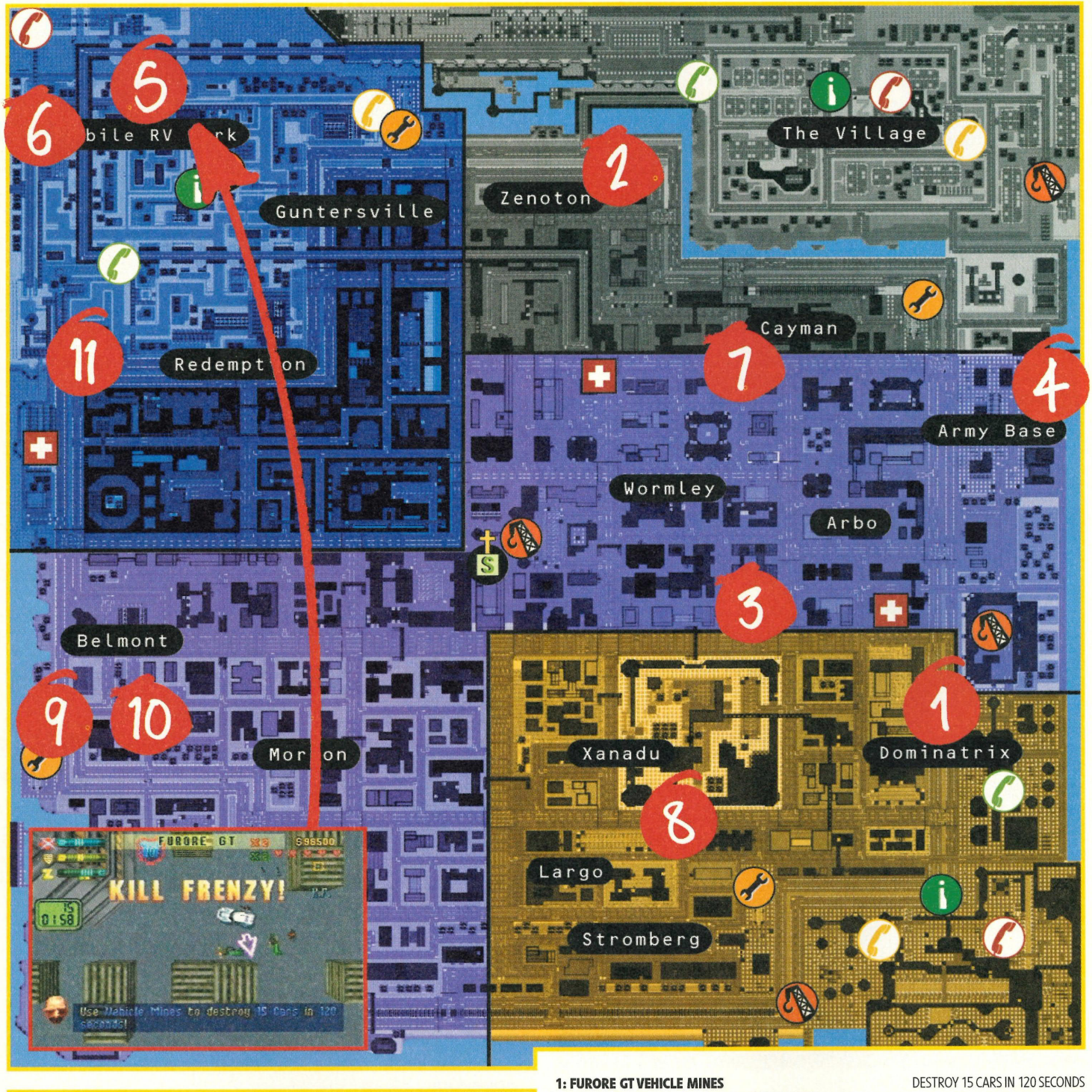


- Church (Start/Save Point)
- Color Coded Phones
- Gang Information Phone
- Garage
- Hospital
- Crane/Crusher
- Neutral Territory
- Yakuza Territory
- Zaibatsu Territory
- Loonie Territory
- Water

1: MACHINE GUN ..... DESTROY 8 VEHICLES IN 120 SECONDS
2: ROCKET LAUNCHER ..... 10 VEHICLES IN 60 SECONDS
3: SILENCED S-UZI ..... KILL 20 PEOPLE IN 120 SECONDS
4: SILENCED MACHINE GUN ..... DESTROY 4 VEHICLES IN 60 SECONDS
5: MOLOTOV COCKTAILS ..... KILL 10 PEOPLE IN 60 SECONDS
6: SILENCED MACHINE GUN ..... KILL 20 PEOPLE IN 60 SECONDS
7: FLAMETHROWER ..... KILL 10 PEOPLE IN 60 SECONDS
8: MOLOTOV COCKTAILS ..... KILL 30 PEOPLE IN 120 SECONDS
9: TAXI ..... RUN OVER 50 PEOPLE IN 180 SECONDS
10: TANK ..... KILL 10 PEOPLE IN 60 SECONDS
11: S-UZI ..... KILL 15 PEOPLE IN 120 SECONDS
12: ROCKET LAUNCHER ..... KILL 30 PEOPLE IN 180 SECONDS
13: S-UZI ..... KILL 10 PEOPLE IN 60 SECONDS

Kill Frenzies: Residential

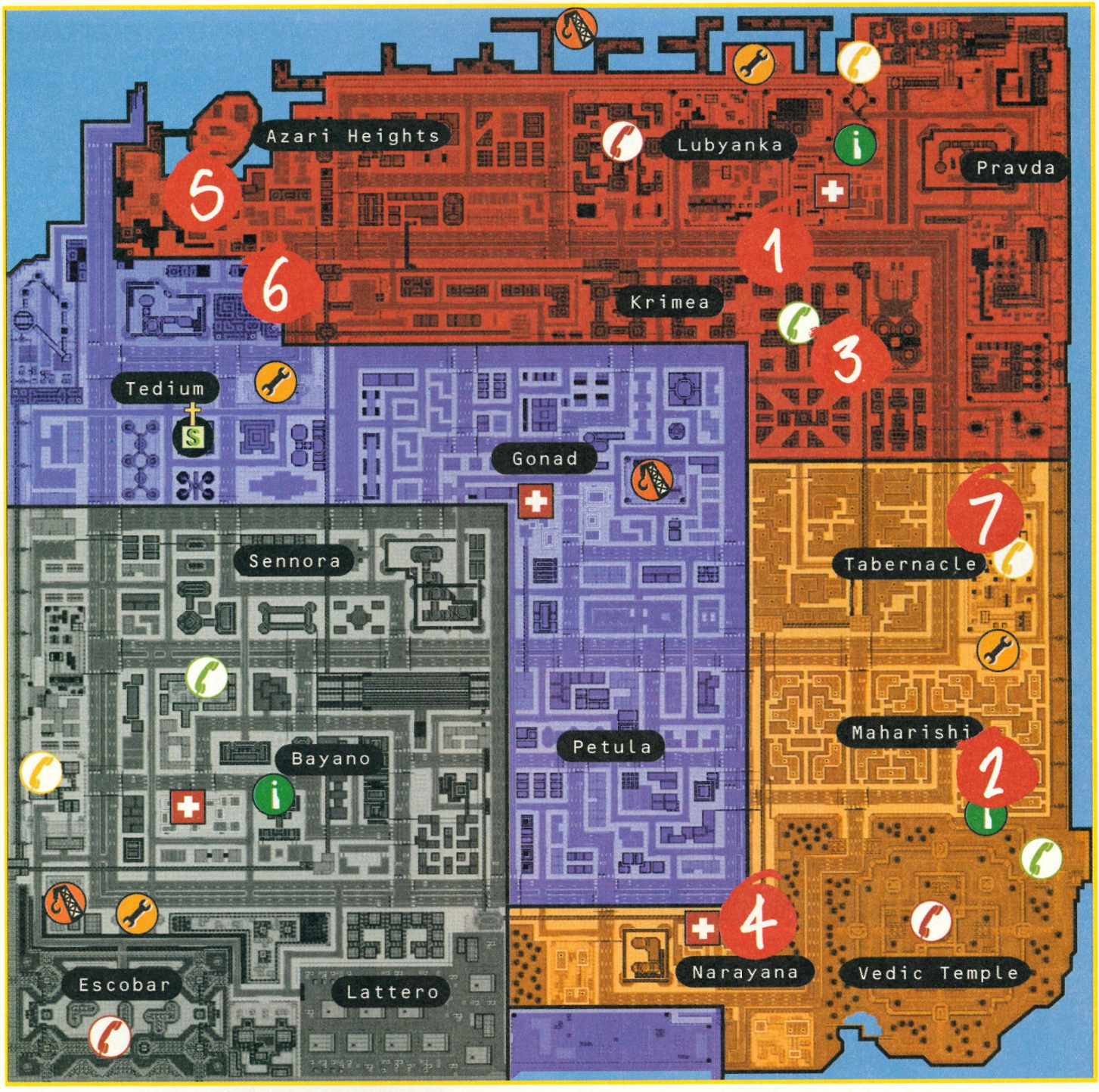
SOME OF THESE GOODIES ARE WELL HIDDEN. GOOD JOB WE MADE LIFE EASIER BY POINTING THEM OUT THEN



1: FURORE GT VEHICLE MINES	DESTROY 15 CARS IN 120 SECONDS
2: ELECTROGUN	FRY 20 PEOPLE IN 120 SECONDS
3: ROCKET LAUNCHER	KILL 10 PEOPLE IN 60 SECONDS
4: S-UZI	KILL 10 PEOPLE IN 90 SECONDS
5: FURORE GT	SHOOT 30 PEOPLE IN 120 SECONDS
6: FLAMETHROWER	TORCH 20 PEOPLE IN 60 SECONDS
7: SHOTGUN	SHOOT 10 PEOPLE IN 90 SECONDS
8: SHOTGUN	KILL 15 PEOPLE IN 60 SECONDS
9: FURORE GT	KILL 30 PEOPLE IN 90 SECONDS
10: TANK	SHOOT 20 VEHICLES IN 120 SECONDS
11: TANK	SHOOT 20 PEOPLE IN 120 SECONDS

Kill Frenzies: Industrial District

THERE AREN'T THAT MANY TO FIND IN THIS AREA, BUT YOU CAN STILL RACK UP SOME SERIOUS KILLS



- Church (Start/Save Point)
- Color Coded Phones
- Gang Information Phone
- Garage
- Hospital
- Crane/Crusher
- Neutral Territory
- Russian Territory
- Krishna Territory
- Zaibatsu Territory
- Water

1: ELECTROGUN ..... FRY 20 PEOPLE IN 60 SECONDS
2: ELECTROGUN ..... FRY 20 PEOPLE IN 60 SECONDS
3: MOLOTOV COCKTAILS ..... KILL 10 PEOPLE IN 60 SECONDS
4: S-UZI ..... SHOOT 10 PEOPLE IN 90 SECONDS
5: S-UZI ..... SHOOT 20 PEOPLE IN 60 SECONDS
6: ROCKET LAUNCHER ..... SHOOT 20 PEOPLE IN 60 SECONDS
7: ROCKET LAUNCHER ..... DESTROY 20 VEHICLES IN 60 SECONDS

TIPS AND CHEATS YOU NEED TO BEAT TOP GAMES

TIPS&CHE



● GTA2's crime-riddled city streets are ripe for cheating and speeding

Grand Theft Auto 2

MURDEROUS CHEATS!

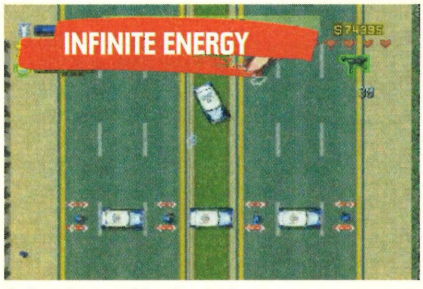
ALL LEVELS, WEAPONS, 10 MILLION POINTS...

With its 8/10 score last issue, GTA2 is a must for any self-respecting felons

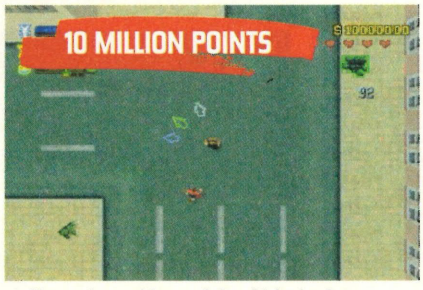
CHEAT	CODE
ALL LEVELS UNLOCKED	ITSALLUP
ALL WEAPONS	NAVARONE
INFINITE ENERGY	LIVELONG
NO POLICE	LOSEFEDS
MAXIMUM WANTED LEVEL	DESIRES
10 MILLION POINTS	BIGSCORE



▲ Nowhere to run and the pigs are on your tail



▲ Smash everything forever!



▲ Money for nothing and the chicks for free



▲ Maximum carnage with some hefty bazooka action

CHEATS

PUT THE BITE BACK INTO GAMING WITH MADCATZ®
ACCESSORIES FOR PLAYSTATION, N64, PC AND DREAMCAST

Tony Hawk's Skateboarding

COOL BOARDER DUDE CODES

GET UNLIMITED SPECIALS AND ALL PRACTICE AREAS

To activate a cheat, press START to pause the game and hold L1 to enter the codes below.
A shaky screen will confirm you were successful.

CHEAT	CODE
ALL ATTRIBUTES FULL	⊗ ■ ■ ▲ ⇧ ⇩
ALL PRACTICE AREAS	■ ⇧ ⇦ ⇧ ● ▲
BIG HEAD MODE	■ ● ⇧ ⇦ ⇦
CHEAT MODE	● ⇨ ⇧ ⇩ ● ⇨ ⇧ ■ ▲
LEVEL SELECT	▲ ⇨ ⇧ ■ ▲ ⇦ ⇧ ■ ▲
UNLIMITED SPECIALS	⊗ ▲ ● ⇩ ⇧ ⇨



● 'Oof! I gotta remember my Lynx next time'

SPECIAL MOVES

Here's just a few moves to keep you going until next month, when we'll have the remaining characters.

ANDREW REYNOLDS

BACKFLIP	⇧ ⇩ ●
HEELFLIP BLUNTSIDE	⇩ ⇩ ▲
TRIPLE KICKFLIP	⇦ ⇦ ■

BUCKY LASEK

FINGERFLIP AIRWALK	⇦ ⇨ ●
KICKFLIP MCTWIST	⇨ ⇨ ●
VARIAL HEELFLIP	⇩ ⇧ ■

ANDREW REYNOLDS

BACKFLIP	⇧ ⇩ ●
HEELFLIP BLUNTSIDE	⇩ ⇩ ▲
TRIPLE KICKFLIP	⇦ ⇦ ■

CHAD MUSKA

360 FRONT SHOVE-IT REWIND	⇨ ⇨ ■
FRONT FLIP	⇩ ⇧ ●
ONE-FOOT 5-0	⇨ ⇩ ▲

BOB BURNQUIST

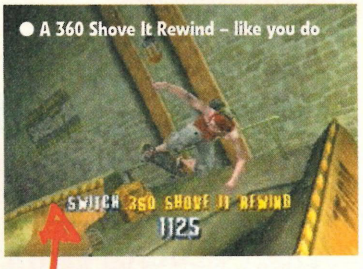
BURNTWIST	⇦ ⇧ ▲
FINGERFLIP AIRWALK (HALF PIPE ONLY)	⇦ ⇦ ■
ONE FOOTED SMITH	⇨ ⇨ ▲

JANE THOMAS

540 FLIP	⇦ ⇩ ■
FRONT FLIP	⇩ ⇧ ●
ONE-FOOT NOSEGRIND	⇧ ⇧ ▲

TONY HAWK

360° FLIP TO MUTATE	⇩ ⇨ ■
540° BOARD VARIAL (HALF PIPE ONLY)	⇦ ⇦ ■
CHRIST AIR	⇦ ⇨ ●
HAND PLANT	▲ ▲ ⇧
KICKFLIP MCTWIST	⇨ ⇨ ■
THE 9000°	⇨ ⇩ ●



● A 360 Shove It Rewind – like you do



● Tony's awesome Handplant



● He's a right big head, that Tony Hawk. Do it with our cheat above

Syphon Filter

NEW EXTRAS

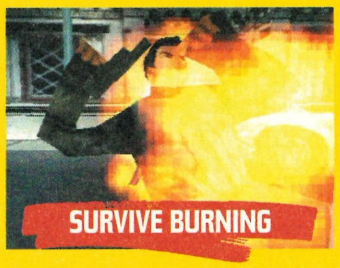
ALL WEAPONS

Highlight Weapons Select and press and hold SEL ◉ L1 L2 R2 and then add ⊗ to the buttons held.



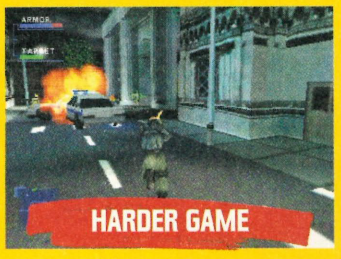
EASIER ENEMIES

Pause game, highlight MAP entry. Now hold ⇨ R1 L2 ⊗. A laugh will confirm you did it right.



HARDER GAME

At Title Screen, hold ⇦ L1 R2 SEL ▣ ◉ and ⊗. The word 'dammit' will confirm you did it correctly.

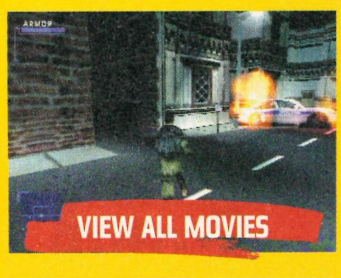


SURVIVE BURNING

If you catch on fire, pause the game and then unpause. You'll be hurt, but still alive.

VIEW ALL MOVIES

Go to movie theatre in first level (in back alley outside window where enemies come from behind burning police cars). Pause. Highlight MAPS. Hold ⇨ L2 R1 ⊗. You'll hear the words 'got it'.



X-RAY VISION

To see enemies behind walls, use the Virus Scanner.

R-Type Delta

YOU HAVE THE POWER!

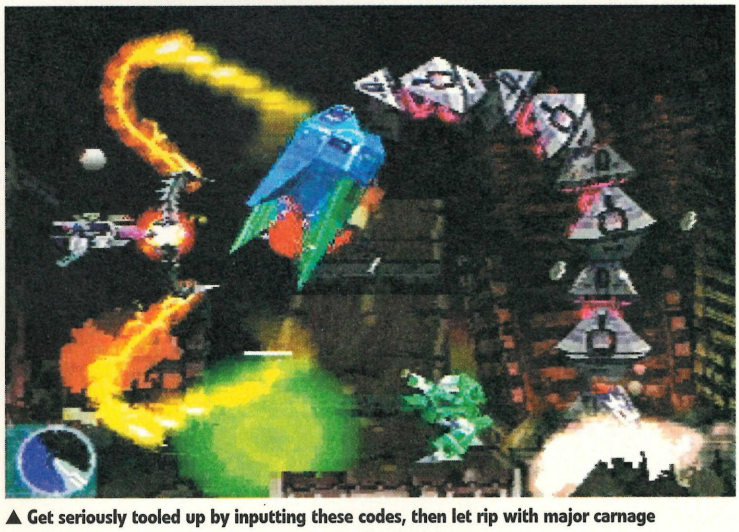
FREE PLAY MODE

Play for six hours and from then you'll receive unlimited continues.

MEGA WEAPONS

Enter codes by pausing during gameplay, holding L2 and entering the following codes. Make sure you have a Force Pod. To get one at any time, enter the code for 100% Force Power followed by any other code.

CHEAT	CODE
100% FORCE POWER	⇦⇨⇧⇩⇨⇦⇧⇩+△
RED POWERUP	⇦⇨⇧⇩⇨⇦⇧⇩+▣
BLUE POWERUP	⇦⇨⇧⇩⇨⇦⇧⇩+⊗
YELLOW POWERUP	⇦⇨⇧⇩⇨⇦⇧⇩+◉



▲ Get seriously tooled up by inputting these codes, then let rip with major carnage

SOFTWARE HOUSES

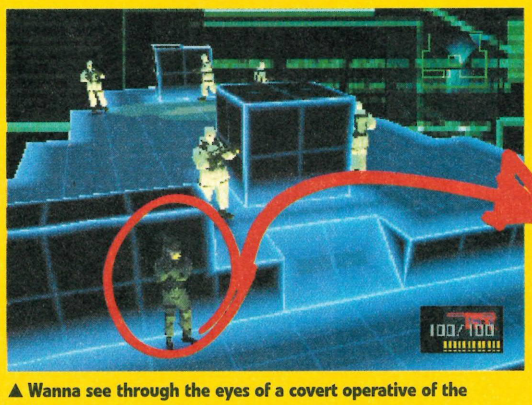
ACCLAIM	*09068 303330*
ACTIVISION	*01895 456700*
TAKE 2	*01429 855046*
CODEMASTERS	*01926 816044*
ELECTRONIC ARTS	*0906 753253*
EIDOS	*0121 3560831*
GT INTERACTIVE	*0891 669910*
INFOGRAMES	*0161 827 8060*
INTERPLAY	*0839 662666*
JVC	*0171 240 3121*
KONAMI	*09014 747484*
MICROPROSE	*01454 893900*
NAMCO	*09064 765765*
PSYGNOSIS	*0151 282 3333*
SONY	*09064 765765*
TELSTAR	*01932 232299*
THQ	*07071 223388*
UBI SOFT	*0181 944 9000*

Metal Gear Solid Integral

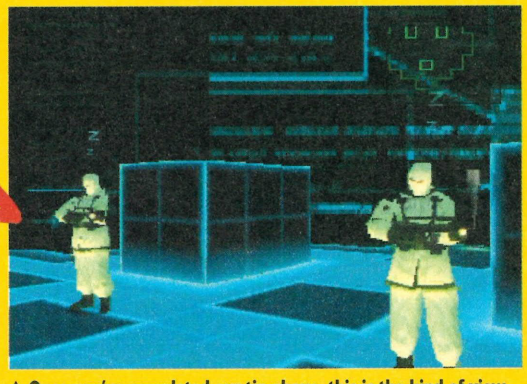
FANCY A FRESH VIEW OF THIS CLASSIC?

FIRST PERSON MODE

Beat the game on any difficulty other than Very Easy then, when you restart a game from the dock, tap △ twice.



▲ Wanna see through the eyes of a covert operative of the highest calibre? Try this then



▲ Once you've completed our tip above, this is the kind of view you'll get. Right in the thick of it, if you're hard enough

40 Winks

STUFF TO GET YOU THROUGH NIGHTMARES

RESET LIVES

Pause game anywhere. Hold SEL and hit L1 ⇧ ⇨ L2 ⇧

ALL WINKS

Pause game in the House Hub. Hold SEL and hit ⇦ ⇩ ⇨ ⇨ ⇨

RESET MOONS

Pause game anywhere. Hold SEL and hit ⇧ L2 ⇦ R2 ⇦

ALL DREAMKEYS

Pause game in the House Hub. Hold SEL and hit ● L1 L2 L1 L2

RESET Z'S

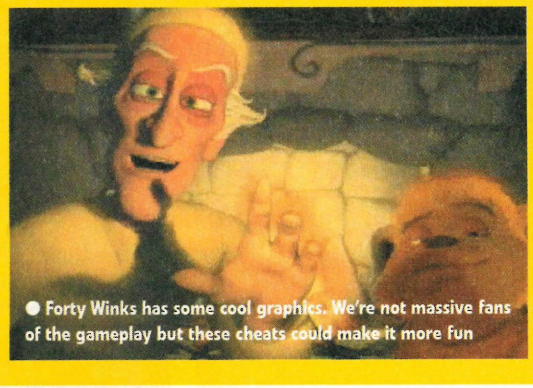
Pause game anywhere. Hold SEL and hit ⇨ L1 ⇧ R1 L1

FULL COGS

Pause game anywhere. Hold SEL and hit ⇩ R2 L1 ⇧ R2



● Finding loadsa items in cool platforms like this can get right on yer wick. Use these codes to sort you out



● Forty Winks has some cool graphics. We're not massive fans of the gameplay but these cheats could make it more fun

Quake 2

CHEATS & REWARDS

NEW MULTIPLAYER OPTIONS

Complete the game on Easy Difficulty. This'll award you two options for multiplayer mode: Weapons Stay and One hit kill. Remember to save the cheats on your memory card after completing the game.



▲ Quake 2: the unexpected highlight of 1999 just got better

Crash Team Racing

CHEATS & REWARDS

RACE AS KOMODO JOE

Komodo Joe is the end boss in the Glacier Park. Win Adventure mode's Blue Gem Cup to get him. Unlock the Blue Gem Cup by collecting five blue CTR coins.

RACE AS PAPU PAPU

Papu Papu is the end boss of The Lost Ruins. Win Adventure mode's Green Gem Cup to get him. To do this, you must unlock the Green Gem Cup by collecting five green CTR coins.

SPYRO 2 DEMO

Unlock this playable demo with L1 + R1 then ⇩ ● ▲ ⇨ at the Title page/New game screen.



▲ 'Outta ma way, mingin' marsupial!' Rodent rage explodes in CTR

INTERNET TIPS SITES

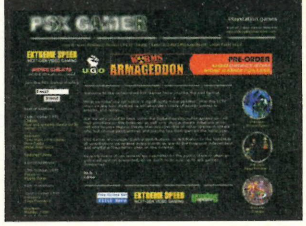
▼ COMPUTER & VIDEO GAMES ONLINE
http://www.computerandvideogames.com



■ GAMEFAQS
http://gamefaqs.com

■ CHEATMASTERS ONLINE
http://www.cheatmasters.ndirect.co.uk/cheats.html

▼ PSX GAMER
http://www.psxgamer.co.uk/home.htm



■ PSX NATION
http://www.psxnation.com/

■ GAMES MANIA
http://www.gamesmania.com/cgibin/english/news/default.htm

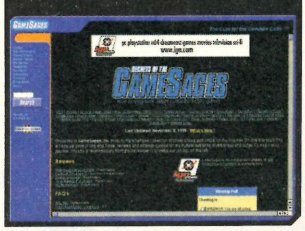
▼ GAMES REVOLUTION
www.game-revolution.com/content.htm



■ THE PLAYSTATION GALLERIA
http://www.vidgames.com

■ ABSOLUT PLAYSTATION
http://www.a-p-i.net/absoluteplaystation/tips/acheats.htm

▼ GAME SAGES
http://www.segasages.com

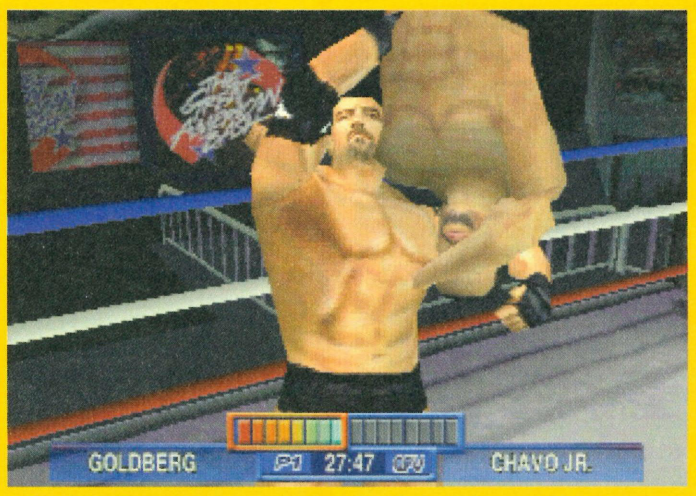


WCW Mayhem

MORE CODES!

To activate these, enter them as a Pay Per View password

CHEAT	CODE
MOVE UP IN RANK	CHT4DBST
NO STAMINA METER	PRNTSTMN
OBESE BILLY KIDMAN	NGGDYNLN



▲ **Feel distinctly lifted as you move up in rank with the minimum of effort**

Um Jammer Lammy

HIDDEN EXTRAS

1 Complete any two stages in Normal game. New option'll appear letting you play two player Lammies.
2 Complete One Player game to play as the funky Parappa.
3 Complete Two Player Lammies and you can play Two Players vs Lammies.
4 Complete One Player Parappa and and you'll be able to play Two Player Lammy Parappa.
5 Complete Two Player Lammy Parappa and you'll be able to play Two Player vs Lammy Parappa. We love Um Jammer Lammy 'cos it's real Wacko City Central.

SPECIAL MENU

Complete all the levels, including all of the Lammy, Parappa and versus stages in one player mode. A new menu will now appear on Title Screen called Special. This'll allow you to play all the music while you can control the characters dancing on screen. If you don't get this menu straight off, finish Level 7 with Lammy again and it'll be there.

CALL US DIRECT

STUCK ON A GAME? THEN GIVE US A CALL AND WE'LL TRY TO HELP YOU OUT

NO RIP-OFF FAXBACK
NO PREMIUM RATE PHONELINES

0207 972 6744

Bloody Roar 2

CUSTOM MODE

Complete arcade mode and you'll get: big head mode, recovery speed and more.

EXPERT MODE

With any option highlighted on the title screen, hold L1 L2 R1 R2

MOVIES AND PICTURES

For all pictures and movies beat Story Mode with every character on level 4 or higher.



▲ **Believe it or not, the playability of this rivals even the great Tekken series**



▲ **With a vast array of specials, this'll have your fingers bleeding til christmas**

Final Fantasy 8

RARE CARD LOCATIONS

To activate these, enter them as a Pay Per View password

CARD	LOCATION
DEBUCHOCOBO	MAN SITTING ON BENCH IN FRONT OF BALAMB GARDEN LIBRARY
ANGELO	FROM WATTS OF THE FOREST OWLS
GILGAMESH	FROM CARD CLUB'S KING
KOMOGURI	BOY IN BLUE SHIRT RUNNING AROUND BALAMB GARDEN HALL
QUETZOCOHUATL	FISHERMAN HORIZON'S MALE STATION MASTER (2ND FLOOR)
SHIVA	GET FROM ZOON AFTER GIVING HIM 'TONARI NO KANOJO'
IFRIT	AFTER DEFEATING IFRIT
SIREN	TAKE DOLLET'S PUB WALK EAST TO BATTLE CARD MASTER
MINOTAUR	AFTER DEFEATING BROTHERS
PANDEMONIUM	FROM MAN IN FRONT OF BALAMB HOTEL
ALEXANDER	FROM PIET AT LUNA BASE
WARD	FROM DOCTOR ODAIN IN ESTHAR
KIROS	FROM THE MAN IN BLACK IN DERRING CITY
LAGUNA	FROM ELONE IN LUNASIDE BASE
SELPHIE	FROM SELPHIE'S FRIEND IN TRAVIA GARDEN
QUINTIS	FROM FC MEMBER '2' IN THE LECTURE ROOM YOU START IN
IRVINE	FROM FEMALE STATION MASTER OF F.H
ZELL	FROM ZELL'S MOTHER IN BALAMB
RINOA	RINOA'S FATHER IN DERING CITY. LOSE IFRIT CARD TO HIM FIRST
IFRIT	BEAT HIM IN FIRE CAVE. LOSE HIM TO RINOIO'S FATHER. GET HIM FROM DODONA
EDEA	FROM EDEA AT EDEA'S HOUSE
SEIFER	CID AT EDEA'S HOUSE OR DURING MD SYSTEM EVENT
SQUALL	FROM LAGUNA IN THE ESTHAR PRESIDENTIAL BUILDING

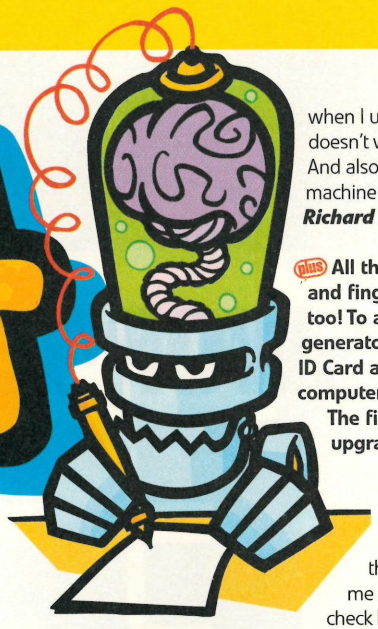


▲ **Rare Cards are hard to find**



▲ **But not with our location guide**

Q+A



Got a PlayStation problem? We'll sort it!

FINAL FANTASY 8

I've just started playing this amazing game after hearing nothing but good things off my mates about FF7. The thing is, because I didn't play the last one I know nothing about the game, the way you battle things and that... Any chance of giving me a few general tips on battles? It seems so complicated.
Jerry Turney

plus Here goes Jerry, there's a lot to it and you've come to the right place.

1 Never use the same elemental attacks or magics against the same elemental enemies. It won't do any damage to them, and it may even recover their HP sometimes.

2 Use elemental attacks/ magics that the enemies are afraid of. For example, fire-based enemies are afraid of water attack/magic.

3 There are some magics like Ultima, which is neutral. These are very strong against all enemies.

4 Humans are naturally weak against poison, status disorder, and instant death. On the other hand, mechanical enemies are less prone to these attacks.

5 Lightning, Water and Ice works best against mechanical enemies whereas humans lose less energy.

6 Fire attacks work well against Poison based enemies.

7 Wind is good against flying creatures but Earth magic isn't.

8 It's possible to cast two or three magics in one turn by using the double/triple magic or Guardian Force Cerberos. Make full use of this in long boss fights to have a quick advantage.

9 In battle, if there are any commands/items/magics etc, you are not sure of, press Start to view an explanation.

DINO CRISIS

I'm stuck. Please help! I need to activate the third energy generator but the computer says a special keycard is required but even when I update the Dr. Kirk one it still doesn't work. Can you help me please? And also, what is the fingerprint machine for? Thanx.
Richard Phillips

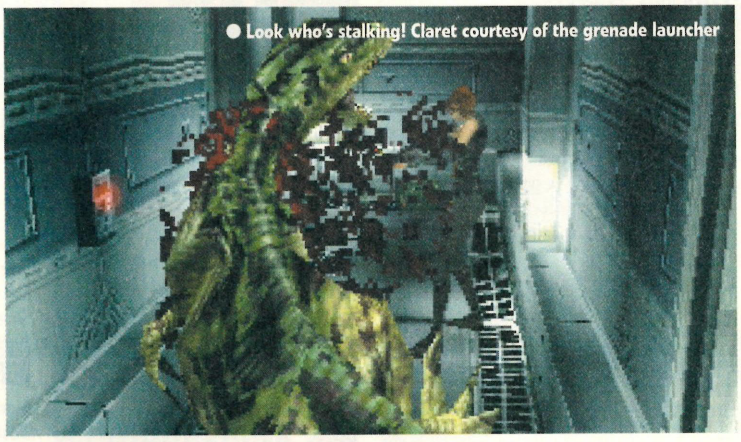
plus All these cards and simulations and fingerprint IDs drove us mad too! To activate the third energy generator, you have to upgrade your ID Card and simulate it on the computer in front of the Room 48. The fingerprint machine is for upgrading your ID Card.

I'm really happy that you gave out a cool Dino Crisis tips book in your mag but there's one thing that's driving me nuts. I've spent hours trying to check Regina's health. In Resident Evil they've got a pulse bar on the Menu Screen to indicate it but on Dino Crisis, they've left it out. I reckon you have to use your initiative to determine her conditon. At least when she's really low on health, she shows it by bending over and putting her arm around the other, like in Resident Evil 2. How can you tell properly?
Jonathan French

plus If she's hurt a bit, when she walks she'll leave a trail of blood. If Regina's hurt a lot, she'll hold her stomach.

I'm on the T-Rex. I can't seem to shoot more than two times with shotgun. Is there any trick to do it or summink?
Maurice Thorley

plus Don't use the shotgun, but use the Grenade Launcher. After up to four direct hits, you'll down the T-Rex.

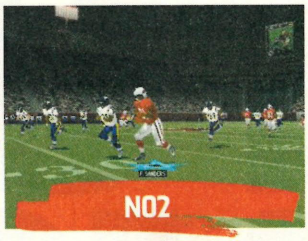


● Look who's stalking! Claret courtesy of the grenade launcher

MADDEN NFL 2000

I'm into American footy, and I watch it on the telly whenever it's on. Which isn't that often. So I got hold of Madden NFL 2000 and I'm a happy bunny! The thing is, there's a Secret Codes screen but I don't know any to put in. Sort us out please.
Alex Griffifths

plus Al, there's loads! Check them out below!



DAVIDVSGOLIATH	Big Team VS Small Team
FINALTIME	Quick fatigue
MAGNASAVE	Receivers catch better
TEFLON	Harder to tackle players
VERTIGO	Camera follows football
FASTFORWARD	Fast passes
NO2	Super speed burst
PICKEDOFF	More interceptions
SPRONG	Super jump
PIGSKINSFLY	100 yard passes
PAINFUL	More injuries
REFISBLIND	Fewer penalties
EXPRESSBALL	No interceptions
MILLENIUM	Extra stadiums
WILDWEST	Old West stadium
ITSINTHEGAME	EA sports stadium
WEARETHEGAME	EA Sports team
SHARKATTACK	Tiburon team
PLAYWTHHEART	Vipers team
XMASFILES	Toymakers team
INTHEFUTURE	Industrials team
COWBOYS	Marshalls team
TIMELESS	Madden Millenium team
MADMADDEN	Junkyard team
KTHULU	Monster team
WRAPPEDUP	Mummy team
MOJOBABY	All '60s team
LOVEBEADS	All '70s team
BIGHAIR	All '80s team
INTERNS	All '90s team

GOT ANY QUESTIONS?

If you're stuck, or want tips, cheats or release dates, write your question on this form, cut it out and post it to us at:
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REMEMBER: DON'T SEND ANYTHING UNTIL WE'VE ARRANGED A SWOP FOR YOU

MOST WANTED

THESE ARE THE FIVE MOST WANTED GAMES. SEE WHAT PEOPLE ARE WILLING TO TRADE



1. TEKKEN 3

The 'Station's best beat-em-up and an Essential 101 Game punches its way up to the Number One Most Wanted slot this issue.

BORED OF IT? TRADE IT FOR ONE THESE

Mortal Kombat 3, Final Fantasy 7, Tomb Raider 2, Destruction Derby 2, Resident Evil, Alien Trilogy, Rage Racer, Micro Machines V3, Die Hard Trilogy



2. SYPHON FILTER

Storming into second place is this action rammed stealth-em-up. It might have chunky graphics but it's a dream to play.

UP FOR SWOPPING IT FOR ONE OF THESE?

F1 97, Madden 99, Silent Hill, Fifa 99, Tomb Raider, Gran Tourismo, G-Police, Driver, Abe's Exoddus, Final Doom, Silent Hill, Metal Gear Solid

=CENTRAL



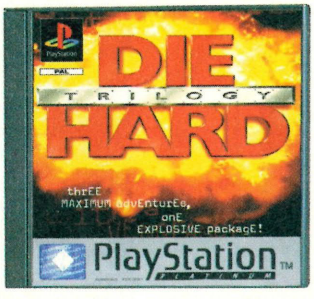
3. SOUL REAVER

This mammoth vampire slayer played in two worlds was sure to make an appearance on the wanted list sooner or later.

TRADE YOUR SOULS FOR THESE

Silent Hill, Syphon Filter, Duke Nukem TTK, Die Hard Trilogy, Tenchu, Abe's Exoddus, Metal Gear Solid, Final Fantasy 7, Tomb Raider 3, Soul Blade

'I'D HAVE BEEN LUCKY TO GET A FIVER FOR RESIDENT EVIL IN A SHOP, BUT I SWOPPED IT FOR F1 97 AT EXCHANGE CENTRAL' JONATHAN ALLEN, GWENT



4. DIE HARD TRILOGY

A total classic – and with Bruce Willis in it fer God's sake! Anyone with an itchy trigger finger should get their sweaty hands on it.

OWN IT? TRY AN EXCHANGE WITH THESE

Worms, Micro Machines V3, Resident Evil, Tenchu, Heart of Darkness, Syndicate Wars, Tomb Raider 3, Civilisation 2, Final Fantasy 7

'I BADLY WANTED DRIVER AND WAS UP FOR SWOPPING METAL GEAR WHICH I FINISHED PRETTY QUICKLY. I CALLED YOU AND GOT IT!' ROBBIE DING, WEST LOTHIAN



5. METAL GEAR SOLID

No wonder everyone wants Metal Gear. It's the Daddy of stealth games and a looker too. A crackin' game that's too short. Who's finished it?

'I'LL SWOP IT FOR...'

Constructor, Final Fantasy 7, Diablo, Doom, Apocalypse, Jonah Lomu Rugby, Resident Evil 2, MDK, Colin McRae Rally, Cool Boarders 2

THE 100S OF TITLES ON OFFER NOW INCLUDE THIS LOT FROM OUR ESSENTIAL 101 GAMES

ABE'S EXODDUS	FIFA 2000	SOUL BLADE
ABE'S ODDYSEE	FINAL DOOM	SOUL REAVER
ALIEN TRILOGY	FINAL FANTASY 8	SPYRO
APOCALYPSE	G-POLICE	STREET FIGHTER EX ALPHA
BRIAN LARA	GRAN TURISMO	SYNDICATE WARS
BROKEN SWORD 2	GRAND THEFT AUTO	SYPHON FILTER
BUST A MOVE 2	ISS PRO 98	TEKKEN 2
CIVILISATION 2	MEDIEVIL	TEKKEN 3
COLIN MCRAE RALLY	METAL GEAR SOLID	TENCHU
COOL BOARDERS 2	MICRO MACHINES V3	TOCA 2
CRASH BANDICOOT 2	NIGHTMARE CREATURES	TOMB RAIDER 1
DEAD OR ALIVE	NUCLEAR STRIKE	TOMB RAIDER 2
DESTRUCTION DERBY 2	PANDEMONIUM 2	TOMB RAIDER 3
DIE HARD TRILOGY	PREMIER MANAGER 99	VIGILANTE 8
DOOM	RIDGE RACER TYPE 4	V-RALLY 2
DRIVER	RESIDENT EVIL	WARZONE 2100
DUKE NUKEM TIME TO KILL	RESIDENT EVIL 2	WIPE3OUT
F1 97	SILENT HILL	WORMS

COLLECTORS CORNER

IT'S NOT JUST NEW 'UNS THAT WE GET REQUESTS FOR. CHECK OUT THIS LIST OF THE PERFECT, THE POOR, AND THE PAST IT

Fifth Element	Monopoly	Park
Atari Arcade Collection 2	Overblood	Tombi
Beast Wars	Pro Pinball Time-Shock	Wild Arms
Big Air	Psychic Detective	X-Men Vs Street Fighter
Breath of Fire 3	Return Fire	
Broken Sword	Rival Schools	
City of Lost Children	Super Puzzle Fighter	
Constructor	Turbo 2	
Alundra	Theme	
Croc		
Diablo		
Disc World		
Duke Dukem		
Ghost in the Shell		
Jonah Lomu		
Kula World		
Max Power Racing		



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Telephone: .....

Age: .....

Game Sent: ..... Game Wanted: .....

Postcode: .....

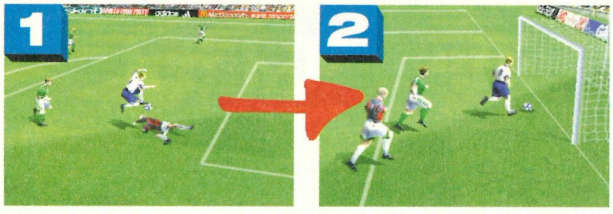
Send this with your game(s) to: Steve O, PlayStation Plus, 338-346 Goswell Road, London, EC1V 7QP

FIFA 2000

THE FINEST FIFA YET NEEDS FOOTY EXPERT STEVE KEY TO LIFT THE LID ON THE TOP TRICKS TO BEAT MATES

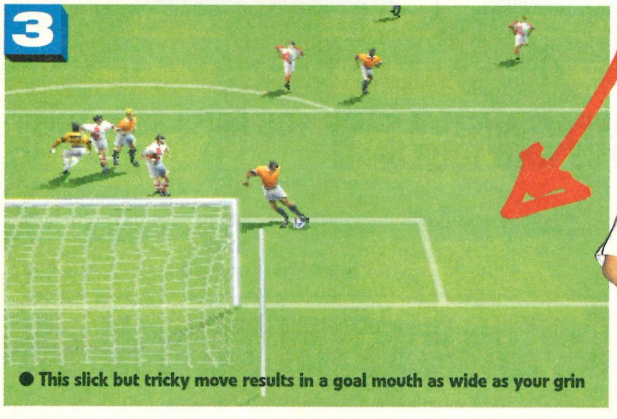
1 ONE-ON-ONES

"As the goalkeeper starts to come out, hit L1 This performs the little hop skill that will take both you and the ball over the goalie and leave you with an open net to tap the ball into."



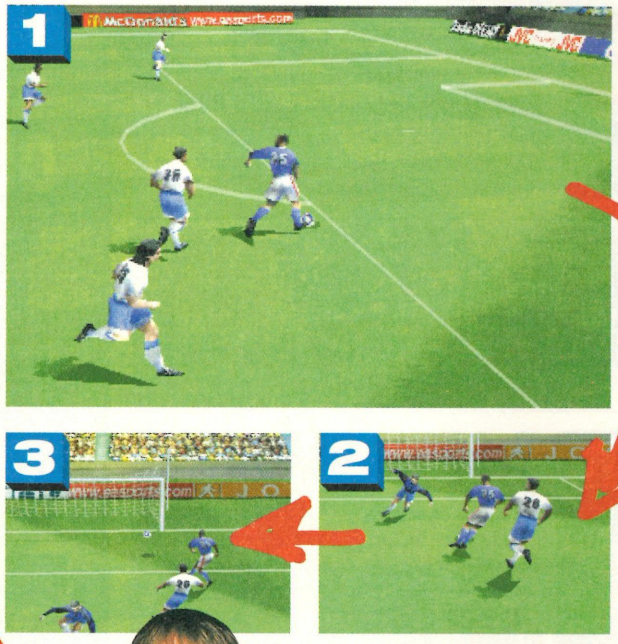
"Taking it around the goalie is a lot harder, but possible. The sequence below shows you should wait until the 'keeps is coming out of his goal. Move your player in another direction and hit the sprint button a couple of times. This should leave an empty net."





● This slick but tricky move results in a goal mouth as wide as your grin

"A safer version of taking it around the goalie is to approach from a diagonal angle and run right at him. Leave it a tad longer, almost until you are on the six yard box if he hasn't started coming out already. Then change direction so that you're running level with the six yard box. This has a higher success rate, but it doesn't look as good. But it's results that count, eh?"



■ Photography: Richard Lewisohn



STEVE KEY

Steve, 21, is senior staff writer and playing tips expert on Goal magazine and a former games reviewer with Computer & Video Games, Mean Machines PlayStation and Mean Machines Sega. He's played every FIFA game since it launched on the MegaDrive. Steve loves Everton more than anything – and that makes him a pukka fan, not a wide boy fake. He fancies himself as a bit of an ISS Pro '98 Daddy and reviews ISS Pro Evolution on p22 of this issue. The Michael Caine wannabe once embarassed himself with Kelly Brook in a New York cab. But that's another story.


FILA
Change the Game

2 LONG RANGE SHOOTING



● Shoot early enough and you may catch the goalie off guard

Here's a simple and effective move to trounce defenders and get a result. If you're surrounded by defenders, try a quick change of direction followed by a gentle press of the shoot button. Boost your chances by making sure you aim at the far corners of the net otherwise your skills and hard work will be wasted.

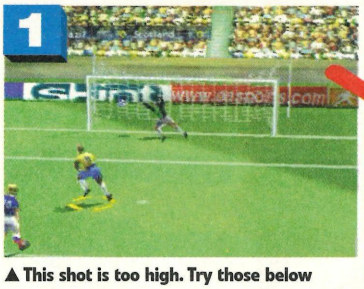






4 PENALTIES

Most of the time, the safest place to aim for when taking penalties is the left hand corners for right footed players and vice versa. On almost all penalties taken like this, the best the keeper can do is palm it into his own net. Avoid rifling it high into the net as these are the shots the keeper is likely to stop. Anything low and in the corner will achieve a high hit rate.



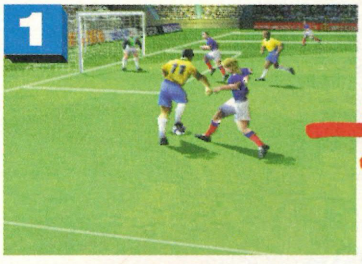
▲ This shot is too high. Try those below

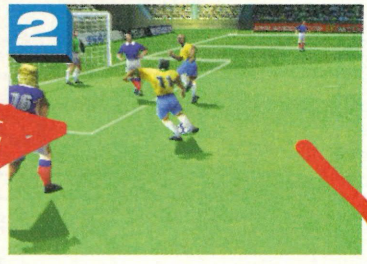




3 SHORT RANGE SHOOTING

Here's some tricks to serve up results in the thick of penalty box action. Get yourself level with the penalty spot and then run straight at it from the edge of the box. If you're quick with your sprinting, you'll get away from the defender and you'll get a free run in on goal. When you are level with the six yard box, hit shoot and you'll curl the ball into the far corner. If you can see the ball rebounding to a player of yours from a shot or free kick that has come back off the post, then hit shoot anyway. If the ball does drop at your player's feet, you'll rifle it goalwards with enough pace to guarantee that it gets caught in the back of the net.





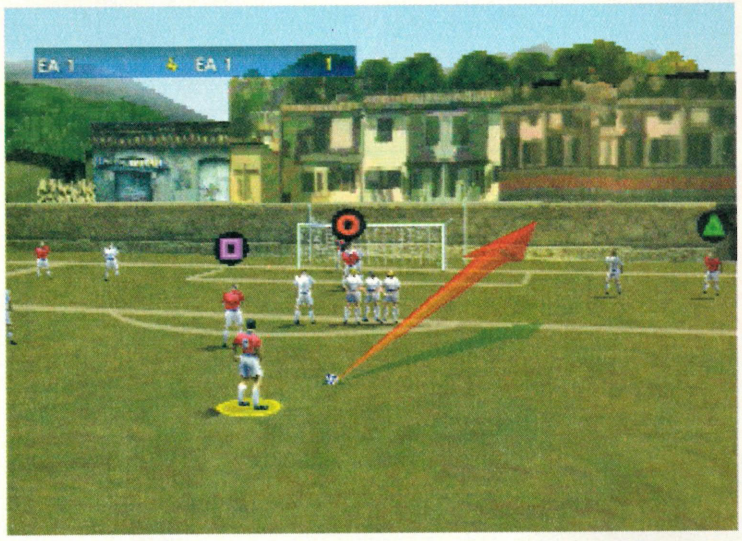




● Steve Key: not a wanker when it comes to FIFA games

5 FREE KICKS

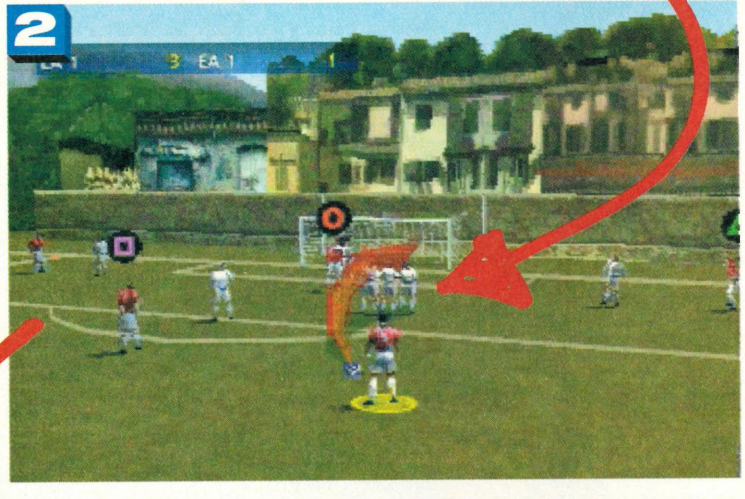
It's a silly one I know, but the amount of people I've seen who try to use shoot for free kicks, as common sense would dictate, are wasting their time. It's actually ⊗ you need to use. Keep the button held down for more power.

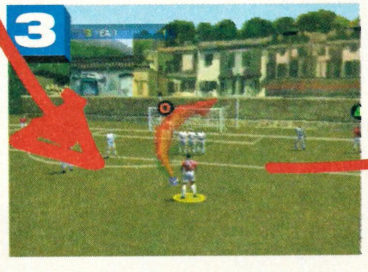


▲ You need to give the ball maximum swerve away from the goalkeeper by holding down L2 or R2 depending on which side you are

You now need to move the arrow so that the bottom point at the tip is resting just between the last two men of the wall, about neck high, as the picture below shows. Then you hold down ⊗ for a little over a second so it looks as though the ball is actually going to sail over the bar. But no! One screamer into the top corner. Thanks very much.

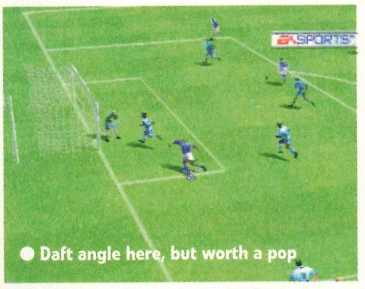




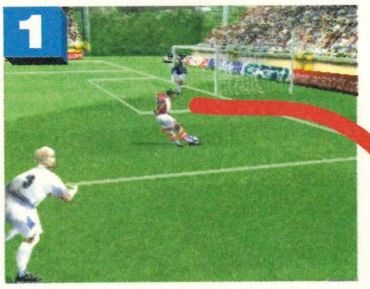




6 GOALKEEPERS



● Daft angle here, but worth a pop



You can shoot from ridiculous angles, but don't try to aim the shot. Hit it low and hard at the centre of the goal and the keeper will always palm it off into the middle of the penalty box where one of your other attackers is waiting. Goalkeepers are hopeless at their near posts. Every shot you have will always be fumbled or palmed off for a corner.



7 TRICK MOVES



▲ Simply hitting L2 does a chip move that is good for evading slide tackles that come in from a long distance. It's also good for chipping the ball over the goalie



▲ If you hold down L2 as a rival is trying to tackle you, your man will roll his foot over the ball and create for himself a second or so breather to let him pick out another player

Here's an invaluable move from the armoury of any decent FIFA star. As an attacker steams in to pinch the ball off you, press R2. You'll turn a full 360° over the top of the ball. It's a neat move and is a handy trick for making your opposition give away free kicks as they can caught out with fouls. Dirty bas*****!







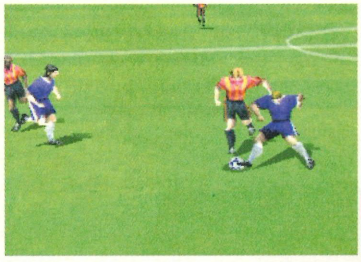
8 CORNERS

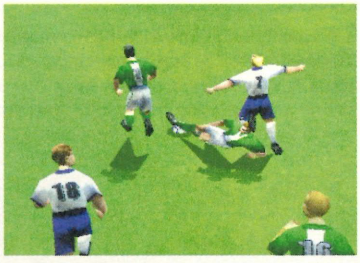
Here's one to catch out your opposition. If you're playing in Easy mode, aim for the player with △ over his head every time. As the corner sails over the first line of the six yard box, double tap shoot and your player will volley it into the net. Remember, this is a lot harder on the Professional Skill level.



● 'They think it's all over their heads. It is now!'. A volley from a corner works wonders

9 TACKLING



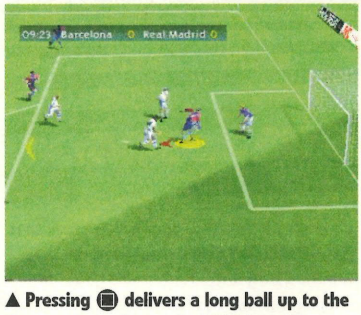


R1 is the nasty bastard tackle that you should only do if you have the chance to injure their star player. Get close and whack the button and you cane the opponent and may earn yourself a booking. Slide tackles are dodgy here. Like the real game, it's a total lottery as to whether you win the ball, hack someone down or get booked. Avoid using them.

10 PASSING

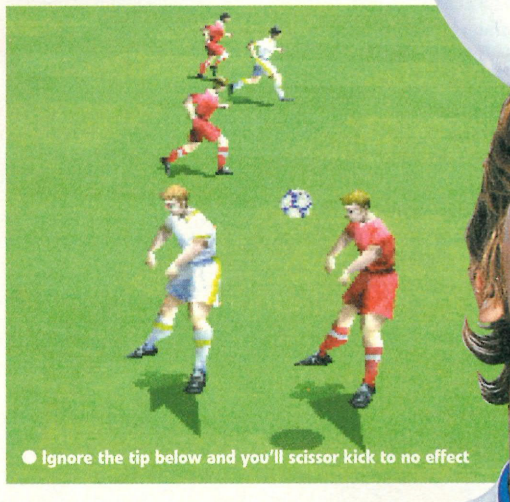


▲ Got possession? An arrow appears outside the circle surrounding your player. It points at team mates and locks onto them so all you do is tap ✕ to give it to 'em



▲ Pressing ■ delivers a long ball up to the front men or advanced midfielders. It's difficult to get the time to chest the ball down though

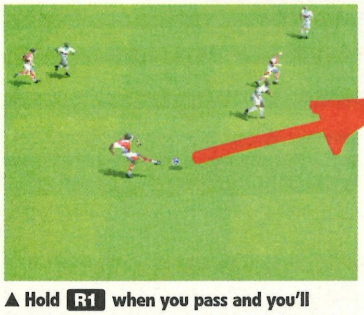
11 HEADING



● Ignore the tip below and you'll scissor kick to no effect

Always use ■ when you're going up for a 50/50 header with another defender. Your man will win a higher number like this. Don't bother to use ● for headers. It might look cool but your guy will do a scissor kick that never connects. Honest.

12 THROUGH BALLS



▲ Hold R1 when you pass and you'll execute a through ball. It gets passed only about two paces in front of your strikers, time it right or the opposition will intercept



▲ Try and wait until you're close to the edge of the box or actually on it. Then you can start the defence splitting passes which leaves you with an open field

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  - Press # for Action Replay to repeat any tips you wish
  - Press 0 to return to Search Mode
  - Press * at any time for Help.

BACK	SELECT	FORWARD
1	2	3
4	5	6
7	8	9
X HELP	0 ABORT	# REPLAY

< SEARCH MODE

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< PLAY MODE

Calls cost up to £3, so please ask permission from the person who pays the phone bill.

Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. PrizeBuster has 6 questions worth 1-10 points each and winners must achieve the required number of points. Instant Win competitions have questions and a game to decide if you are an instant winner. Other competitions involve questions with tiebreaker and end on the 29th February 1999 (unless otherwise indicated), after which they may be replaced by a similar service on the same number. Actual designs may vary. Accurancy cannot be guaranteed. If you would like rules or winners' names, see our web site or send a request with stamped addressed envelope. If you win an INSTANT prize send your claim, with Cliam Number to

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PlayStation plus

ESSENTIAL 101 GAMES

THE BEST PLAYSTATION GAMES YOU SHOULD OWN

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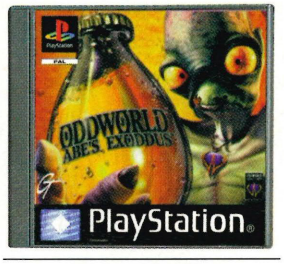
- ✔ IF A GAME'S WORTH GETTING, IT'LL BE IN HERE. IF YOU CAN'T FIND IT IN OUR ESSENTIAL 101, DON'T SPLASH THE CASH – IT'S THAT SIMPLE
- ✔ EVERY HIGH-SCORING GAME FROM OUR 700 REVIEWS HAS BEEN RE-REVIEWED TO SELECT THE ESSENTIAL 101
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- ✔ WHAT ARE YOU FAVOURITE PLAYSTATION GAMES? HAVE YOUR SAY ABOUT THE ESSENTIAL 101 GETS PUBLISHED EVERY ISSUE (PAGE 92)



ABE'S ODDYSEE

PRICE £19.99	PLAYERS 1-2	9

A great alien platform adventure game, with puzzles that get harder as you go through the game. Loads of laughs and character voices.



ABE'S EXODDUS

PRICE £39.99	PLAYERS 1-2	9

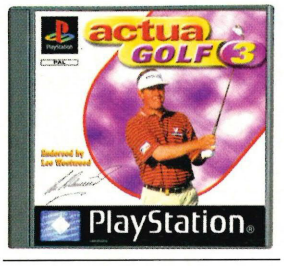
Better puzzles than Oddysee and hours of laughs, especially when you get the poor old slaves to start slapping each other. Excellent stuff.



ACE COMBAT 2

PRICE £19.99	PLAYERS 1	8

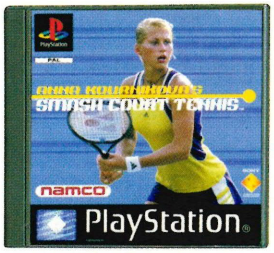
At last, a great-looking flight sim with a wide choice of missions and loads of planes to choose from. Use the Dual Shock pad for the best experience.



ACTUA GOLF 3

PRICE £39.99	PLAYERS 1-8

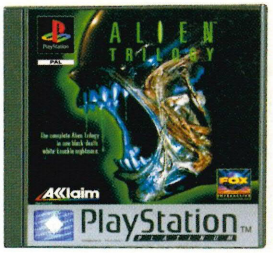
The best golf game and easily the most innovative when used with the Dual Shock pad.
A class multiplayer game too.



ANNA KOURNIKOVA'S SMASH COURT TENNIS

PRICE £34.99 | PLAYERS 1-4 | 9

The greatest tennis game to hit your PlayStation. Supremely playable in one-player, but it's best with a multitap and three other mates.



ALIEN TRILOGY

PRICE £19.99 | PLAYERS 1 | 7

Doom-style first-player blast 'em up. Boasts big-ass weapons to collect and tons of acid-spitting aliens to blow to shreds. Graphics look a bit blocky.



APE ESCAPE

PRICE £34.99 | PLAYERS 1 | 9

Only compatible with the Dual Shock pad, but if you've got one and you're into cutesy platform games, this has got fun and challenge by the bucketload.



APOCALYPSE

PRICE £39.99 | PLAYERS 1-2 | 8

Amazingly, Bruce Willis saves the world again with this wise-cracking, great-playing blaster. A bit on the samey side but loads more fun with the Dual Shock.



BLOODY ROAR 2

PRICE £39.99 | PLAYERS 1-2 | 8

Tekken 3 with teeth. Transform yourself into a slavering beast and smash mates to a bloody pulp. Rammed with great graphics and cool combos.



BRIAN LARA CRICKET

PRICE £39.99 | PLAYERS 1-2 | 9

Get the hang of its tricky control system and you'll be playing the best cricket game on your PlayStation. It's great in two-player, too.



BROKEN SWORD

PRICE £19.99 | PLAYERS 1 | 8

A point-and-click adventure with rock-solid puzzles and neat graphics. Superb fun, but it can be frustrating as hell unless you're dead patient.



BROKEN SWORD 2

PRICE £39.99 | PLAYERS 1 | 9

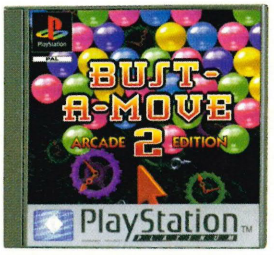
Compared to the original, this has touched-up graphics, a new plot and new environments. But it's still got the toughest puzzles in any 'Station point-and-click adventure.



BUST-A-GROOVE

PRICE £34.99 | PLAYERS 1-2 | 8

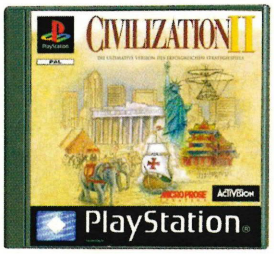
Weird and quirky dancing game where you get to choose your dancer, hit the floor and pull off some slick moves in the ultimate boogie battle.



BUST-A-MOVE

PRICE £34.99 | PLAYERS 1-2 | 9

The concept's simple: aim your bubble gun to burst the coloured gems at the top of the screen. This is a gripping game and it's addictive as hell.



CIVILISATION 2

PRICE £39.99 | PLAYERS 1 | 8

An awesome God game similar to Sim City. You start the game in the Stone Age and progress through the years by building up your civilisation.



COLIN MCRAE RALLY

PRICE £19.99 | PLAYERS 1-2 | 9

An amazing rally game that's still the best. Good controls spell pedal-to-the-metal action, with awesome powerslides. Grab a mate for great two-player races.



COLONY WARS VENGEANCE

PRICE £39.99 | PLAYERS 1-2 | 9

A Colony Wars sequel with loads of new missions, set both in deep space and on planet surfaces. Use the Dual Shock for max effect.

'BOMB, ROCKET AND BLAST YOUR MATES OFF THE TRACK'



CRASH TEAM RACING

NEW

PRICE £39.99 | PLAYERS 1-2 | 8

Classic kart action from Crash and the gang. Use bombs, oilslicks and rockets to blast your mates off the tracks as up to four players skid, jump and powerslide round the massive courses. It looks great, plays oh-so-sweet and is awesome fun, even for one player.



COMMAND AND CONQUER: RED ALERT

PRICE £19.99 | PLAYERS 1-2 | 9

Tool up your army for winning campaigns. Great two-player link-up lifts this strategy game above the rest.



COOL BOARDERS 2

PRICE £19.99 | PLAYERS 1-2 | 8

Ignore the ropey graphics, this snowboard classic boasts an easy-to-use trick system and neat two-player mode.



CRASH BANDICOOT 2

PRICE £19.99 | PLAYERS 1 | 9

A damn good platformer that looks very cool. Boasts loads of variety and addictive platform action. And it's only £20.



CRASH BANDICOOT 3

PRICE £34.99 | PLAYERS 1 | 9

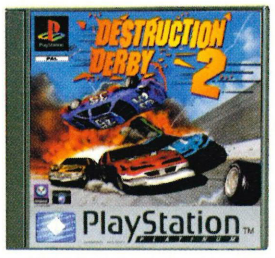
Better graphics and greater variation than Crash 2, this looks nice and is great fun to play. Shame it's so short – you'll finish it in a few hours.



DEAD OR ALIVE

PRICE £39.99 | PLAYERS 1-2 | 8

A very fast beat 'em up with sharp graphics, gut-punching action and sweet combos. Better still, all the girls have enormous hooters. This game's seductive.



DESTRUCTION DERBY 2

PRICE £19.99 | PLAYERS 1-2 | 8

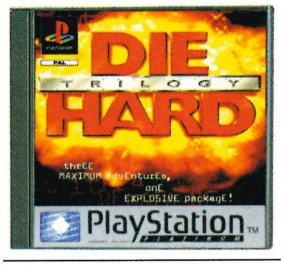
The crash 'n' dash driving game gets a graphics refit. It's a great laugh mashing your motor in one-player, and the two-player's fun as well.



DEVIL DICE

PRICE £34.99 | PLAYERS 1-4 | 8

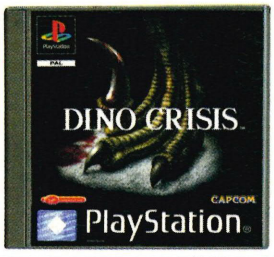
A clever and addictive puzzler where you, as a demon, have to turn dice to get them to match. The four-player option is a blinder, too.



DIE HARD TRILOGY

PRICE £19.99 | PLAYERS 1-2 | 9

Bruce Willis is back for action in this great 'three games for the price of one' deal. The second bit is best played with a lightgun, but not the G-Con45.



DINO CRISIS

PRICE £39.99 | PLAYERS 1 | 9

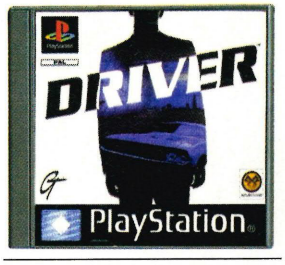
Resident Evil meets Jurassic Park in this puzzle-packed adventure. Visually it rocks, but its the T-Rex battles that'll really make your sphincter loosen.



DOOM

PRICE £19.99 | PLAYERS 1-2 | 9

The game that made you love shotguns, this is the original shoot 'em up in blood-streaked corridors. This really excels with a two-player link-up.



DRIVER

PRICE £39.99 | PLAYERS 1-2 | 9

A stunning Starsky and Hutch era driving game – imagine Grand Theft Auto crossed with Gran Turismo, with funky 70s music. Awesome.

'THE ACTION'S FAST-PACED AND THERE ARE STACKS OF BAD GUYS TO USE AS TARGET PRACTICE'

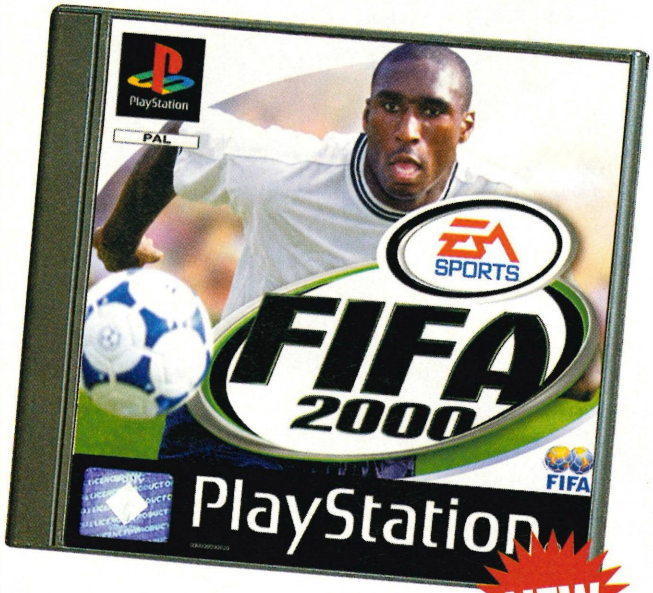


DUKE NUKEM: TIME TO KILL

PRICE £39.99 | PLAYERS 1-2 | 8

The original violent corridor shoot 'em up is given a Tomb Raider-style makeover. The action's fast-paced and there are loads of bad guys to use as target practice, as well as Duke's dodgy one-liners to wince at. Forget the two-player mode, it just isn't exciting.

'IT'S GOT ALL THE TEAMS, LEAGUES AND PLAYERS FROM THE CURRENT FOOTY SEASON. SHAME IT'S JERKY'



FIFA 2000

NEW

PRICE £39.99 | PLAYERS 1-8 | 7

Bang up to date version of the classic FIFA series with all the teams, leagues and players from the current footy season. If you're familiar with the FIFA set up this is really easy to get to grips with. It's fast too, but it's too easy to score goals and the animation's jerky.



FADE TO BLACK

PRICE £19.99 | PLAYERS 1-2 | 8

Looks a bit blocky, but if you're after a solid shooter that's brimming with brain-bursting puzzles, give this 3D adventure game a pop.



FINAL DOOM

PRICE £19.99 | PLAYERS 1-2 | 8

Rock-hard sequel to the classic first-person blaster, with 30 new levels. Strictly for the hardcore but great on link-up.



FINAL FANTASY 7

PRICE £19.99 | PLAYERS 1 | 9

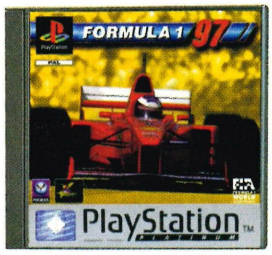
A huge game with a cool plot, great characters and battles – put aside six months to play it. It's only £20 too. Bargain.



FINAL FANTASY 8

PRICE £39.99 | PLAYERS 1 | 9

Sprawling role-player that plods along to begin with, but give it time and you'll be hooked for weeks, probably months.



FORMULA 1 97

PRICE £19.99 | PLAYERS 1-2 | 9

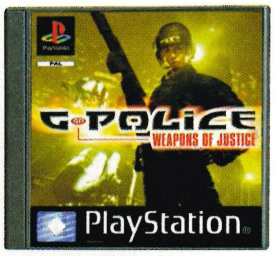
All the genuine drivers, teams and motors from the 97 season. Neat graphics and slick gameplay are a plus, but the two-player mode's unexciting.



GEX 3D

PRICE £39.99 | PLAYERS 1 | 8

Great graphics set this apart from most other platformers. The levels are varied, but it takes time to get used to the controls and the camera isn't perfect.



G- POLICE 2

PRICE £39.99 | PLAYERS 1 | 8

Pilot kick-ass vehicles in this futuristic cop game. The controls are tough, but stick with it and you get a load of enjoyment bagging crims.



GRAND THEFT AUTO

PRICE £19.99 | PLAYERS 1 | 8

Steal cool cars, mug old ladies and, best of, shoot Nazi cops! OK, so the flat, 2D graphics are ugly, but this law-breaking epic has got gameplay where it counts.



GRAN TURISMO

PRICE £19.99 | PLAYERS 1-2 | 9

The daddy of all driving games. It's hyper-real, it's brimming with motors, has a cool rock soundtrack and is absolutely rammed with tuning options.



INTERNATIONAL TRACK AND FIELD

PRICE £19.99 | PLAYERS 1-4 | 9

Simple but exciting multiplayer Olympics game where the winner is the person who can hammer the buttons fastest. Great as a four-player.



ISS PRO 98

PRICE £39.99 | PLAYERS 1-2 | 9

Not the best-selling footy game on the PlayStation but by far the most playable. It looks slick and plays well. But the downer is, it doesn't feature proper player names.



KULA WORLD

PRICE £34.99 | PLAYERS 1-2 | 8

Bizarre puzzle game where you guide a beachball round loads of weird psychedelic levels. Find the key, then escape. Numbingly simple but addictive.



LEGACY OF KAIN: SOUL REAVER

PRICE £39.99 | PLAYERS 1-2 | 9

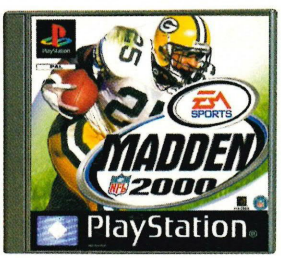
Skewer zombies and fight vampires in this Tomb Raider-style adventure that looks superb and plays brilliantly. It's an absolute monster.



LMA MANAGER

PRICE £39.99 | PLAYERS 1 | 9

The latest and best football management game on the PlayStation. Footy games are rarely this great or absorbing, this is unmissable.



MADDEN NFL 2000

PRICE £39.99 | PLAYERS 1-4 | 8

Smart American football game that's simple to pick up and play, but boasts enough moves to keep hardcore fan throwing touchdowns for weeks.



MEDIEVIL

PRICE £19.99 | PLAYERS 1 | 8

Use your money-off voucher in this issue (between pages 34-35) and get this stylish cartoon adventure, in which you battle an undead army, for just £14.99.



METAL GEAR SOLID

PRICE £39.99 | PLAYERS 1-2 | 9

Glacially cool James Bond-style spy adventure with incredible graphics, a movie plot and spectacular action sequences. It's a shame it's over all far too soon.

'THERE'S 3,500 SAMPLES TO MIX TOGETHER, OR YOU CAN EVEN SAMPLE FROM YOUR OWN CDS'

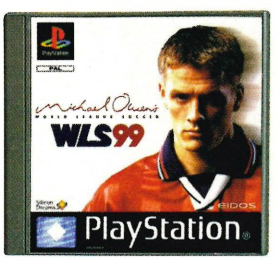


MUSIC 2000

NEW

PRICE £39.99 | PLAYERS 1-4 | 9

Updated version of last year's dance music game. There's 3,500 samples to mix together into your own tunes, and you can even sample from CDs and mess about with the samples to create totally new noises. The four-player jam session's unbeatable too.



MICHAEL OWENS WLS 99

PRICE £39.99 | PLAYERS 1-2 | 8

Not as immediately playable as ISS Pro 98, but it works well and there are neat skills to learn. Boasts all the proper league teams and players.



MICRO MACHINES V3

PRICE £19.99 | PLAYERS 1-4 | 9

You, three mates and a multitap, and you're guaranteed a top night in, as you race mini motors across table tops.



MOTO RACER 2

PRICE £39.99 | PLAYERS 1-2 | 8

The only decent motorbike racing game, which features both motocross and road racing. The two-player's OK.



MOTORHEAD

PRICE £39.99 | PLAYERS 1-2 | 8

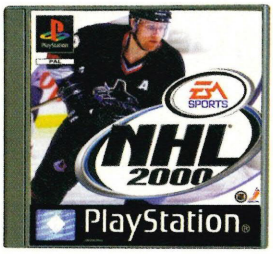
You won't even notice that the graphics are pretty basic because of the retina-wrenching speed at which this racing game shifts. The two-player's not bad, either.



NEED FOR SPEED 3

PRICE £39.99 | PLAYERS 1-2 | 8

The best of the Need for Speed series, this very quick and slick-looking racer needs the Dual Shock pad for maximum entertainment.



NHL 2000

PRICE £39.99 | PLAYERS 1 | 8

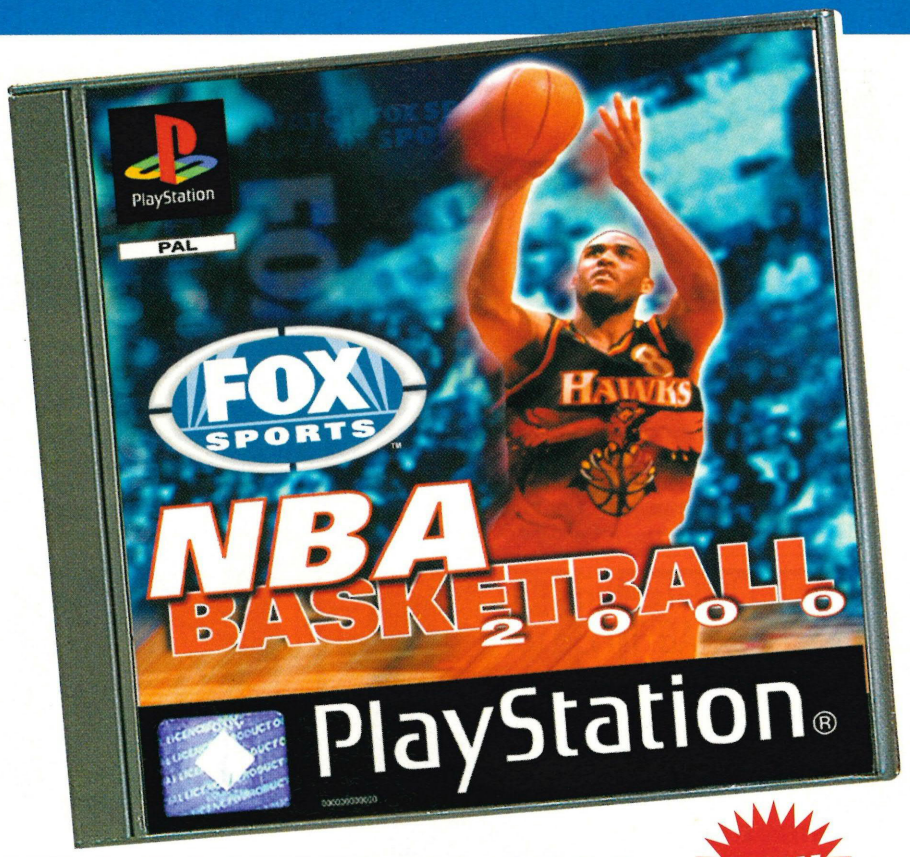
Supremely hardcore helicopter shoot 'em up. Complete objectives by eliminating the terrorist threat and saving the world from a potential nuclear meltdown.



NIGHTMARE CREATURES

PRICE £39.99 | PLAYERS 1 | 8

Gothic horror adventure set in Victorian London, where demons run riot on the city streets. And guess what? The demons must die!



NBA BASKETBALL 2000

NEW

PRICE £39.99 | PLAYERS 1-4 | 7

Slick hoop action with all the new teams and players. Since it's endorsed by the Fox Sports Network, the game's crammed with TV-Style camera angles and commentary add a bit of glitz to the frenzied bounce-and-shoot gameplay, and up to eight people can join in.



NUCLEAR STRIKE

PRICE £39.99 | PLAYERS 1 | 8

Supremely hardcore helicopter shoot 'em up. Complete objectives by eliminating the terrorist threat and saving the world from a potential nuclear meltdown.



OMEGA BOOST

PRICE £39.99 | PLAYERS 1-2 | 8

You play a man in a robot suit who's up against an endless series of boss robots, armed with enough weaponry to vapourise entire galaxies. It's pure arcade action.



PANDEMONIUM

PRICE £19.99 | PLAYERS 1 | 7

This ultra-bright psychedelic platformer with lush levels has loads of spells to play around with. Simple stuff, really, but entertaining nevertheless.



PARAPPA THE RAPPER

PRICE £29.99 | PLAYERS 1 | 8

Tap the buttons in time with the music to get Parappa to rap along with the tunes. It's short, but what's in there is stylish and a great laugh.



POINT BLANK

PRICE £34.99 | PLAYERS 1-2 | 9

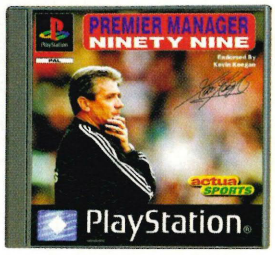
You'll need a lightgun to get the most out of this cartoon-style shooting gallery game. Great as a one-player but exceptionally good with two players.



POINT BLANK 2

PRICE £34.99 | PLAYERS 1-2 | 9

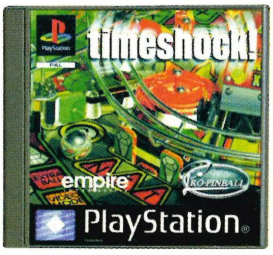
Similar to the first, but with more variety so your sharp-shooting skills are pushed to the limit. Awesome two-player blast.



PREMIER MANAGER 99

PRICE £39.99 | PLAYERS 1 | 8

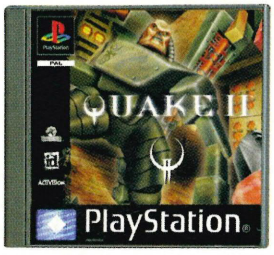
May not be as up-to-date as LMA Manager, but this is still a perfectly playable and easy to use footy management game.



PRO PINBALL: TIMESHOCK

PRICE £29.99 | PLAYERS 1-4 | 8

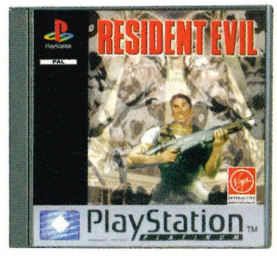
The only pinball game you should own, with realistic ball movement. Even though it's only got one table, it's a cracker.



QUAKE 2

PRICE £39.99 | PLAYERS 1-4 | 9

Ultra-violent first-person blaster where you take on an army of sci-fi psychos. Fun in one-player, but it really kicks ass in multiplayer.



RESIDENT EVIL

PRICE £19.99 | PLAYERS 1 | 10

Gore-soaked adventure with zombies, giant mutants and a lot of head-popping. An essential buy for any 'Station dead head.



RESIDENT EVIL 2

PRICE £39.99 | PLAYERS 1 | 10

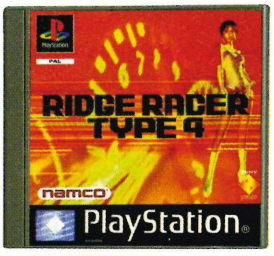
Although not as tough to finish as the first, Res 2 has bigger weapons, nastier baddies and four ways to complete it, plus loads of hidden extras.



RETURN FIRE

PRICE £39.99 | PLAYERS 1-2 | 8

Fast-paced arcade army game where you control a load of different tanks and generally shoot the crap out of the enemy. The two-player is fast and fun.



RIDGE RACER 4

PRICE £39.99 | PLAYERS 1-2 | 10

An absolutley stunning racer that's more fun than Gran Turismo, and the buzzy thrill and excitement of racing lasts much longer in this game.



ROLLCAGE

PRICE £29.99 | PLAYERS 1-2 | 8

Cane sci-fi cars with monster-truck tyres through tunnels where you can ride up the walls and race along the roof. While shooting each other. Class.



R-TYPE DELTA

PRICE £39.99 | PLAYERS 1 | 7

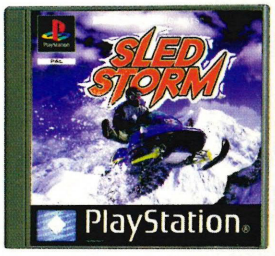
Side-on 2D shooter where one spaceship takes on endless waves of laser-pumping aliens. Tricksy arcade-style gameplay makes it one for the hardcore.



SILENT HILL

PRICE £39.99 | PLAYERS 1 | 8

Sinister adventure with classy horror flick atmos and loads of gore. Evil cutscenes and general creepiness are big on the menu. Combat's a bit limp, though.



SLED STORM

PRICE £39.99 | PLAYERS 1-4 | 9

The best four-player racer ever. Annoy your mates by nipping in and out of hidden shortcuts as you cane 400 horsepower snow-mobiles over mountain courses.



SOUL BLADE

PRICE £39.99 | PLAYERS 1-2 | 8

Use swords, knives and bloody great clubs to batter each other stupid in this fast-moving beat 'em up. Looks great, but the gameplay's way too simple.



SOVIET STRIKE

PRICE £39.99 | PLAYERS 1 | 7

Pilot an assault chopper in a strategic struggle against commie ground and air forces in this fast-moving shoot 'em up. Looks old, but plays great.



SPYRO THE DRAGON

PRICE £34.99 | PLAYERS 1 | 8

Nauseatingly cute and obviously aimed at kids but, surprisingly, this platformer plays really smoothly, looks super sharp and has tons of levels.



STREET FIGHTER ALPHA 3

PRICE £39.99 | PLAYERS 1-2 | 9

Huge two-dimensional versions of the Street Fighter gang slug it out in classic style. Loads of characters and loads of lightning-speed moves. Sweet.



SUPER PUZZLE FIGHTER 2 TURBO

PRICE £19.99 | PLAYERS 1-2 | 10

Cutesy versions of the Street Fighter mob fight by dropping gems at each other. Definitely the best puzzle game around.

'CONTROL FOUR ANDROIDS, ARMED WITH HUGE GUNS, IN THIS ULTRA-VIOLENT STRATEGY GAME'



SYNDICATE WARS

PRICE £39.99 | PLAYERS 1-4 | 7

Lead four overcoat-wearing android secret agents armed with huge guns through a succession of futuristic cities wreaking havoc as you go. James Bond meets the Terminator in this ultra-violent real-time strategy game where the bodies pile up fast. The graphics are bit dated and gameplay is a tad fiddly at times, but strategy games this much fun are few and far between.

STREET FIGHTER EX PLUS ALPHA

PRICE £19.99 | PLAYERS 1-2 | 9

It's classic Street Fighter, but all your favourite fighters are now in 3D. It looks very cool, the animation's slick and it's fast to play. Better still, there are loads of fighters and there are stacks of wicked moves to master. We like.



'IT LOOKS COOL, IT'S FAST TO PLAY AND THERE ARE STACKS OF WICKED MOVES TO MASTER. WE LIKE'



SYPHON FILTER

PRICE £39.99 | PLAYERS 1 | 9

This James Bond-style spy thriller isn't that amazing to look at, but it's got fine-tuned gameplay, heavy-duty weaponry and loads of tip-top firefights.



TEKKEN 2

PRICE £19.99 | PLAYERS 1-2 | 9

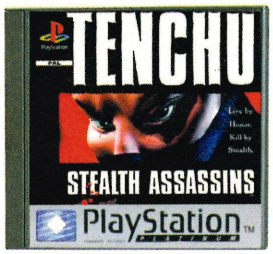
Plays fast and sweet. This hasn't got the looks of Platinum new boy Tekken 3 and nor is it quite as high-octane, but it's still a rocking beat 'em up.



TEKKEN 3

PRICE £19.99 | PLAYERS 1-2 | 10

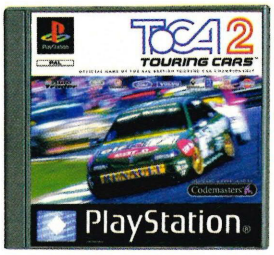
Unbeatable at its new Platinum price, this brilliant 3D beat 'em up is packed with class characters, looks amazing and boasts more than 1,500 moves.



TENCHU: STEALTH ASSASSINS

PRICE £19.99 | PLAYERS 1 | 8

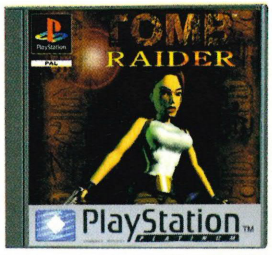
Ninja slash 'em up where you sneak into Japanese houses and slit people's throats. There's plenty of sneaking around and sword fights, too. Class.



TOCA TOURING CAR 2

PRICE £39.99 | PLAYERS 1-2 | 9

Race souped-up saloon cars around touring cars tracks in the UK. TOCA 2 looks as sweet as it plays, and is a good laugh in two-player, too. Give it a go.



TOMB RAIDER

PRICE £19.99 | PLAYERS 1 | 10

Lara's first outing is the perfect mix of action and puzzles. Although the graphics aren't quite so sharp as Tomb's 2 and 3, the gameplay's spot-on.



'IF YOU'VE GOT A LIGHTGUN, YOU WON'T FIND A BETTER PLAYSTATION BLASTER THAN THIS BABY'

TIME CRISIS

PRICE £19.99 | PLAYERS 1 | 9

Platinum lightgun shooter where you must single-handedly wipe out a terrorist threat using just a pistol. It almost identical to the arcade original, but also boasts a massive level which you'll only find on the PlayStation version. It's you've got a lightgun, you won't find a better blast than this baby. Frantic, mindless shooting action at its best.

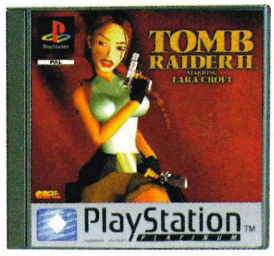


TOMB RAIDER 4

PRICE £39.99 | PLAYERS 1 | 10

Lara's last Playstation adventure marks a return to the brain-teasing puzzle-filled Egyptian tombs that made the original such a classic. The combat's improved and the plot's a mind-blowing epic. You will like it, guaranteed.

'IMPROVED COMBAT AND A MIND-BLOWING PLOT MAKE THIS A CLASSIC. YOU'LL LOVE IT'



TOMB RAIDER 2

PRICE £19.99 | PLAYERS 1 | 9

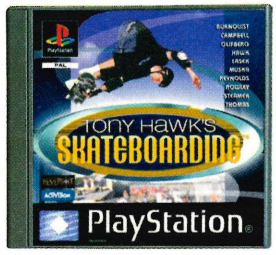
Rock-solid sequel which favours non-stop gunfights over mentally draining puzzles. It's certainly more frustrating than the first, but it takes longer to complete.



TOMB RAIDER 3

PRICE £39.99 | PLAYERS 1 | 9

This is undeniably the worst Tomb Raider, but it's still a class act. It offers more variety over 1 and 2 but little else. Which is another way of saying 'it's still hot!'



TONY HAWK'S SKATEBOARDING

PRICE £39.99 | PLAYERS 1-2 | 9

Cool skateboarding game that rocks. It not only looks cool, but it's easy to play and is loaded with stunts and tricks.



TWISTED METAL WORLD TOUR

PRICE £19.99 | PLAYERS 1-2 | 7

Climb into one of the tooled motors, charging around battle arenas blasting everything that moves. The multiplayer really shines.

DROP OUTS

WHEN GAMES CAN'T KEEP UP WITH THE BEST OF 'EM, THEY'RE OUT OF OUR ESSENTIAL 101. THESE FIVE USED TO CUT IT, NOW THEY DON'T



UM JAMMER LAMMY

● PRICE £39.99 ● PLAYERS 1-2 **8**

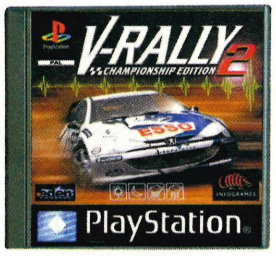
Parrapa sequel where the raps of the original are replaced by guitar licks. The tap-in-time-with-music bit stays the same, but now there's a neat two-player jam.



VIGILANTE 8

● PRICE £39.99 ● PLAYERS 1-2 **9**

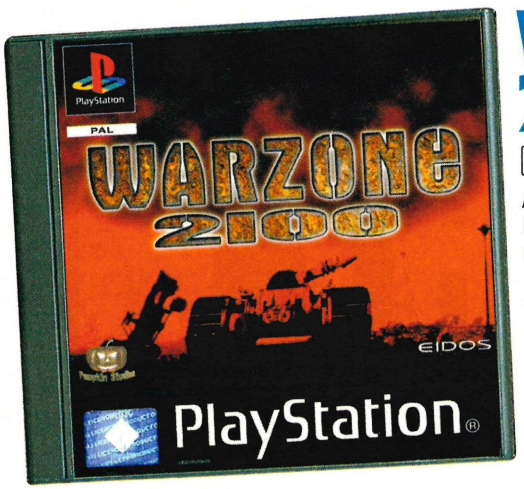
Tooled-up motors fight it out in bizarre battle arenas. Use the cool weaponry and cars to frag your mate's ass in the mega-cool two-player deathmatch.



V-RALLY 2

● PRICE £39.99 ● PLAYERS 1-2 **9**

A dirt-drenched, mud-spattered off-road racer with loads of cars, stacks of tracks and solid gameplay. A top night in with three mates and a multitap.



WARZONE 2100

● PRICE £39.99 ● PLAYERS 1-2 **9**

A real-time war strategy game with lots of levels and plenty of challenge. Build up your army by mining resources and developing tanks, then launch an all-out attack on the enemy. The enjoyable two-player link-up options is an added bonus.

'BUILD UP YOUR ARMY THEN LAUNCH AN ALL-OUT ATTACK'

WIP3OUT

● PRICE £39.99 ● PLAYERS 1-2 **9**

Very similar to its predecessor, although the tracks are better and it's slightly faster than before. The graphics are great, but what makes Wip3out stands out is its cool soundtrack, featuring the Chemical Brothers, Orbital and Underworld. Wicked stuff.

'BETTER TRACKS, GREAT GRAPHICS AND IT'S FASTER THAN BEFORE'

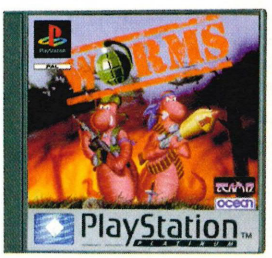




WIPEOUT 2097

● PRICE £19.99 ● PLAYERS 1-2 **9**

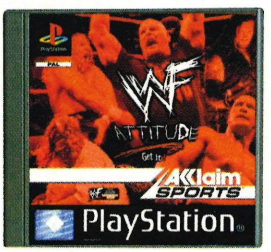
Super-fast anti-gravity racing game that streaks through sci-fi cities with a kick-ass techno soundtrack. Good link-up mode.



WORMS

● PRICE £19.99 ● PLAYERS 1-2 **8**

Pointless in one-player mode, and it looks very basic. But as a multiplayer game it really is great fun for four players.



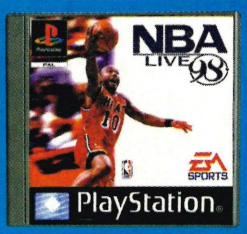
WWF ATTITUDE

● PRICE £39.99 ● PLAYERS 1-2 **9**

The best wrestling game you can own. All the wrestlers and moves you need to launch the perfect grapple-fest.

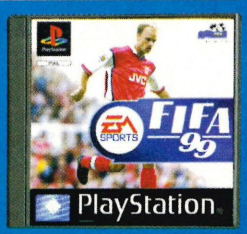
▼NBA LIVE 98

If you can pick up NBA Live 99 on the cheap, we'd say go for it. It still looks great and plays brilliantly, even with eight players. It's just that NBA Championship 2000 has all this, plus a few tasty TV-esque touches like jazzy camera angles and razor-sharp commentary.



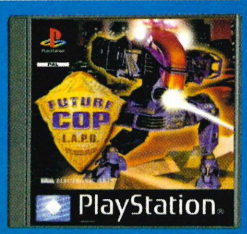
▼FIFA 99

This ruled the roost last Christmas, but FIFA 2000 makes it look like a playground kickaround. The new FIFA's graphics put the 99 version to shame, plus FIFA 2000's got all the new players. There's loads more moves as well, and the passing system is sharper.



▼FUTURE COP LAPD

This futuristic cop shoot 'em up is pretty slick, it's got a fairly good two-player shootout mode and it looks OK. That marks it for death. It looks too old and plays too basic: 'fairly good' games have no place in the Essential 101, not when they're up against Tomb 4 or Quake 2.



▼SPEED FREAKS

Playable cartoon racer that's fun for up to four people. Problem is, it's not as enjoyable or sharp as Crash Team Racing, which is altogether a better game for one to four-players. The characters in Crash are better too, so there really is no doubt why this is being dumped from the 101.



▼MUSIC

There's no denying Music's a slice of raw class, but the 750 samples on this music creation effort are no match for the blockbusting 3,500 on Music 2000. Nowadays, they all sound a bit cheesy and rubbish too. And because Music 2000 has a cool four-player jam, there's no need to get this.



YOUR ESSENTIAL 101 VIEWS

WE GET STACKS OF LETTERS THAT DON'T AGREE WITH THE SCORES WE GIVE GAMES. HERE'S WHAT YOU THINK ABOUT THE ESSENTIAL 101. REMEMBER, WE NOW SCORE OUT OF TEN

WHY BOTHER PUTTING SHIT LIKE 'NFL BLITZ' AND 'NHL UP THE GARDEN PATH' AND 'NBA IN THE KITCHEN' IN YOUR ESSENTIAL 101?
NOBODY LIKES AMERICAN SPORTS GAMES — ONLY SAD PEOPLE WHO SIT UP WATCHING CRAP ON SATELLITE EVEN KNOW HOW TO PLAY.
WHAT'S GOING ON? SORT IT OU PLAYSTATION PLUS, THE REST OF YOUR GAMES ARE SPOT ON.

P [illegible]POINTED FAN, LEEDS.

adam.smallman@ecm.emap.com,17/11/99 3:02 pm

To: adam.smallman@ecm.emap.com
From: Chris Williams
Subject: Essential 101
Cc:
Bcc:
X-Attachments:

Your Essential 101's a cool idea. It's got most of the games you see in the shops that are worth buying. The one thing that's missing is earlier versions of cool games. Bloody Roar 1 is just as good as the sequel in my book. Anyway, keep up the good work.

Chris Williams

Dear Playstation Plus.
I can't believe you only give Moto Racer 2 a measly 8/10. What are you guys on? Its the best bike game on Playstation, in fact it's the only good bike game on Playstation, and there's a lot of fans out there who thinks it's the dogs! WHY give rubbish like Speed Freaks the same score when Moto Racer's the most realistic game on Playstation?
Do you guys have a downer on bike games or something?

SPUD, [illegible] Norfolk.

CONGRATS ON YOUR ESSENTIAL 101 SECTION. IT'S REALLY GOOD TO SEE A PLAYSTATION MAG PUTTING ITS FOOT DOWN AND SAYING WHICH GAMES ARE WORTH BUYING RATHER THAN JUST LISTING EVERY SINGLE CRAPPY GAME FROM THE LAST TEN YEARS. MOST OF THEM, YOU CAN'T EVEN GET ANY MORE.

TOM HOPPER, DUNDEE.

PS. ONE POINT THOUGH. WHY HAVE TEKKEN 2 AS WELL AS TEKKEN 3 IN YOUR ESSENTIAL LISTING, BUT MISS OUT WWF WARZONE?

DON'T WASTE YOUR HARD-EARNED ON...

MAKE SURE YOUR GAME COLLECTION IS 101% PURE CLASS BY AVOIDING THESE



THE PHANTOM MENACE

Jedis that find it very difficult to even walk past a chair without getting stuck take on crudely-drawn droids in this frustrating, badly-scripted adventure.



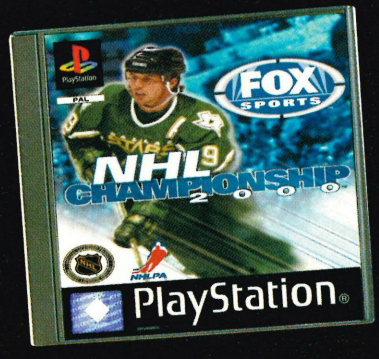
SOUTH PARK

Yeah, so the series makes you chuckle. But this 'wacky' shoot 'em up is about as liable to make you laugh as having somebody thrust a fork up your nose.



THE NEXT TETRIS

Play Tetris on your mobile. Play it on your Game Boy. Do whatever you damn well please, just don't spend £40 on a game that's EXACTLY the same as the old Tetris.



NHL CHAMPIONSHIP 2000

This looks and plays OK, and it's got all the teams. Sadly, the players move so slowly it looks like they're skating on candle wax. Bo-ring!

WIN THE FIRST 10 PS2s IN THE UK

PLUS 3 GAMES. EXCLUSIVELY WITH PlayStation.plus

HOW CAN I ENTER?

You should have the special PS 2 supplement from the front of the December issue. On the supplement's page 3, you need to stick three vouchers. Voucher one appeared inside the December issue on the flap between pages 98-99. You can find Voucher two on p7 of this month's Verbal page. Voucher three will appear on the Verbal page of next month's (February) issue.

WHAT IF I DON'T HAVE THE DECEMBER ISSUE?

You can order a back issue by calling 01858 438825

HOW WILL I KNOW IF I'VE WON?

Winners will be drawn at random on Friday 24th March and we'll immediately call all ten.



PHOTOGRAPHER: RICHARD LEWISOHN

> GRAN TURISMO 2

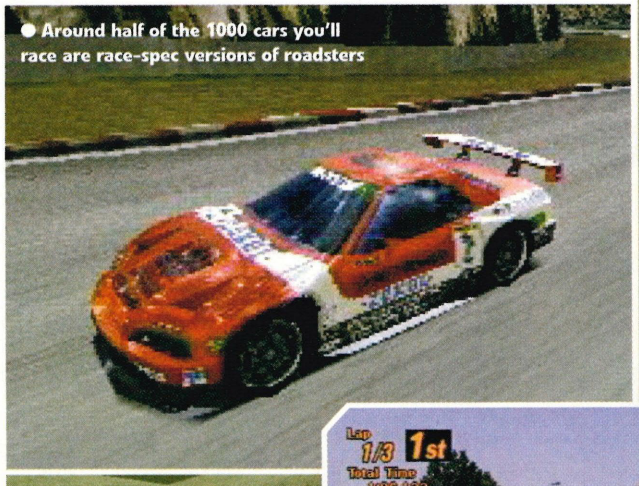
OUT FEB 4TH

We've played a close-to-completed version of Gran Turismo 2, due for UK release on February 4. And it's looking better than we dared to dream. There's about a thousand different cars to pilot, ranging from titchy Honda Civics to snorting supercars like Lister Storms (no, we've never heard of it either). There are hundreds of different races and 28 tracks. And the rally tracks, with surfaces that range from wet mud to gravel, make it feel like you're getting two games here.

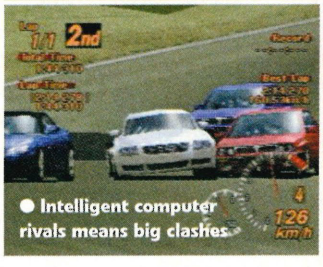
Fans of the original will be comfortable with the basics. Arcade mode is straight-up racing. Gran Turismo is a more realistic and difficult mode where you race to win the cash to buy cars.

But here on in, GT2 gets smarter. Your rivals are devilishly intelligent. The original saw them hoon around courses in straight lines, more Scalextric than supercars. Now they joust for position and bunch into packs. Tuning is more important. Even the wheels you select will affect how your car handles. Take damage during a race this time around and it 'll wreck your car's handling.

This game's four times the size of the first Gran Turismo. And the original took four months to complete. Make no mistake. This is a monster.



● Around half of the 1000 cars you'll race are race-spec versions of roadsters



● Intelligent computer rivals means big clashes



● There are hundreds of cash-rich events



● European marques get a good showing in GT2. Check these Mini Coopers out

GRAN TURISMO

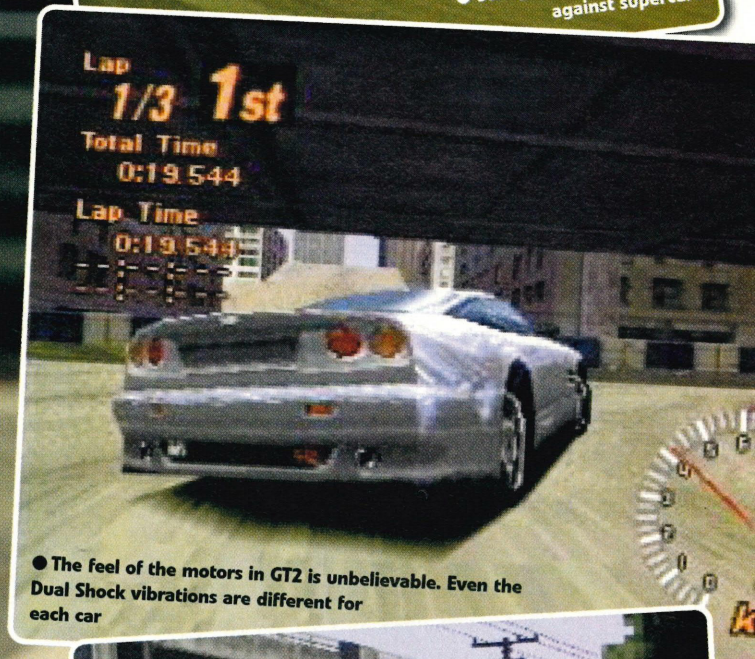
WHY IT KILLS ALL OTHER R

FEARS THAT GT2 COULD BE 'BLAND TURISMO' EVAPORATE AS WE PLAY A

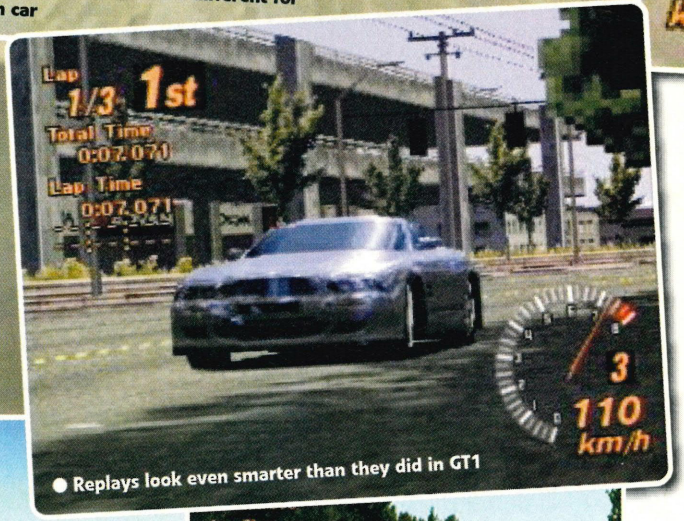
UP



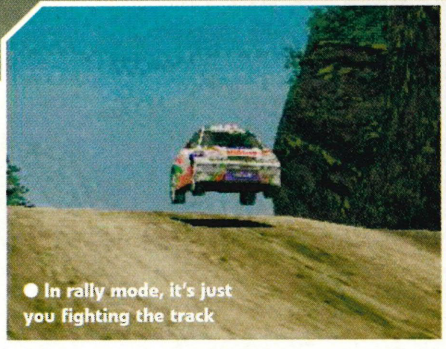
● Straight-up saloons go up against supercars



● The feel of the motors in GT2 is unbelievable. Even the Dual Shock vibrations are different for each car



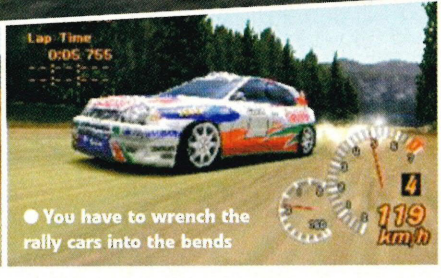
● Replays look even smarter than they did in GT1



● In rally mode, it's just you fighting the track



● There's loads of real and fictional rally courses



● You have to wrench the rally cars into the bends

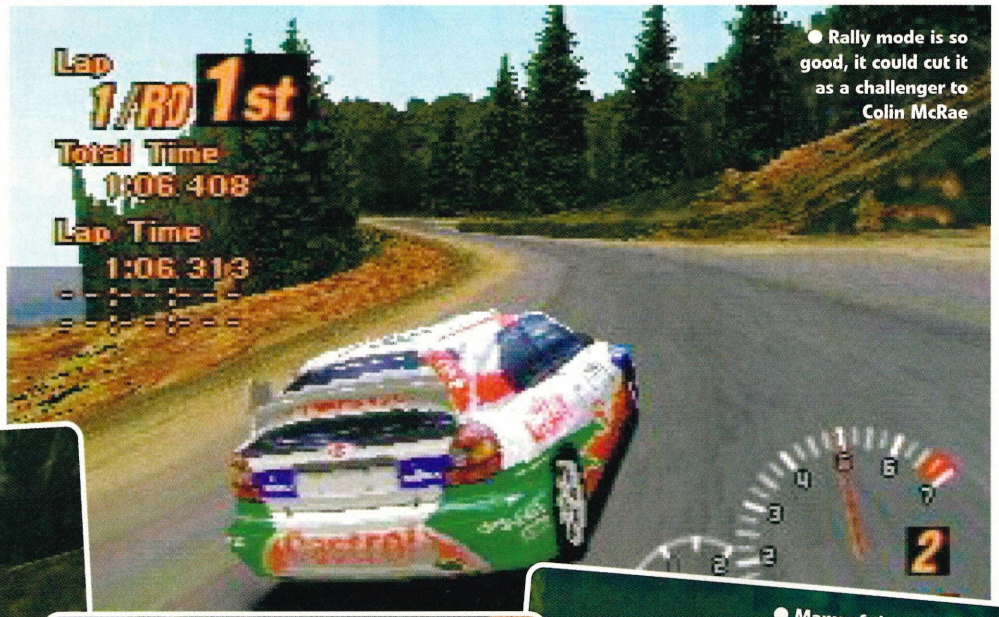
2

ACING GAMES STONE DEAD

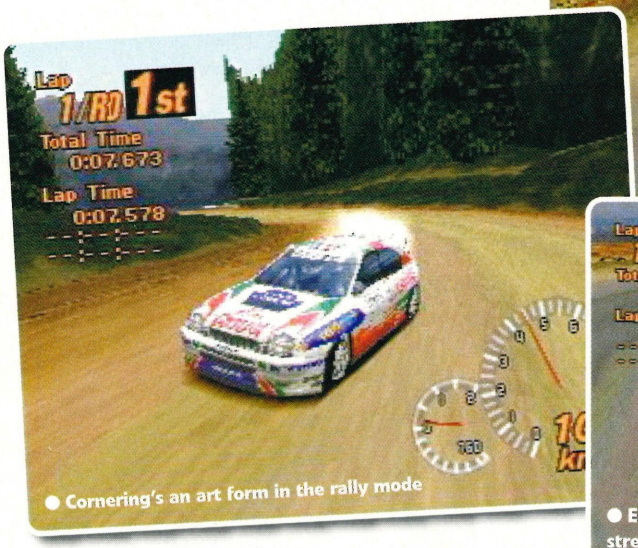
PREVIEW VERSION WHICH STOMPS ALL OVER THE ONE WE OWN NOW

FILL YOUR FIRESUIT, MCRAE!

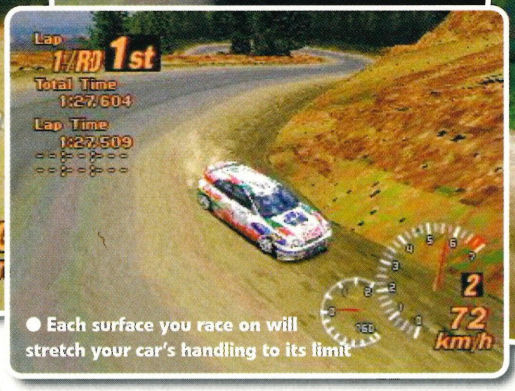
Every rally-equipped motor in GT2 can be taken onto the off-road circuits. But it's just you versus the track. It's all against the clock, just like in a real rally. The cars also handle differently. You have to wrench your Imprezas and Focuses into the bends and let the back end swing out. The dirt tracks feature surfaces ranging from dust to slippery grass, and your car will respond differently on each one. You have to drift around the bends, and most of the time you're fighting to stay in control of your car. The rally tracks feel so good that they'd be a top-class standalone off-road game. You get a big choice of knobbly-tyred motors too, as they make up a quarter of what's in the game. You'll even have to pass 10 rally driving tests to gain entry to the hardest races.



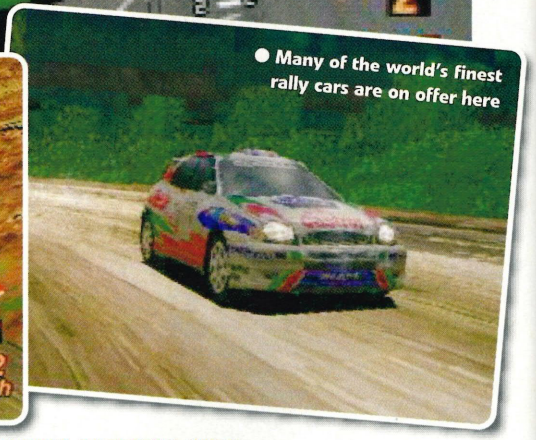
● Rally mode is so good, it could cut it as a challenger to Colin McRae

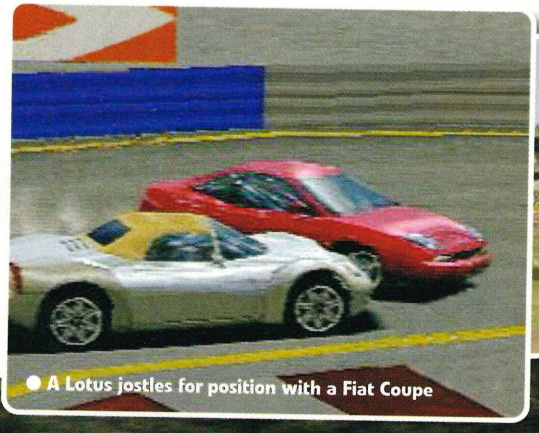


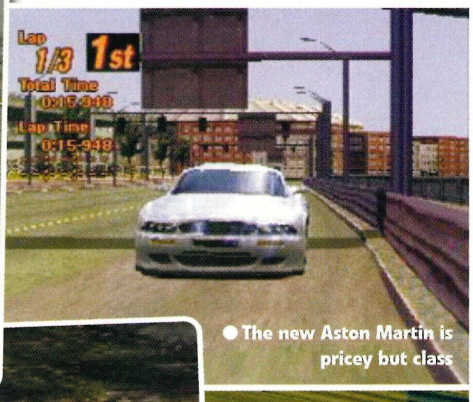
● Cornering's an art form in the rally mode



● Each surface you race on will stretch your car's handling to its limit


● Many of the world's finest rally cars are on offer here


● A Lotus jostles for position with a Fiat Coupe

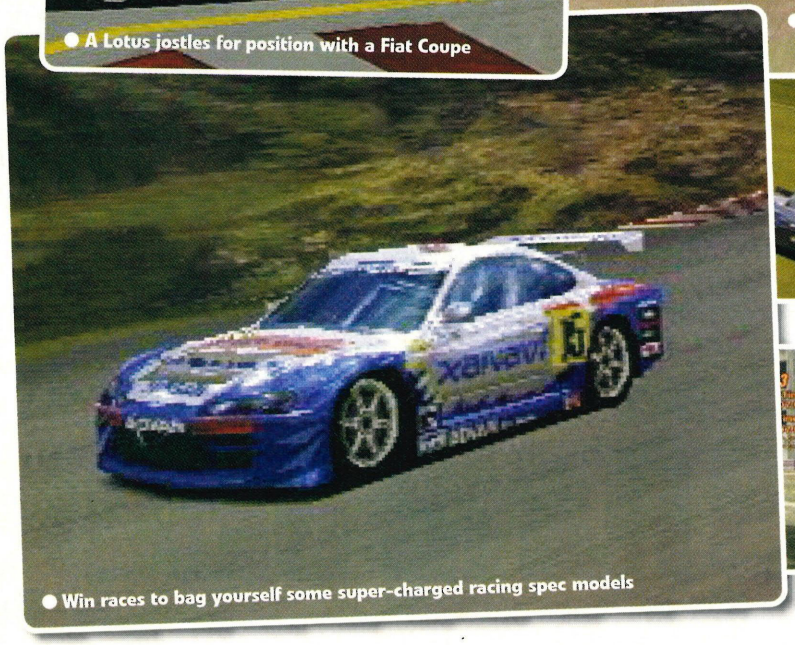


● The new Aston Martin is pricey but class

NOW LISTEN UP!

The one thousand cars come from Japanese, American and European manufacturers. About half of them are European, including motors from Lamborghini and Ferrari and some real obscure gems. Ever heard of Venturi, France's answer to Ferrari? Soon you'll be driving one. About 500 special edition cars are race spec versions of the basic models. And they should deliver some serious tarmac-churning figures out on the raceways. You'll have to win them as prizes in Gran Turismo mode if you want to drive them.

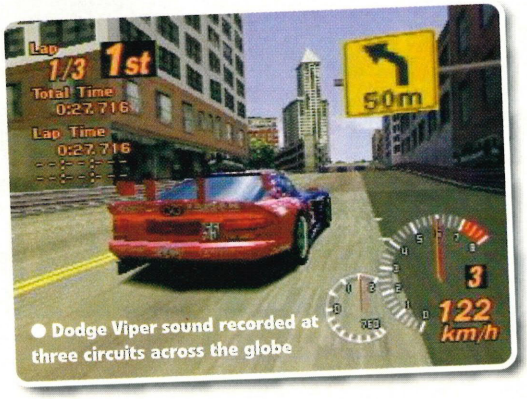
But here's a very special trick. The sounds for all the cars are real. The makers of GT2 took all the real cars replicated in the game to circuits in the UK, the US and Japan (Donnington, Laguna Seca and Motegi). They raced them for three days, recording the sounds. As a result, each car sounds totally different and totally realistic. The handling for each one has had similar attention, and every car feels significantly different. Every time you get a new track tool, there's a feeling of excitement, whether it's from driving a Honda station wagon just like your auntie's, or from slipping behind the wheel of an awesome GT monster such as the Jaguar XK220.


● Win races to bag yourself some super-charged racing spec models


▲ An Evo and friends



▲ Test-drive a Honda NSX



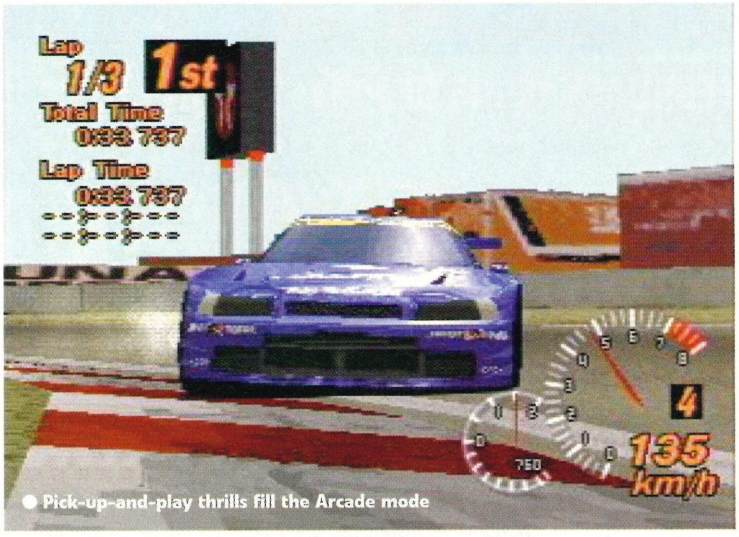
● Dodge Viper sound recorded at three circuits across the globe

'I'M HERE TO RACE. WHERE DO I START?'

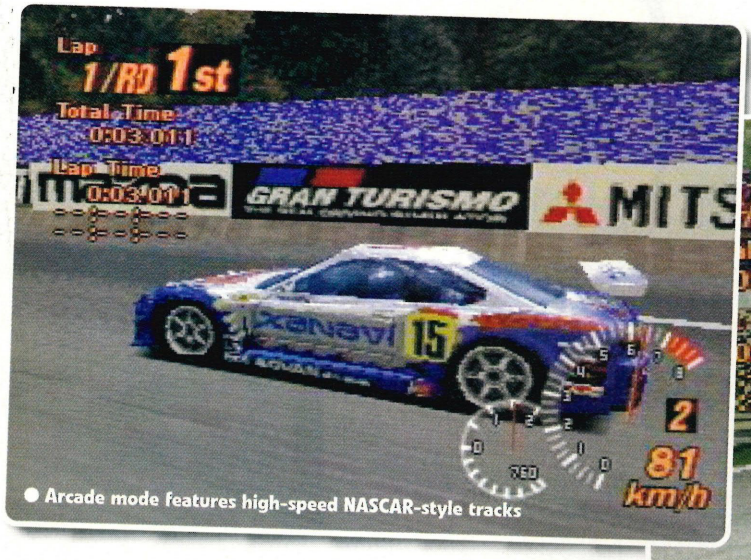
What's cool here is you can choose to play one of two ways, depending on which of GT2's two discs you choose. Arcade mode features a massive range of cars to select, from the humble B Class Toyota Celicas up to the awesome speedsters of S Class, which features cars such as the Aston Martin V8 Vantage and Lotus Elise. You can race them over 16 road, race and rally courses. Some of the best ones for sheer engine-straining arcade thrills are the American NASCAR-style high-speed rings.

But if the arcade mode doesn't pump your gas, you can get serious in Gran Turismo mode. You've got to gain driving licences to enter races. Then you've got to win so as to use your earnings to buy better circuit weaponry. The good news is, if you sweated to earn the disgustingly hard International A Licence from Gran Turismo 1, you can skip a lot of the licences in GT2. Nice touch.

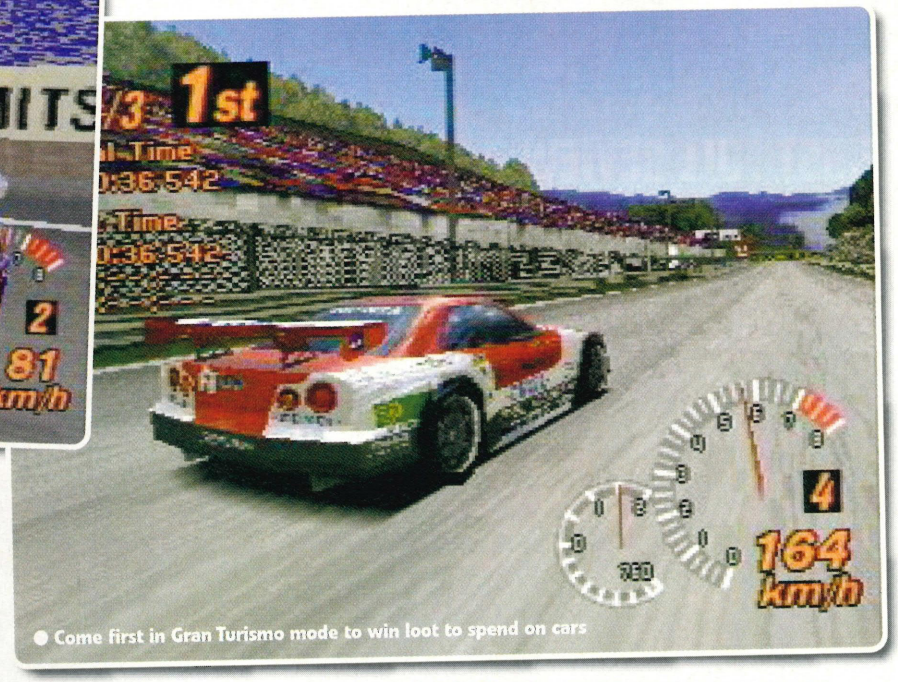
Once you're licenced up, races include endurance challenges, huge international cups, four-wheel-drive-only competition and the superb Eighties sports car cup. Winning 'em will get you pocketfuls of cash and some tasty machinery as special prizes. It'll be months before you see 'em all.



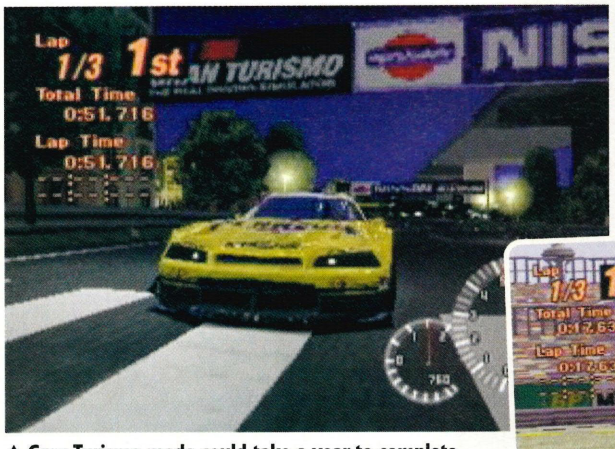
● Pick-up-and-play thrills fill the Arcade mode



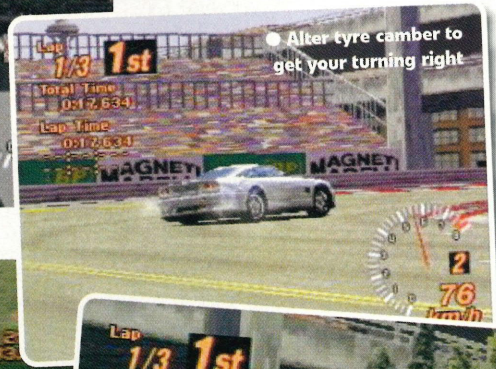
● Arcade mode features high-speed NASCAR-style tracks



● Come first in Gran Turismo mode to win loot to spend on cars



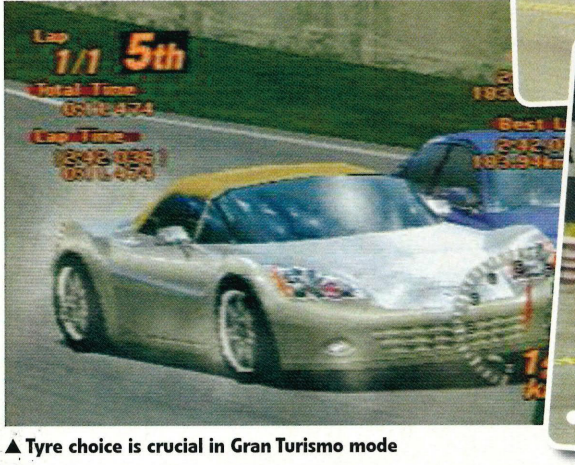
▲ Gran Turismo mode could take a year to complete



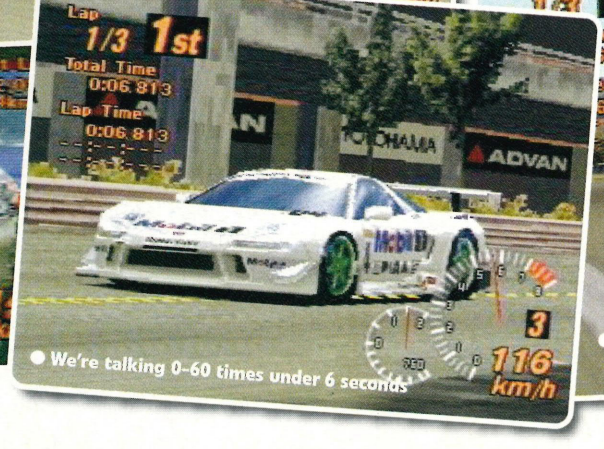
● Alter tyre camber to get your turning right

TWEAK 'EM TILL THEY SQUEAL

In the simulation-style Gran Turismo mode, you can also add engine mods, fit new racing spec parts, alter tyre camber, gear ratio and just about anything else you can name. As in GT1, the tuning system's simple to get to grips with. And if you like cars, you'll go mental for the chance to pump up a Daytona Coupe or Dodge Viper to the point where they'll chew 0-60 faster than a fighter jet and with their engines sounding like someone straining on the john.



▲ Tyre choice is crucial in Gran Turismo mode



● We're talking 0-60 times under 6 seconds



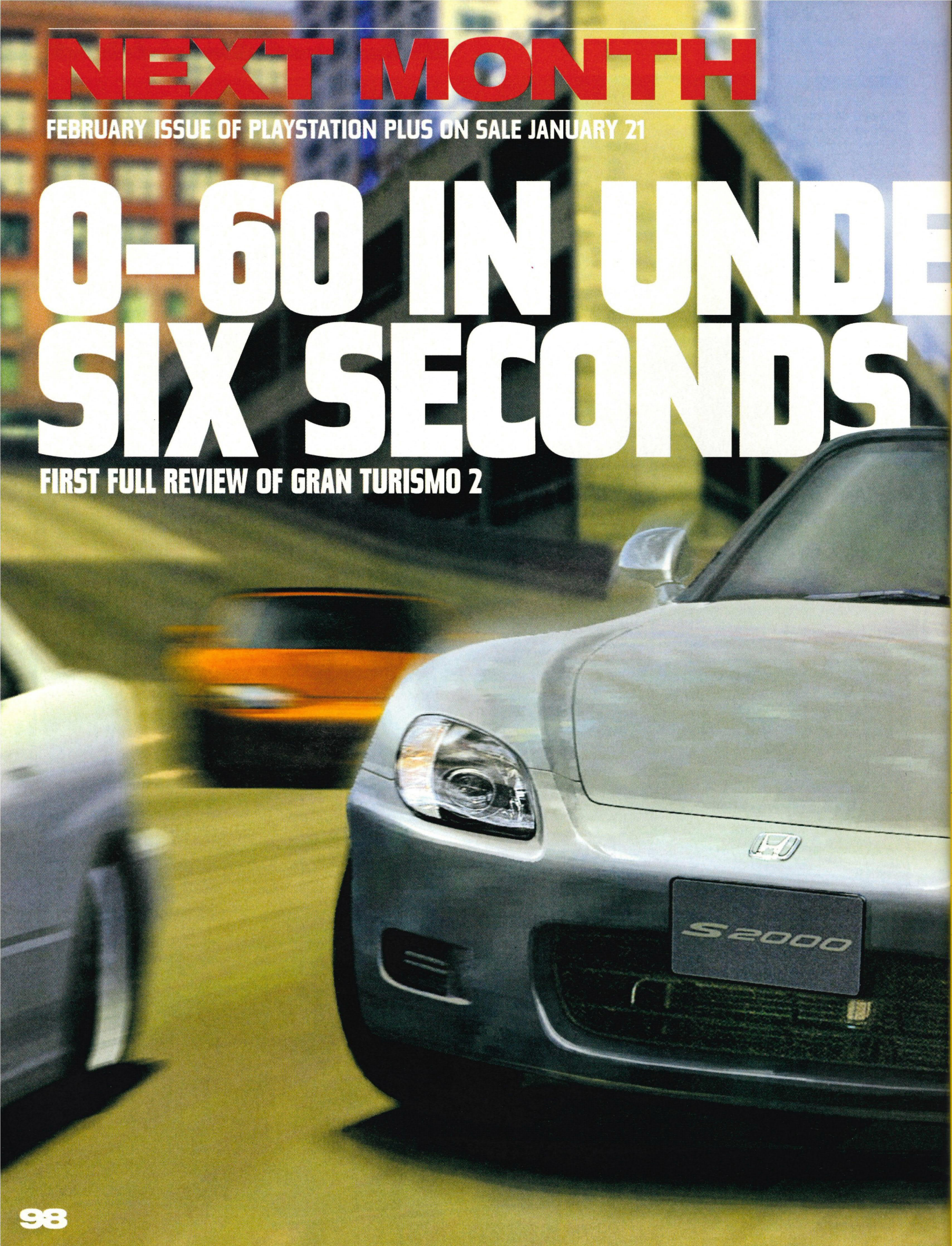
● Squeeze the last drop of bhp out of her 'til she's fit to burst

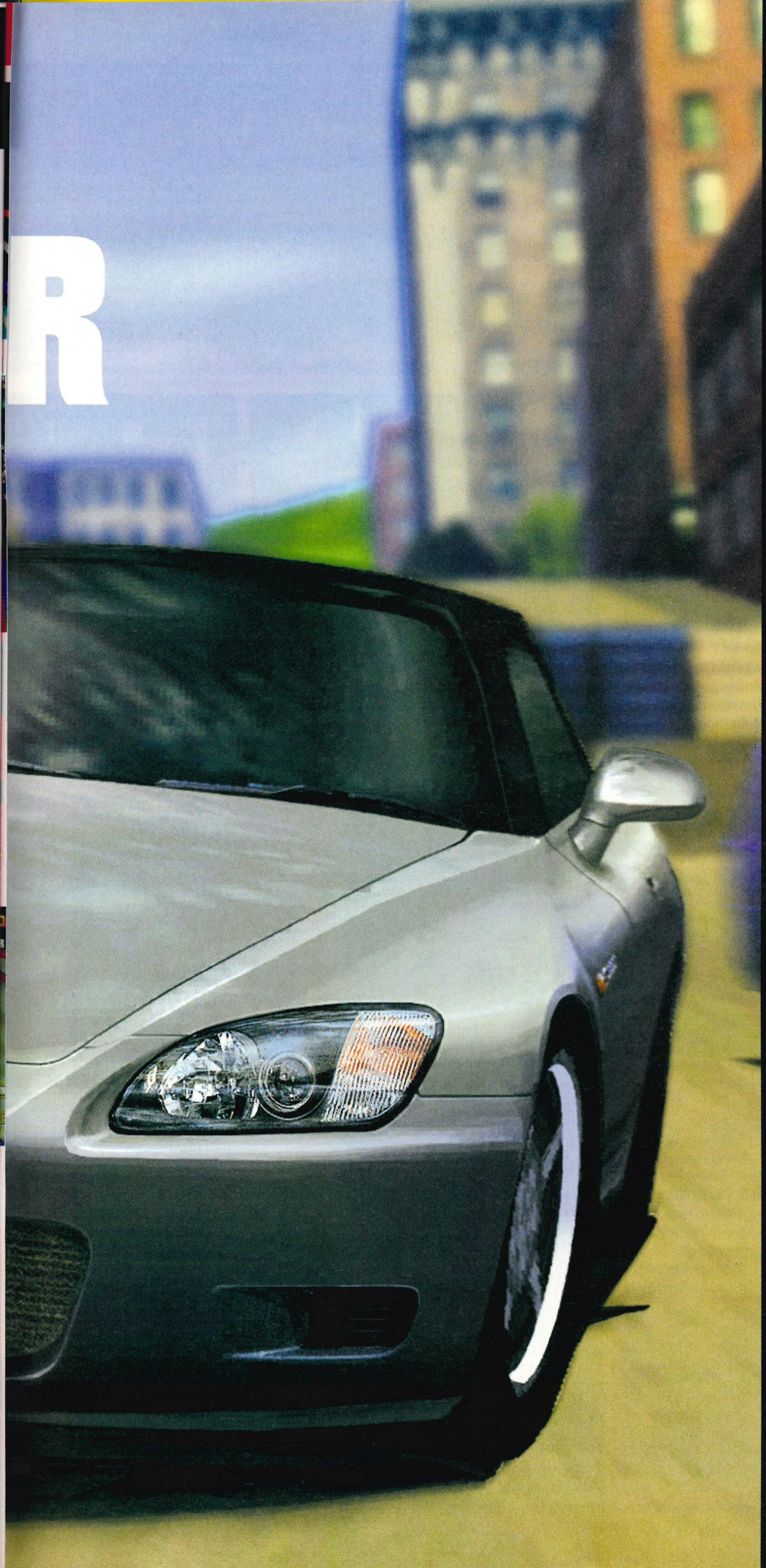
NEXT MONTH

FEBRUARY ISSUE OF PLAYSTATION PLUS ON SALE JANUARY 21

0-60 IN UNDE SIX SECONDS

FIRST FULL REVIEW OF GRAN TURISMO 2





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REVIEWS

INTERNATIONAL TRACK & FIELD 2
BEAT MANIA
ACE COMBAT 3
EAGLE ONE: HARRIER ATTACK
DISCWORLD NOIR
SOUTH PARK RALLY
ERGHIEZ
SHAOLIN
SPACE DEBRIS

TOMB RAIDER 4 GUIDE

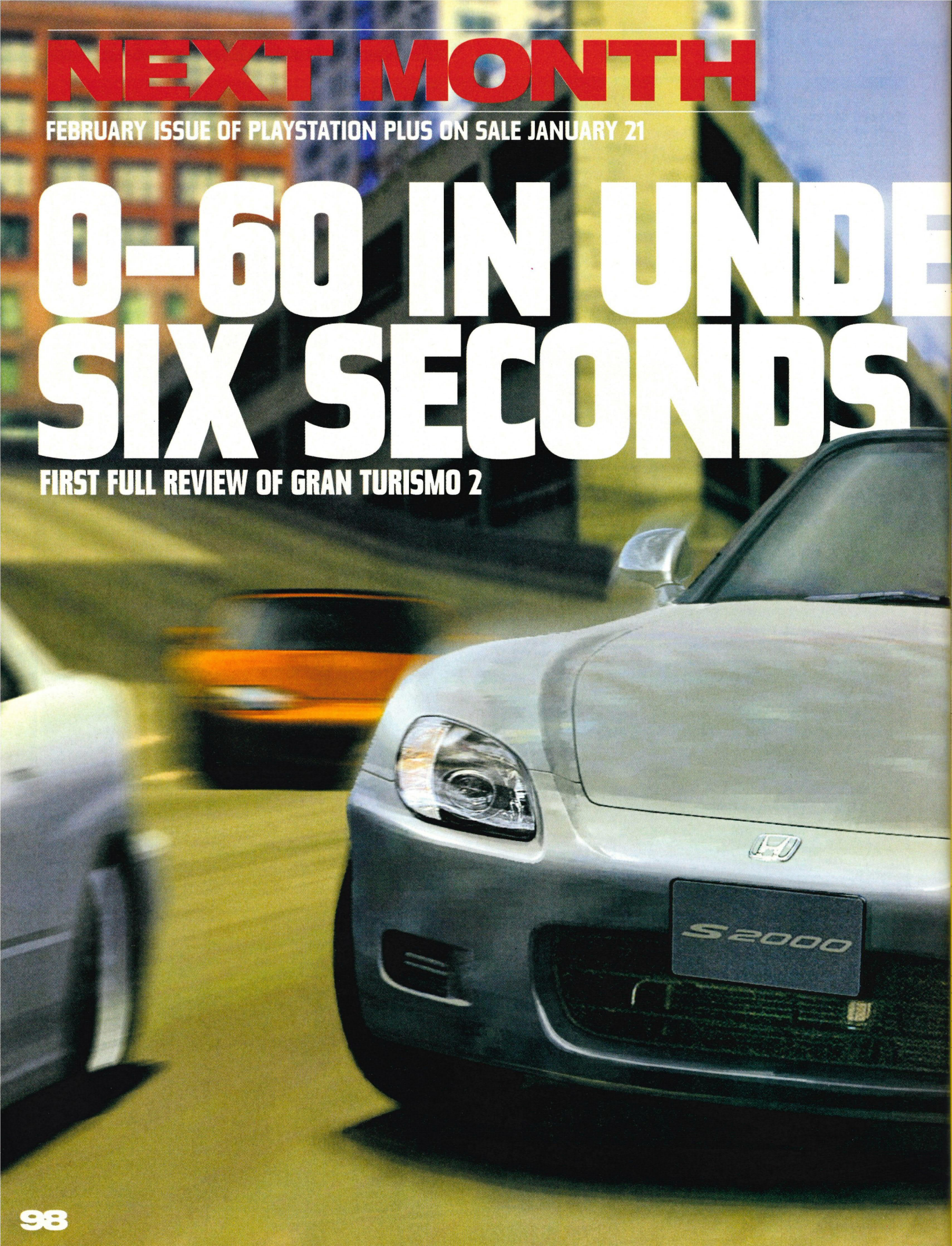
IT'S BIG
IT'S CLEVER

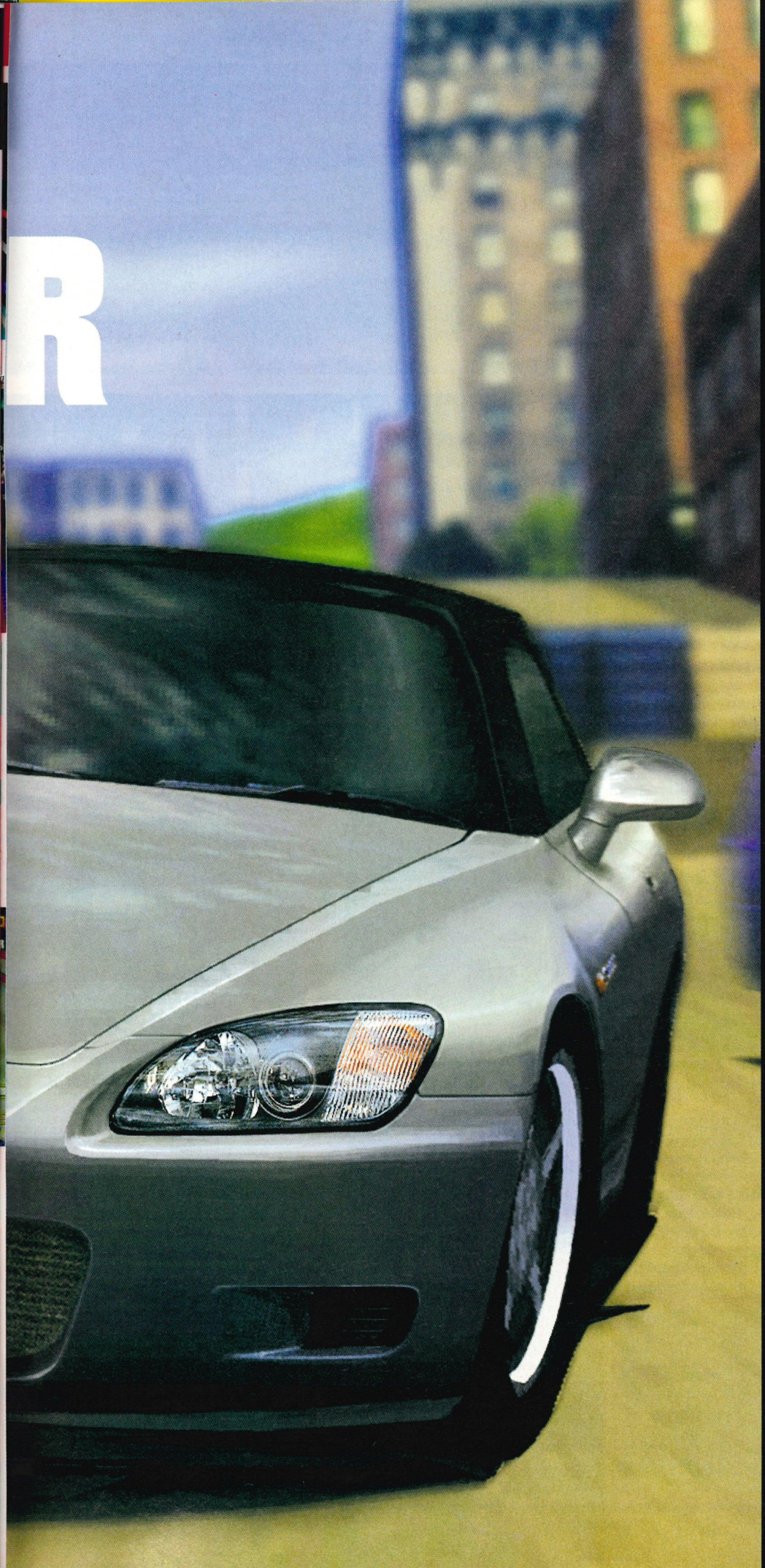
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IT'S BIG IT'S CLEVER

TWO BIG BOYS AND LOTS OF DEADLY TOYS


● 'No, no, please. I can't help looking like Sadaam Hussein'

Get togged up in camouflage and shoot to kill with mucho stealth in Special Ops. Metal Gear fans should stay alert

> SPECIAL OPS

OUT FEB 2000

It's two of you versus the world in Special Ops, a stealth/action army thriller where you control a pair of camouflaged operatives dropped behind enemy lines in a future war. You sneak through forests, taking out enemy soldiers with sniper shots, or fire your M60 from the hip and go gung-ho as you complete battlefield objectives such as taking out ammo dumps or locating and intercepting troop transport.

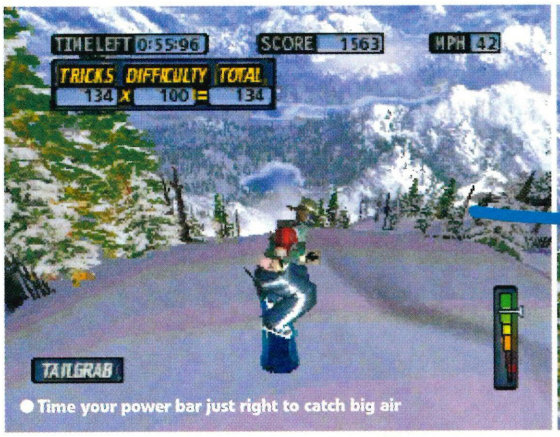

● Lob grenades towards approaching troops to cause max carnage

On the move, this has the same kind of excitement as Metal Gear Solid. If you get seen by sentries, or let off rounds within earshot, the place will suddenly be alive with enemies.

You can switch between your men whenever you want, but if one's wiped out you must try to finish the mission solo. Soaking up bullets won't bring victory though. You've got to advance carefully, taking out the enemy when necessary and giving each other cover unless you like the idea of hell. Review next issue.


▲ This rapid-firing gun's great at long range


▲ The machine gun rips through enemies

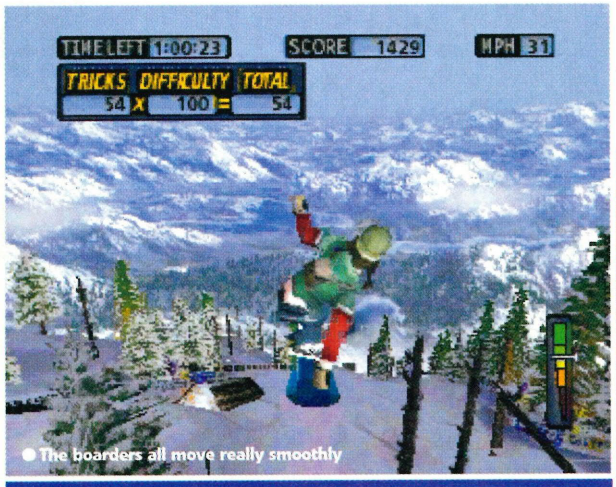


● Time your power bar just right to catch big air

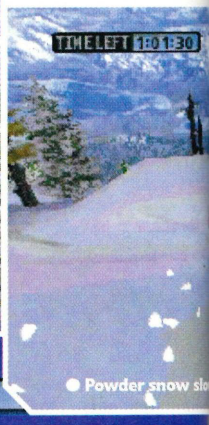


● You've got to do complex bu

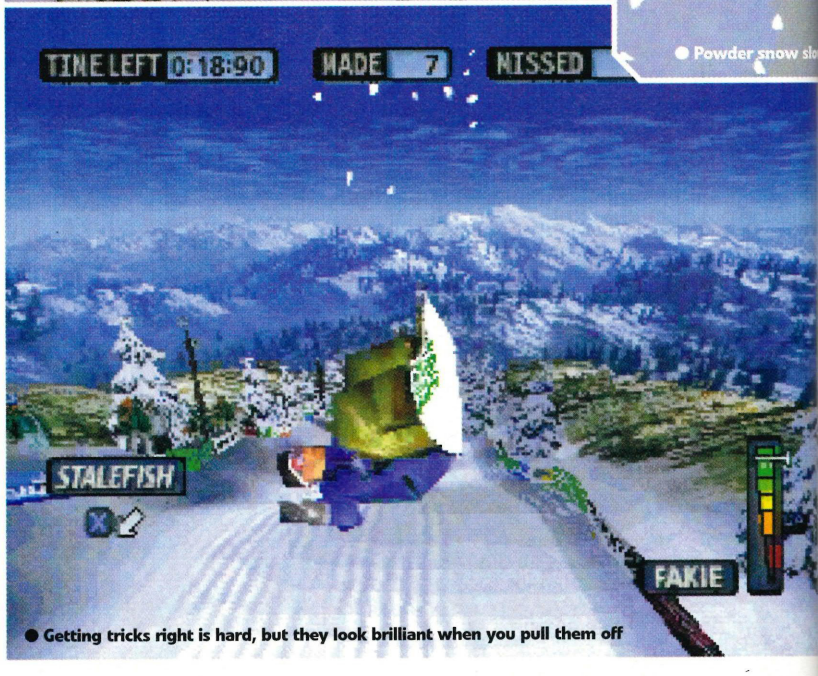
THE SHARP ON THE S



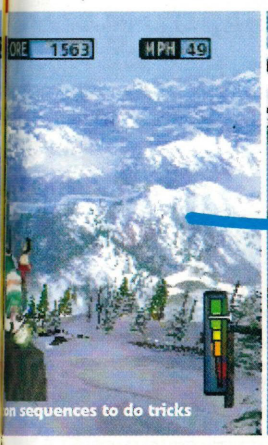
● The boarders all move really smoothly



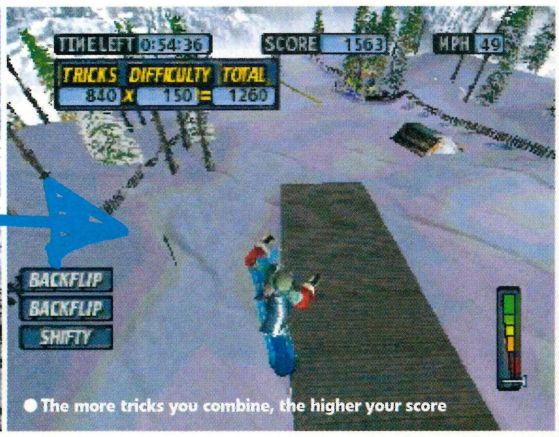
● Powder snow sl



● Getting tricks right is hard, but they look brilliant when you pull them off

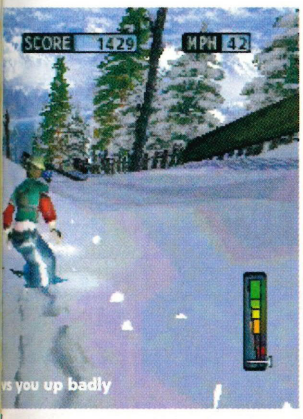


on sequences to do tricks



● The more tricks you combine, the higher your score

EST THING LOPES



s you up badly



● Do slides along the roofs of ski lodges

Cool Boarders 4 is far and away the best-looking PlayStation snowboarding game. But how does it play?

> COOL BOARDERS 4

OUT FEB 2000

Cool Boarders 4, released in February, has the most awesome replays we've ever seen. They look like video footage of somebody doing snowboarding tricks. Unbelievable. It's only when you watch the replays you realise how smooth the movement in the rest of the game is. Most of the time you're moving so damn fast, and sweating so much about getting the tricks right, you don't have time to stop and admire how good the game looks.

The tricks are difficult to pull off, because of a power bar system which determines how high you jump. But once you manage to spin off the lip of the half-pipe, your jaw will drop. The boarders are really detailed and move realistically, unlike the square-legged muppets you had in earlier Cool Boarders games.

Downhill mode is fast but is similar to every other snowboarding game. Much better is Trickstyle, where you rip down the uncharted slopes, dodging trees, trying to hit jumps and pull tricks to score points.

If pure grab-and-spin trickery's your bag, the Half-pipe mode's excellent. What's cool is you can play all of these in split-screen against a mate. Awesome. And if you can't tell your nose grab from your stalefish, check out the Trickmaster mode, which teaches you these and more step-by-step.

RELEASE DATES

When do these new games hit the shelves? Here's the latest dates for your diary

OUT NOW

Medal of Honour ..... page 18
Championship Motocross ..... page 28
Millennium Soldier ..... page 19
Chef's Luv Shack ..... page 35
Tomorrow Never Dies ..... page 20

17 DECEMBER

Warpath: Jurassic Park ..... page 40

24 DECEMBER

Supercross 2000 ..... page 29

11 JANUARY

Ehrgeiz .....reviewed next issue

21 JANUARY

Ace Combat 3 ..... page 104
Tiger PGA Tour 2000 ..... page 110

28 JANUARY

Space Debris ..... page 109

4 FEBRUARY

Gran Turismo 2 ..... page 94
Psychic Force 2 ..... page 110
Eagle One: Harrier Attack page 104

11 FEBRUARY

Victory Boxing 3

Cricket 2000

We've checked all of these with the publishers but games can slip from their planned release dates (Gran Turismo 2 anyone?). If a game you're looking for isn't here, it means an exact release date isn't set. We'll always give you our most up-to-date info, guaranteed.



BLOCKBUSTER

(From Boxing Day to January 16, they will allow exchanges)

7 DAYS

GOT A RECEIPT?

'We only exchange games if they're faulty or still sealed'

NO RECEIPT?

A manager told us: 'there's nothing at all we can do without a receipt unless you made the purchase on your membership card so we could trace it'

VIRGIN MEGASTORES

28 DAYS

GOT A RECEIPT?

'Just show us proof of purchase'

NO RECEIPT?

We spoke to a manager: 'I can't guarantee it but if it's in the same condition we might be able to give you a voucher'

CURRYS

7 DAYS

GOT A RECEIPT?

'Bring it back unopened and we'll give you a refund'

NO RECEIPT?

'There's nothing we can do without a receipt'

HMV

3 MONTHS

GOT A RECEIPT?

'Bring it in no worries'

NO RECEIPT?

'OK if you bring it back in the same condition it was bought in'

EB

(Games bought before Jan 12 can be taken back up to Jan 25)

10 DAYS

GOT A RECEIPT?

'With a receipt, no problem'

NO RECEIPT?

We were told: 'OK, if you bring it in and it's in good condition, we'll exchange it for you'

DIXONS

7 DAYS

GOT A RECEIPT?

'If it's faulty you can exchange it for the same title'

NO RECEIPT?

'If you've got no receipt, we can't help'

WHAT THIS ALL MEANS TO YOU

One thing all the shops agree on is that to take any game back, it has to be in a resellable condition. This means in good nick and not scratched to hell. Follow these symbols to see what the head offices for each store chain say about bringing back unwanted games.

- CHECK THE DAYS UNDER THE CLOCK TO SEE WHAT THE TIME LIMIT IS ON RETURNING UNWANTED GAMES
- SHOWS THE SHOP WILL REFUND THE MONEY FOR THE GAME AT THE PRICE YOU BOUGHT IT
- MEANS YOU CAN EXCHANGE IT FOR ANOTHER UP TO THE SAME PRICE
- YOU CAN GET GIFT VOUCHERS UP TO THE SAME VALUE AS THE GAME
- LOCAL STORE MANAGERS DECIDE WHAT TO DO. BE NICE TO THEM!
- YOU CAN ONLY EXCHANGE YOUR GAME IF IT'S UNOPENED OR FAULTY
- YOU'RE STUCK WITH THIS GAME AND THAT'S IT (UNLESS YOU GO TO EXCHANGE CENTRAL ON P76)

'GOT A RECEIPT FOR THAT MATE?'

DON'T GET LUMPED WITH UNWANTED GAMES THIS XMAS. HERE'S YOUR GUIDE TO WHAT SHOPS WILL GIVE YOU IF YOU TAKE GAMES BACK. WORDS BY STEVE O

BEATTIES

7 DAYS

GOT A RECEIPT?

'You can have whatever'

NO RECEIPT?

'If it's in a resellable condition you can exchange or get vouchers'

OUR PRICE

28 DAYS

GOT A RECEIPT?

'With a receipt that's fine'

NO RECEIPT?

Shop manager said: 'as long as it's in a re-sellable condition, you should be OK for an exchange or credit voucher'

WH SMITH

NO LIMIT

GOT A RECEIPT?

'We just need a receipt'

NO RECEIPT?

A manager told us: 'without a receipt or bank statement showing the transaction, there's really nothing we can do for you'



DUEL IN THE SKIES

ACE COMBAT 3 VS EAGLE ONE HARRIER ATTACK

Two new air combat blastfests go head-to-head to be Top of the Top Guns

> ACE COMBAT 3 & EAGLE ONE: HARRIER ATTACK

OUT JAN 2000

Ace Combat 3 is the sequel to the only air combat game in our Essential 101, and it's looking even better than Ace Combat 2. You get to pilot some of the world's maddest attack aircraft in huge supersonic dogfights over realistic landscapes.

Ace Combat 3, released in January next year, boasts incredibly sharp graphics, fast movement and some awesome touches that'll make you feel you're right in the heart of Top Gun-style aerial firefights. Fly straight into the sun and you'll get blinded. Miss an airstrip with your air-to-ground missiles, and five minutes later the whole sky will be full of attack aircraft.

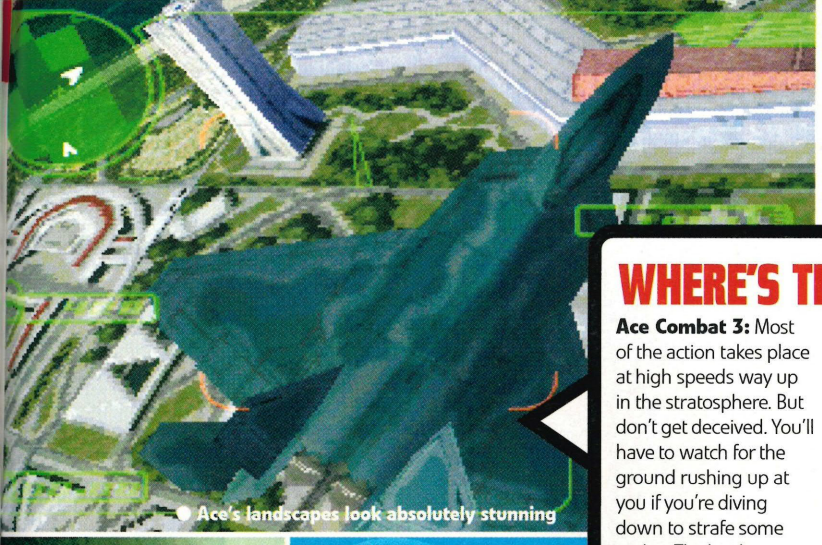
The intelligence of the enemy pilots makes it feel like you're hunting air aces rather than just going for a bit of high-speed target practice in the sky. They'll loop round you or cut their speed to tuck in behind you, or they'll drop out of the sun flying straight at you. You've got to be alert.

But Ace Combat's facing stiff opposition from Eagle One: Harrier Attack, also out in January. It's an aerial shoot 'em up where you pilot jets in missions ranging from ground attacks to huge dogfights.

Like Ace Combat 3, you can fly some of the world's premium attack aircraft, but you also get a chance to try out bombers and stealth planes.

The ace up Eagle One's camouflaged sleeve is that it boasts a killer two-player split-screen Deathmatch mode, where you and a mate choose planes and duel to the death. Alternatively you can team up and work together to defeat terrorist scum coming at you from the ground and the air, but let's face it, blasting you mate out of the sky is more fun.

Both these games are looking hot. The question is, which is the one to go for? Here's a few pointers.



● Ace's landscapes look absolutely stunning

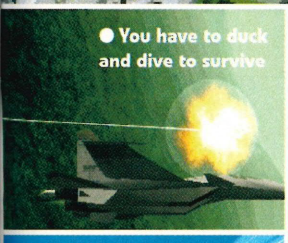


● Eagle One's later levels sees fighting at ground level

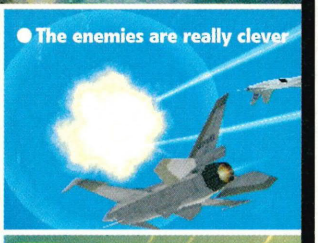
WHERE'S THE ACTION?

Ace Combat 3: Most of the action takes place at high speeds way up in the stratosphere. But don't get deceived. You'll have to watch for the ground rushing up at you if you're diving down to strafe some sucker. The landscapes look brilliant here, especially the buildings.

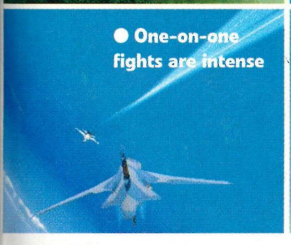
Eagle One: The combat all takes place in the blue skies over Hawaii. Lots of the fighting takes place low down over hilly landscapes, and the enemies will hang out of sight, then surge up over the hills to strafe you. There's also action over cities and over the sea.



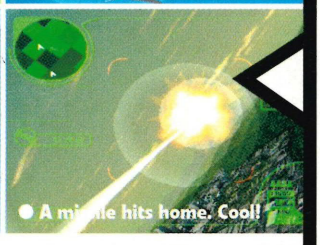
● You have to duck and dive to survive



● The enemies are really clever



● One-on-one fights are intense

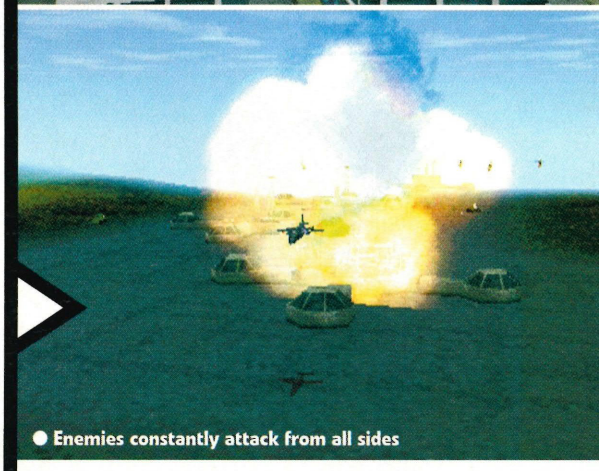


● A missile hits home. Cool!

HOW DANGEROUS IS IT?

Ace Combat 3: Ace Combat 3 tends to boil down to aerial shootouts against small groups of highly intelligent, well-armed fighters. You've got to think 3D to survive, and mentally keep track of where the enemies are. Until you're up in the sky, you don't realise how difficult that is.

Eagle One: The action just doesn't let up. You'll be strafed by ground cannon just as you hear the first ominous beeping of a missile locking onto you. Then a squadron of jets will streak at you, guns blazing. The enemies aren't quite as cunning as the ones in Ace Combat, though.



● Enemies constantly attack from all sides

ACE COMBAT 3



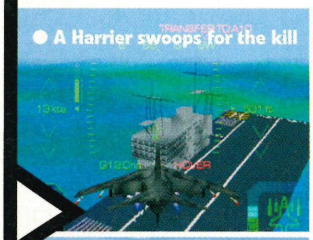
● You'll get to pilot a huge selection of the world's fastest fighters

WHAT PLANES DO I FLY?

Air Combat: You start off in F-111 fighters, shooting the hell out of MiGs in fine old Top Gun style. There's a selection of high-end fighters to choose from, including most of the top real-world ones and a few super-fast fictional aircraft. All the planes here are built for speed, so the dogfights get more and more intense the further you get in.

Eagle One: You start off in Harrier jump jets, which is well cool because they can hover in position to take out ground units. Later, you'll use faster strike aircraft, bombers and stealth fighters. What's neat is you can use them all in two-player against your mate. Whenever you beat a level, you'll win a new plane to play with.

EAGLE ONE



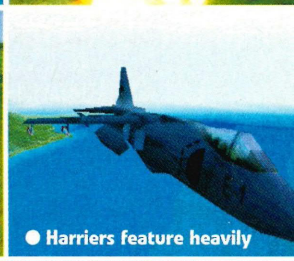
● A Harrier swoops for the kill



● Beat levels to win new plane



● You'll fly this A-10 later on



● Harriers feature heavily

HOW DO I KILL FOLKS?

Ace Combat 3: Locking on your laser-guided missiles is difficult. You lose the lock if you lose sight of your enemy. If you're close up, it's hard to stay locked long enough for the missile to hit. Machine guns are more straightforward, but you've got to stay right on their tail to get a kill.

Eagle One: Depending on what plane you're flying, you'll have a different selection of weapons at your disposal. Taking down MiGs and other fighters is a matter of locking missiles onto them, but you've got machine guns, unguided rockets and bombs if you've got the skill.



● Keeping the lock on long enough for the missile to hit is tricky

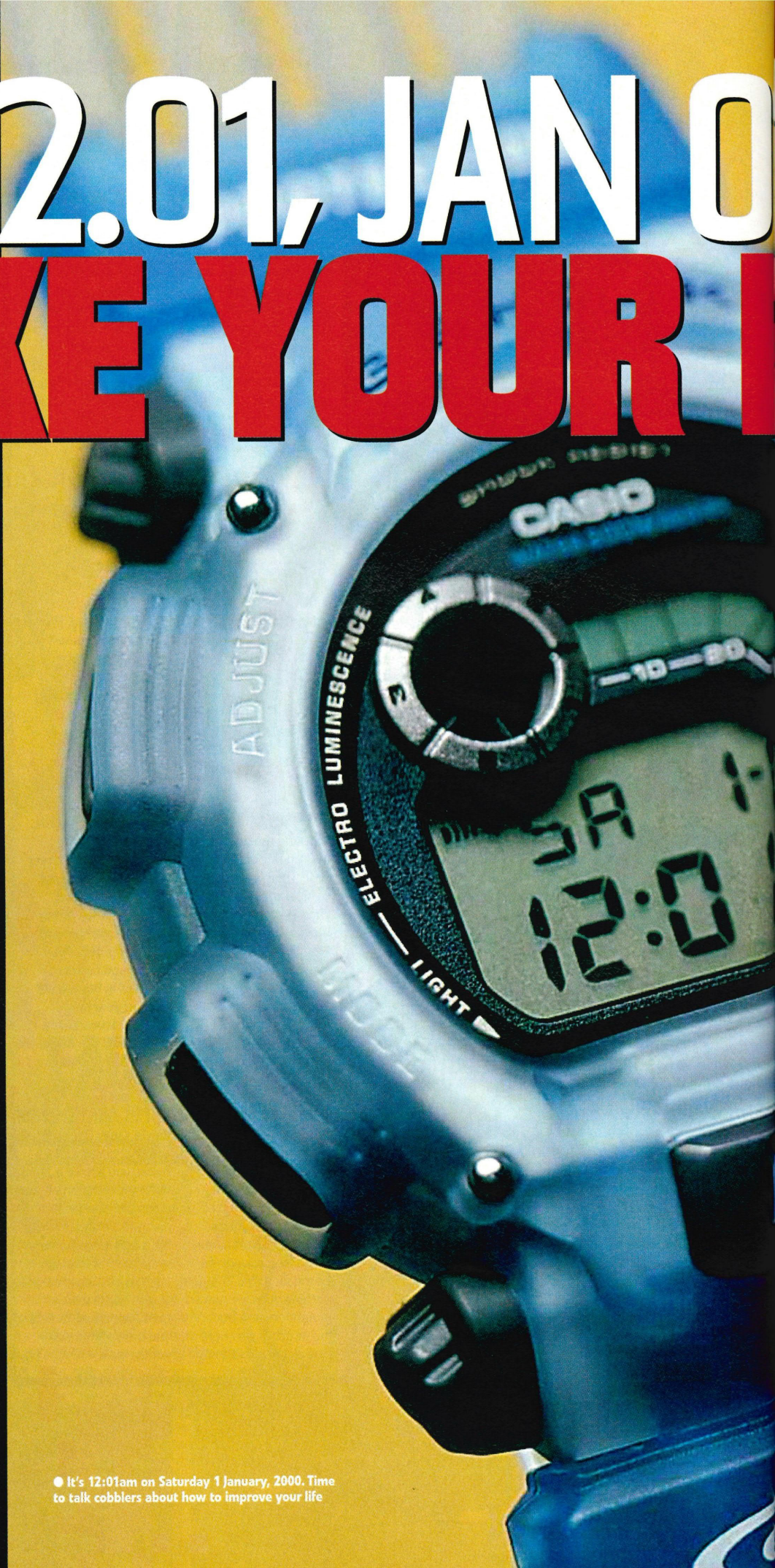


● Use your Harrier's hover capability to strafe ground units

IT'S 12.01, JAN 0
MAKE YOUR R

RESOLUTIONS YOU'LL BREAK

1. 'I WILL STOP HAVING MARATHON FIFA SESSIONS THAT LAST SO LONG I GET PINS AND NEEDLES IN MY EYES'
2. 'I WILL REMEMBER TAKE THE CUTLERY OUT OF THE SINK BEFORE PISSING IN IT'
3. 'I WILL EAT HEALTHY FOODS LIKE LETTUCE, DESPITE THEM MAKING MY MOUTH PUCKER UP LIKE A CAT'S ARSE'
4. 'WHEN I LOOK AT MY MATE'S TASTY GIRLFRIEND, I'LL THINK WITH THE BIG HEAD, NOT THE LITTLE HEAD'
5. 'I WILL REMEMBER STUFF LIKE FAMILY BIRTHDAYS INSTEAD OF MEMORISING THE SCORING RECORD OF EVERY STRIKER IN THE PREMIER LEAGUE'
6. 'I'LL GO AND VISIT THE WEIRD AUNT WHO SENDS ME A TENNER EVERY CHRISTMAS'
7. 'NEXT YEAR, I'LL BUY MY SISTER SOMETHING SHE WANTS FOR CHRISTMAS INSTEAD OF GETTING HER TOMB RAIDER 4 AND NICKING IT FOR MYSELF'
8. 'I'LL LEARN TO LIKE FILMS THAT DON'T HAVE CAR CHASES, SHOOT-OUTS, SPACE BATTLES OR LONG TORTURE SCENES IN THEM'
9. 'I'LL ACCEPT THAT JORDAN'S NEVER GOING TO TURN UP AT THE DOOR AND ASK ME OUT FOR A CHINESE'



● It's 12:01am on Saturday 1 January, 2000. Time to talk cobblers about how to improve your life

1 2000. TIME TO RESOLUTIONS



RESOLUTIONS YOU'LL MAKE

'GOTTA GET ISS EVOLUTION'
OUT JAN 24

ISS Pro Evolution's got more moves than any football game. *And* it's as smooth as footy on the box. So what if it hasn't got proper player names? Ravanelli, Ravioli, who cares. It rules!

'SAVE FOR GRAN TURISMO 2'
OUT FEB 4

GT2 stomps over all driving games. It's got a thousand cars and so many races you'll need a spare decade to do 'em all. The rally mode's like getting another whole game for free!

'CACK MYSELF WITH RES 3'
OUT FEB

Total fear from start to finish. That's Res Evil 3. There's this invincible eight-foot Terminator-type monster who looks as if he's made from raw steak, and he's on your tail the whole time. Maximum carnage all the way through.

'SEE IF I'VE WON PS2'
OUT MARCH

Who's going to win those first 10 PS2s in the UK being given away by PlayStation Plus? Can't wait. There'll be stacks of games when it comes out. Gran Turismo 2000, Tekken Tag and Kessen. It's gonna be blinding.

'GO GET MICRO MANIACS'
OUT APRIL

The best, wackiest four-player racer ever. You race two-inch freaks who knock each other out with kung fu moves and flaming farts. Sounds weird, but this will be enormous. A sort of Micro Machines V3 but injected with beef hormones.

'PICK UP TIME CRISIS ALPHA'
OUT MAY

It's that arcade game called Time Crisis 2 'cept on PlayStation. It's a one or two-player lightgun game where you bag the bad guys or your mate if can't aim straight!

'BLAG RONALDO SOCCER'
OUT JUNE

The entire Brazil squad got their moves copied for this game unlike other footy games who use just one bloke. It should look sweet then, and could play real good too.

'BEG FOR TENCHU 2'
OUT JULY

Hardcore martial arts stuff where you play a ninja sneaking around roofs and cutting people's heads off. It's got cheesy kung fu film dialogue and loads of blood – result!

'SCORE DRIVER 2 FROM NAN'
OUT JULY

'I need driving lessons nan!'. That's the line to use to grab a copy of the Seventies speedster where you cane through downtown America with cops on your ass. Expect bigger pile-ups and stunts.

'READ UP ON EVIL DEAD'
AUGUST

Ashes to Ashes is a Res Evil-style adventure based on the classic Evil Dead gore films. Sounds good. It even stars the movies' Bruce Campbell, who gets hosed down with buckets of gore. Nice.

'BUY A PLAYSTATION 2'
OUT SEPT 24

PS 2 hits the UK. Get £300 ready for the big day, plus another couple of hundred for games like the weirdo 3D adventure Munch's Oddysee and bone-crunching Tekken Tag. Life? Who needs it when you've got PS 2?

'GET THE REAL STAR WARS'
OUT AUTUMN

The Phantom Menace on PlayStation was rotten, but guess what? Late next year there's going to be one brooding, dark, violent PlayStation 2 adventure game where you play a Jedi knight battling dark forces. We don't know it's name. But it's time there was an awesome Star Wars game.

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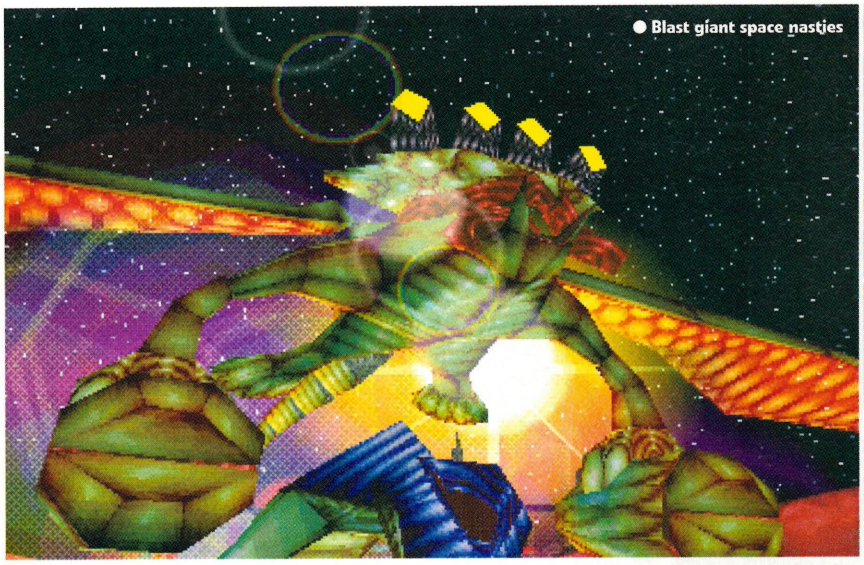
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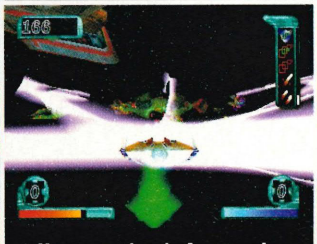
● Blast giant space nasties



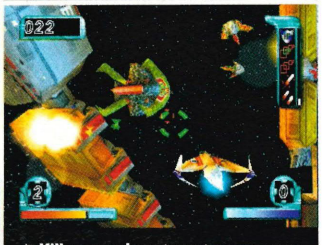
▲ Fly through fleets of spaceships



▲ The dogfighting just doesn't stop

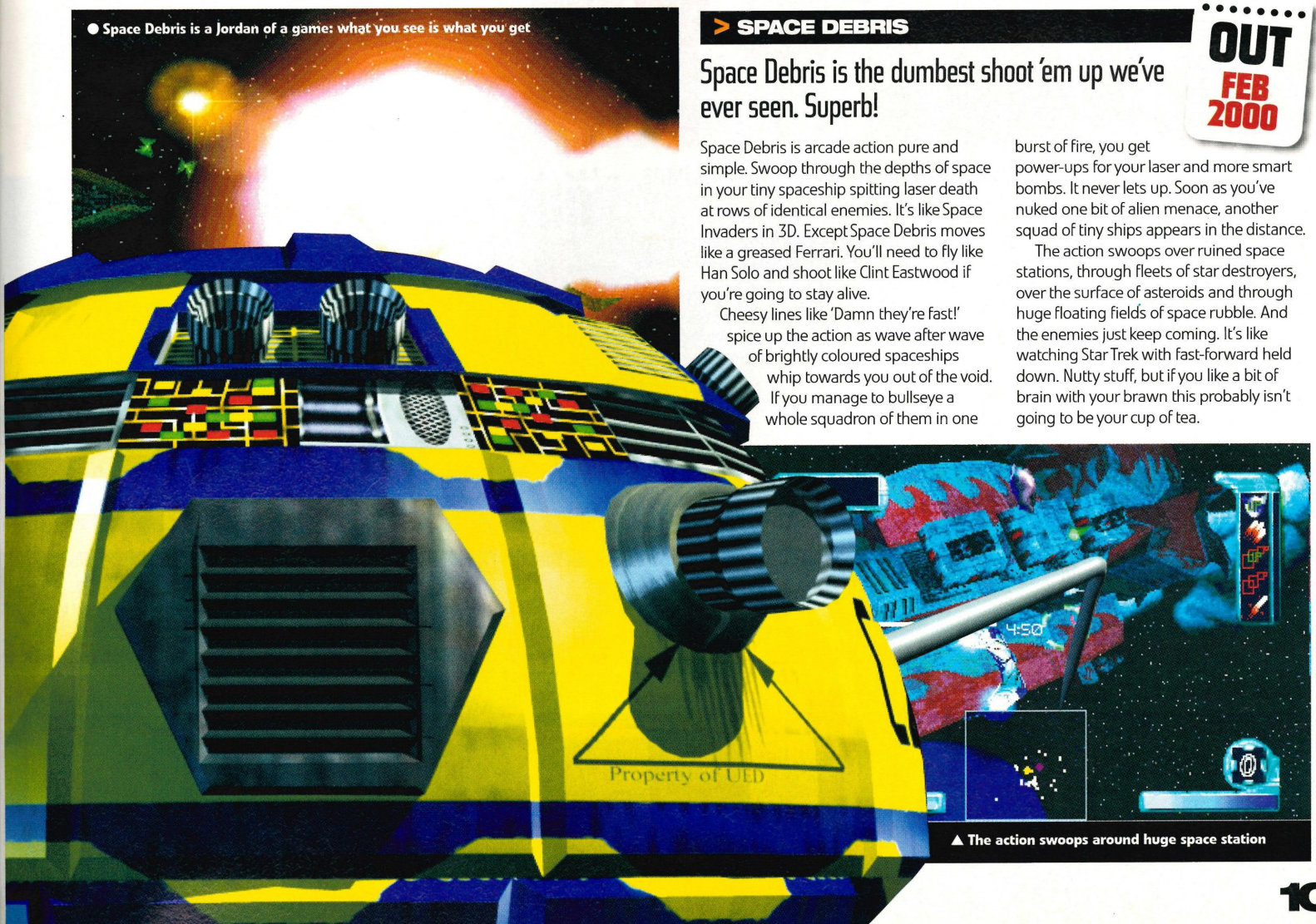


▲ Your smart bomb. Awesome!



▲ Kill a squadron to get power-ups

LEAVE YOUR BRAINS AT THE DOOR, GENTS



● Space Debris is a Jordan of a game: what you see is what you get

> SPACE DEBRIS

OUT FEB 2000

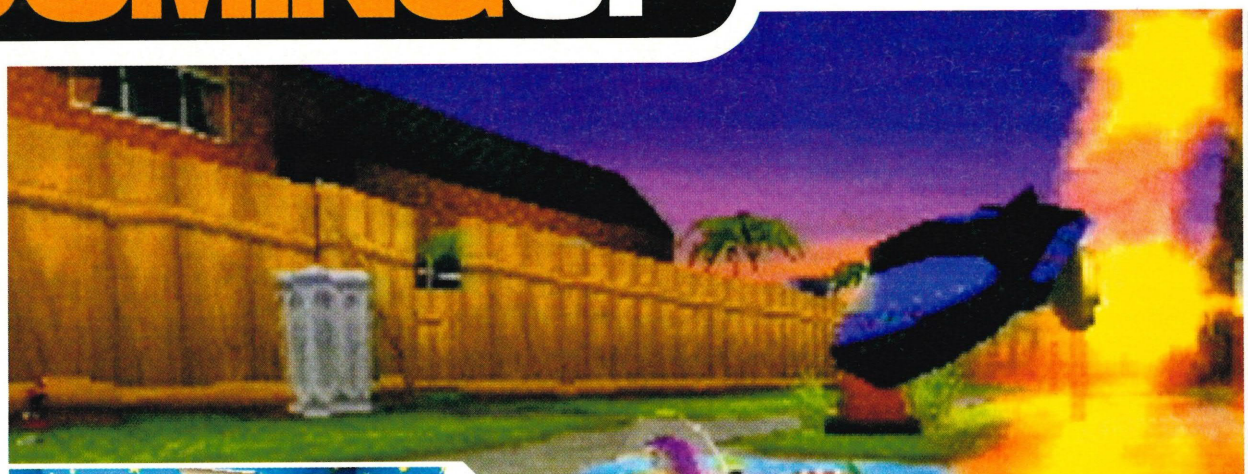
Space Debris is the dumbest shoot 'em up we've ever seen. Superb!

Space Debris is arcade action pure and simple. Swoop through the depths of space in your tiny spaceship spitting laser death at rows of identical enemies. It's like Space Invaders in 3D. Except Space Debris moves like a greased Ferrari. You'll need to fly like Han Solo and shoot like Clint Eastwood if you're going to stay alive.

Cheesy lines like 'Damn they're fast!' spice up the action as wave after wave of brightly coloured spaceships whip towards you out of the void. If you manage to bullseye a whole squadron of them in one burst of fire, you get power-ups for your laser and more smart bombs. It never lets up. Soon as you've nuked one bit of alien menace, another squad of tiny ships appears in the distance.

The action swoops over ruined space stations, through fleets of star destroyers, over the surface of asteroids and through huge floating fields of space rubble. And the enemies just keep coming. It's like watching Star Trek with fast-forward held down. Nutty stuff, but if you like a bit of brain with your brawn this probably isn't going to be your cup of tea.

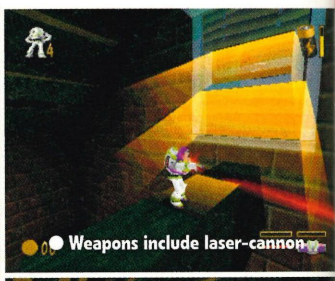
▲ The action swoops around huge space station



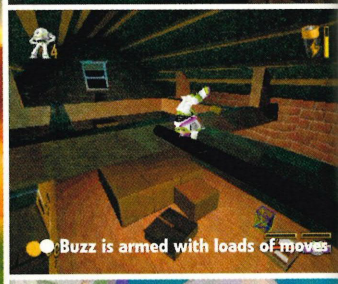


● Andy's house is one of the fantastic environments

● Locations all look absolutely stunning



● Weapons include laser-cannon



● Buzz is armed with loads of moves



● There's explosive action!

LIGHTYEAR'S

Toy Story 2, released here on Feb 4, could be one of the funniest films of 2000. Will the first Toy Story PlayStation game match its fizz?

OUT FEB 2000

> TOY STORY 2

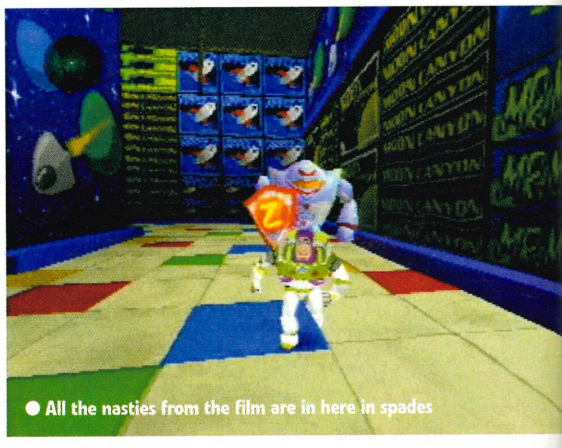
Toy Story was the kids' film which was OK to love. And Toy Story 2 has all the signs of being funnier. So we've big hopes that the sequel's game is filled with the same sassy laughs that make the films pure class. You might want to claim you're getting it for your kid cousin. But they'll never get it 'cos you won't want to miss its superb looks.

You are Buzz Lightyear, the dorky spaceman toy. You adventure through indoor and outdoor locations lifted straight from the film, jumping off shelves, finding lost friends and getting involved in film action sequences such as a remote-control car race.

What's top here is what Buzz can do. Ever seen a platformer with a sniper mode before? Buzz also lifts off with a mini jetpack, uses grappling hooks, and even picks up a deadly homing frisbee which proves ideal for taking down the tougher nasties he encounters.

There are battalions of enemies to blast with your arm-mounted laser cannon. The environments are everything you'd expect from the makers of a computer animated film that cost a cool $1000-a-second. On the move, it stomps on any PlayStation platformer we've seen before.

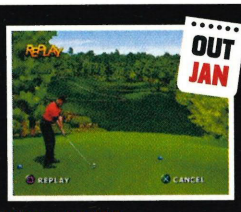
Move aside Rayman, Buzz Lightyear's ahead!



● All the nasties from the film are in here in spades

ALSO COMINGUP

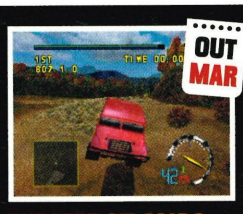
Look out for these reviews in PlayStation Plus soon



OUT JAN

TIGER WOODS CHAMPIONSHIP 2000

Forget the naff 'comedy' golf effort Cyber Tiger: this super-sharp simulator's where the Tiger really shows his claws.



OUT MAR

TEST DRIVE OFF-ROAD 3

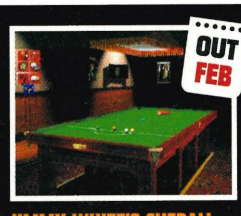
Huge Yank trucks catch 'big air' as they bounce and grind across loads of mad, rocky outdoor courses in this rock n' roll racer.



OUT FEB

PSYCHIC FORCE

A beat 'em up where flying psychic weirdos use bright-coloured laser attacks fight each other inside huge anti-gravity force cubes.



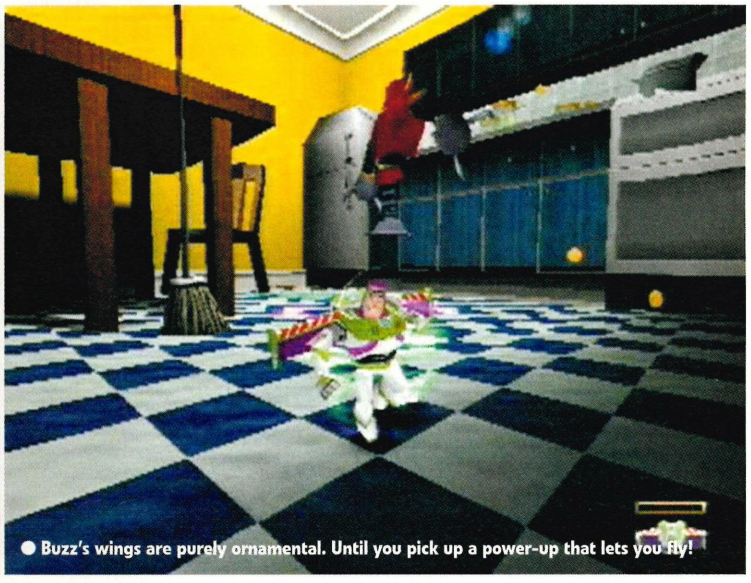
OUT FEB

JIMMY WHITE'S CUEBALL

Legendary boozer and snooker player Jimmy lends his name to this sharp-looking snooker sim with loads of weird arcade sub-games.



● You can use Buzz's laser for rapid bursts, or you can hold down the button for a big shot



● Buzz's wings are purely ornamental. Until you pick up a power-up that lets you fly!

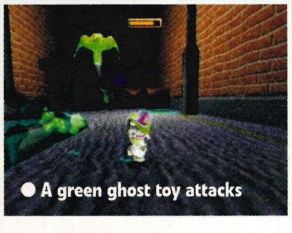
AHEAD!



● The tougher robots take loads of hits before going down



● You can pick up rockets



● A green ghost toy attacks



● The game follows the plot of the film all the way through



SUIKODEN 2

This massive, epic RPG has the usual load of cutesy characters, an overblown plot, and some of the most eye-popping spell effects you'll ever see.



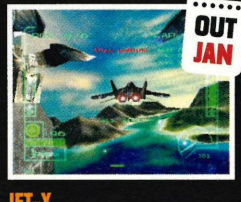
MARVEL VS CAPCOM

Ryu and the Streetfighter gang take on huge powered-up super-heroes in this special-moves-a-popping fighter. One of the coolest SF spin offs.



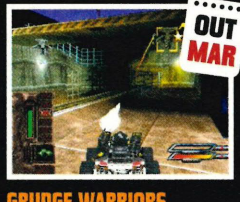
THEME PARK WORLD

Build your own theme park complete with burger stalls and stomach churning rides in this wacky sim. You can even test out the rollercoasters!



JET-X

Cane a massive selection of super-powerful jet aircraft low over the ground in real outdoor locations in this ultra-high-adrenalin racer.



GRUDGE WARRIORS

Tooled-up sci fi buggies fight it out in a gritty Blade Runner style setting. It's like Robot Wars with big engines and a serious amount of attitude.



SPACE STATION: SILICON VALLEY

3D adventure where you play a microchip that floats around controlling sheep and other animals. Er...hello?



● Get close up to another racer and the gloves come off for a bit of close combat



● Loads of the tracks are covered with cows. Hit 'em and you'll slow down

'GET OUT OF MY WAY YOU FAT MOTHER

> SOUTH PARK RALLY

OUT JAN 2000



Take control of Kyle, Cartman and the gang in South Park Rally, the two-player racer that makes Speed Freaks look like a f*******g bitch-ass piece of shit

Forget the lame South Park shoot 'em up and the weak-assed Chef's Luv Shack (reviewed p35). If you're looking to get a PlayStation game with the SP gang in full effect, this mad-as-a-spoon kart effort is where it's at.

Go two-player split screen, and you can play as just about any South Parker in karts that screech around courses like Big Gay Al's Big Gay Animal Park, shooting others with Cheesy Poofs and skidding rivals out with slimy pools of creamed corn.

It doesn't feel polished next to Crash Team Racing but what do you expect from a cartoon that looks as if it was drawn by a deranged ten-year-old? The good news is there's plenty of that ol' South Park magic in there. All the soundbites were done by the writers of the series, who oversaw the whole game. Expect multo chortles as you use powerups such as the Mexican Staring Frog which roots people to the spot.

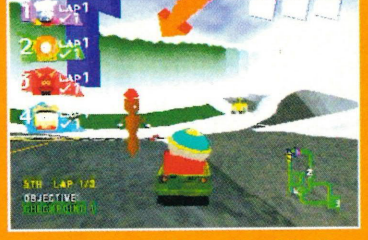
Even the cars are funny: Cartman's too fat to get onto a normal kart, so he rides a tricycle. And naturally Chef drives a Seventies love wagon which fires sex-change rays. The cool thing is, if you fancy just testing out the weaponry, some of the races are just dodgem-style deathmatches. All you do is kill. We like that.

DON'T KIDS SAY THE FUN

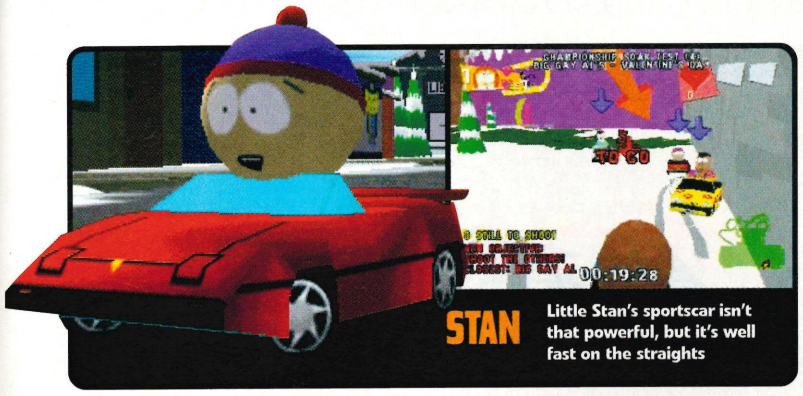
Magic moments from South Park Rally that guarantee to turn pa



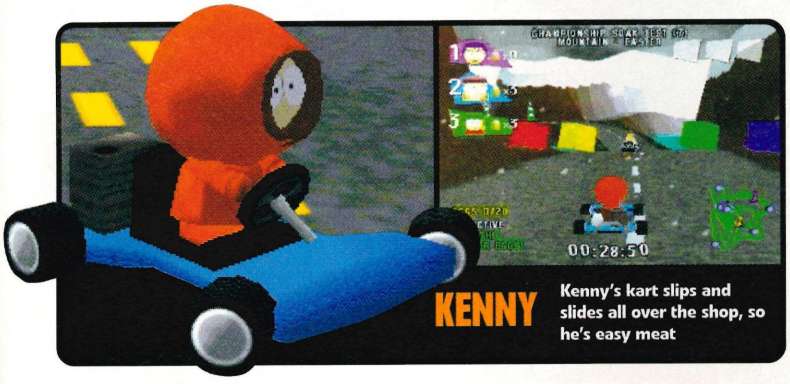
▲ Chef's sex-change ray works its unearthly magic on Kyle. Nice blusher!



▲ Mr Hankey the Christmas Poo. A floating shit that makes you invulnerable. Really

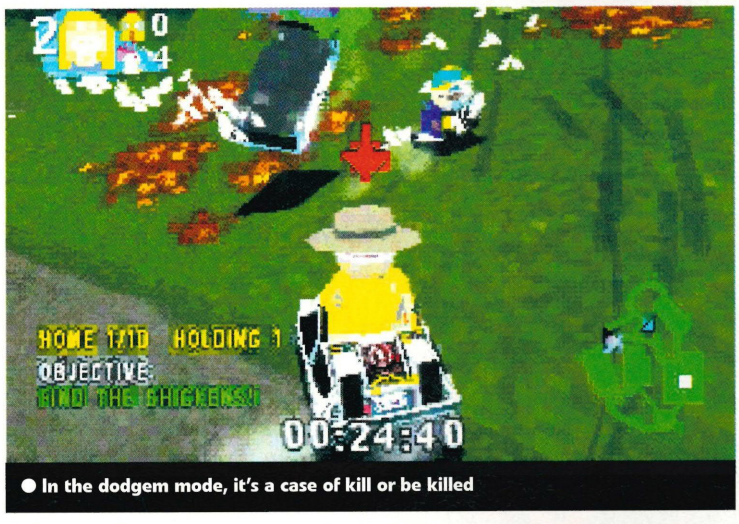


STAN Little Stan's sportscar isn't that powerful, but it's well fast on the straights



KENNY Kenny's kart slips and slides all over the shop, so he's easy meat

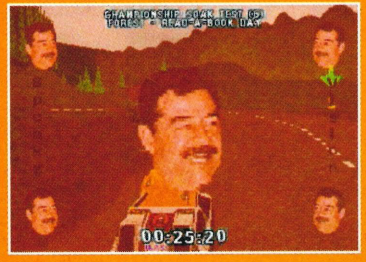
*@?*ER!'



● In the dodgem mode, it's a case of kill or be killed

NIEST THINGS?

its a spongy off-white colour



▲ Picking up the Saddam Hussein powerup makes you powerful. Sex mad. And gay



It wouldn't be complete unless Kenny got killed. Believe us, he does. Again and again

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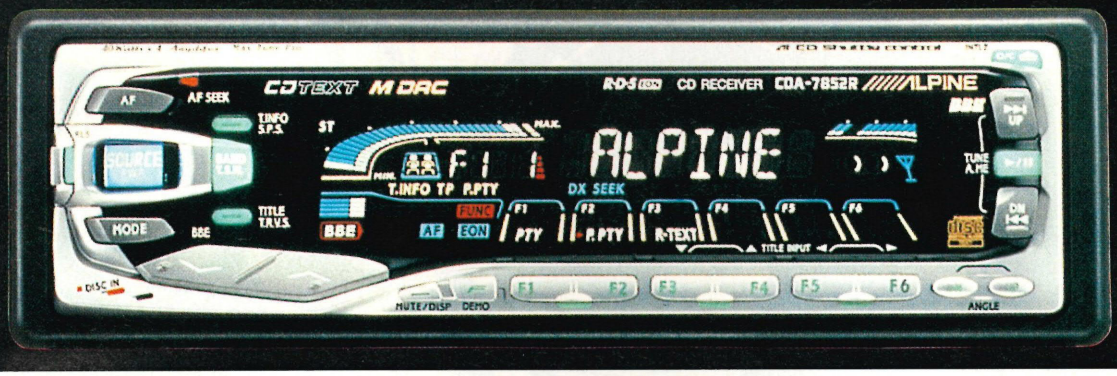
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WHO WON THAT ALPINE KIT, THEN?



Three spawny readers picked up a piece of top notch Alpine in-car stereo equipment that we gave away in November's competition.

Rob Urquhart of Telford, Shropshire, won a cassette receiver. Julie McBride of Upton, Wirral, blagged herself a CD tuner and R J Nelder of Cheltenham, Gloucestershire, won the mini-disc player. Good on ya!

Turn to p46 to Win 24 Motorola walkie-talkies worth over £3,000.

IF YOU WANT BLOOD



The Resident Evil comic makes the games look like Spyro the Dragon. Blood, ripped-out guts, disease and horror on every page. Cool!

The comic book of Resident Evil is released this month. It's a compilation of issues 1-5 of the Res comics, and is stuffed full of in-your-face torture, violence and mutilation. It's priced £10.95 at Forbidden Planet on 0171 836 4179 or try www.bol.com.

Most stories star Leon, Claire and the gang from the games. Others star weirdos such as Dexter Whitlam, a teenage genius who injects himself with the T-Virus so he can tear bullies to shreds with his four-foot claws.

The Umbrella Corporation looms in the background in every story. You'll see people exploding in showers of mucus as the T-Virus takes hold, plus poor saps eaten alive by virus-infested freaks. Tide yourself over till Res Evil 3, reviewed on p8, comes out in February.



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The Airpad's one of the best-looking pads on the market, and it does tilt control brilliantly. All you need to do is tilt the pad from side to side to steer, or even turn it in your hands like a steering wheel. It's ideal for beginners, or for racing game fiends who don't want to fork out £70 for a steering wheel.

BLAZE FALCON LIGHTGUN £29.99

The Falcon's going to be released just before Christmas. It's got a laser sight that puts a red pointer on the screen where you're aiming. It's well cool, and it makes games loads easier. It'll play G-Con games like Point Blank, and older games like Area 51. It includes all the cables you need to start playing. Call 01302 321 905 to order one.

VIPER PRO GRIP SHOCK PAD £14.99

This is one of the cheapest Dual Shock-style pads out there, and it's a high-quality item to boot. The direction pad has microswitches that give out a little click whenever you change direction: super-precise, and ideal for when you're edging Lara up to the lip of a huge drop. You can get it from Tandy's, or on Blaze's mail order line: 01302 321 905.

KIT BITS

Essential bits of gear that'll keep you on top of your game this Christmas – and they won't cost you the earth!



EVOLUTION SYSTEM £29.99

The two parts here come together to make a one-handed tilt-to-steer controller. The tilting control is well slick: you just strap your hand into it, then all you need to do is lean your wrist a little bit and you're turning really smoothly. You can get it in Electronics Boutique, HMV or Virgin.

P7K LIGHTGUN £17.99

This well cheap lightgun's a replica of James Bond's trademark Walther PPK. It works with G-Con games like Time Crisis, but it's also fine with older games like Die Hard Trilogy. All the cables you need to start playing are included. You can get it in HMV or from Gameplay mail order (0113-234-0444), or order it online at www.logic3.com.

SAITEK PX3000 CONTROL PAD £29.99

This pad boasts high-tech tilting control, plus a throttle-type accelerator which gives you super-precise speed control for all your racing games. You can also adjust the sensitivity of the analogue stick. Very slick. You can get it in Comet, Dixons, John Lewis and Office World.

SCREENBEAT SOUND STATION £49.99

This sound system boasts 30W speakers, six times louder than your average telly. We've tested it out on the techno soundtrack of manga blaster Ghost in the Shell, and it is LOUD. The bass noise is absolutely massive, too. You can get it in HMV or from Gameplay mail order (0113-234-0444), or order it online at www.logic3.com.

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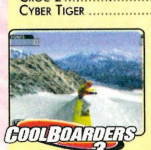


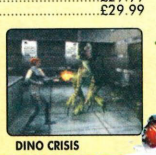
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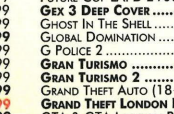


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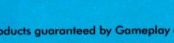
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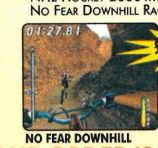


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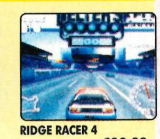








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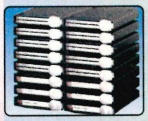


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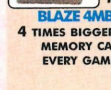
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Also comes with an adaptor to connect your PSX to a Hi-Fi and a guncon compatible gun
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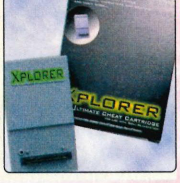


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Contains loads of built-in cheats for all PSX games. You can add more cheats as new games are released or *invent your own!* Includes 24MB memory card. £23.99



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QUAKE 2

'It's a little bit easy one-player but get Deathmatch on and nothing touches it. The weapons are wicked and the levels too. Absolute class.'

RICHARD POWELL, 18, LONDON

COMMAND AND CONQUER

'I like the strategic element. There's so many possibilities and ways to win. You don't find that in many PlayStation games and it's even better two player.'

BEN WHEELER, 23, NORWICH

TEKKEN 3

'Any game that lets me beat the shit out of my boyfriend is cool with me.'

SUZANNE BERESFORD, AIRDRIE, SCOTLAND

BUST-A-MOVE 2

'I think I spent more time playing that in the 1990s than I did watching TV. They should set up support groups for that game, it's that addictive.'

ALEX ZUCCHELLI, 26, VENICE, ITALY

MY PLAYSTATION GAME OF THE MILLE

IT'S Y2K AND FOUR YEARS OF PLAYSTATION MEANS IT'S VERDICT



COOL BOARDERS 3

'Looks wicked, plays wicked, and I'm better than my boyfriend on it so that's good enough for me.'

SOPHIE YOUNG, 21, LONDON

METAL GEAR SOLID

'I am Snake, man. That guy rocks and the game is definitely the best thing ever to come out on PlayStation. The way you crack those guard's necks! It's like, 'suckers!''

AARON HEPPLESTON, 20, TORONTO, CANADA

TOMB RAIDER

'I still can't find that damn Scion but Tomb Raider's got to be number one for me. I mean the first one – the others are toss in comparison.'

IAN LUNSDALE, 26, SOUTH AFRICA



WORMS

'I've still not played a game on the PlayStation that gives me so much enjoyment from shitting all over my mates. I can't wait for Worms: Armageddon. I want more exploding sheep.'

HECTOR KIRKWOOD, 29, HEMEL HEMSTEAD, LONDON

RIVAL SCHOOLS

'Don't ask me why but this was a mad game and I played this more than any other game. But then maybe that's because it's the only game I've got.'

MARTIN HOLLIS, 20, ANYWHERE

GHOST IN THE SHELL

'I'm so into the Manga comic and the game totally captured the visuals and the feel. The tank's abilities are way cool.'

ADAM LINTHWAITE, 19, LONDON

NINTENDO

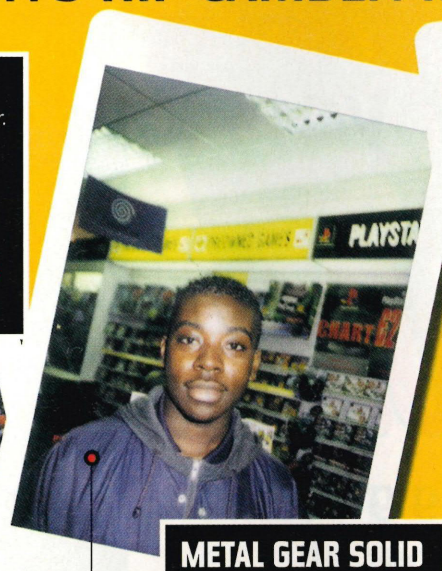
TIME AT LONDON'S HIP CAMDEN MARKET

TEKKEN 3

'Tekken 3 kicks ass like no other. We love Ling Xiaoyu. She's the coolest character ever and has got totally killer moves. Tony Hawk's is also cool but Tekken lays waste, man.'

KAYTEA MCENTEE, 17, DETROIT, USA AND MINA SELKAN, 19, ISTANBUL, TURKEY





METAL GEAR SOLID

'The whole thing was awesome. Graphics, story, gameplay – it's got the lot.'

FRED BERNARD, 19, BERMONDSEY, LONDON



TEKKEN 3

'It's fast and quite simply the perfect beat 'em up. Plenty of combos and you can keep on getting better the more you play it. I thought Tony Hawk's came a close second, though, cos that was a sweet game.'

TONY GILES, 21, DAGENHAM



GRAN TURISMO

'I'd prefer playing this game to actually driving my Lamborghini! You never get bored of it because its got so much got lastability. You know – the tracks, the cars, the competitions, you just never run out of stuff to do.'

MINO FUSCHI, 26, PADOVA, ITALY

Sick of fighting the same old enemies?



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Create one of your own!

DIGITAL PHOTOFX

Create amazing graphics.
On sale now at
all good newsagents



CLUBBED TO DEATH!

Go head-to-head with a mate and find out who's the deck daddy in Beat Mania, the ultimate home DJ battle

> BEAT MANIA

OUT FEB 2000

It's one of those 'all back to mine' moments. You're all sitting in your front room, listening to choons by the likes of Moloko, Les Rhythmes Digitales and blokes off Fatboy Slim's Skint label. But you're the one dropping samples into the tunes, and you're the one wowing the crowds with flurries of hyper-speed scratching. Never mind the 'crowd' is two of your mates sitting on the sofa with tins of Heineken, this feels like the big time.

This is Beat Mania. It features that dangerously hummable 'Sing it Back' tune from Moloko, and loads of other low-slung breaky and beaty dance tunes. You take hold of your weird peripheral thing and use the buttons to drop samples in time with the tunes. Then, when the game's DJ tells you, go into scratching frenzies using the disc on your virtual turntable. The game judges you on your timing and scratching skills, so you can see which out of you and your mate is the ultimate deck wizard. What's cool is you get the game plus the virtual decks for less than 50 notes, and this really is the ideal thing for when you're tired of slotting in goal after goal on FIFA 2000.



▲ When the lines hit the bottom, hit the buttons

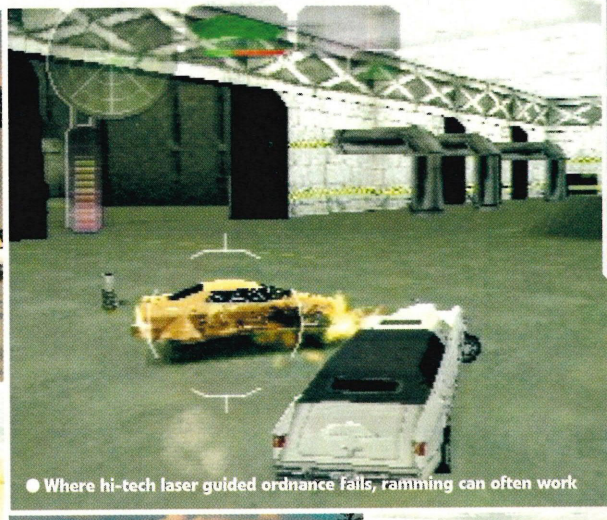


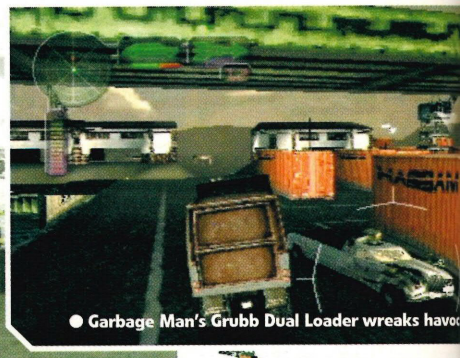
▲ You can even play with the Metal Gear theme

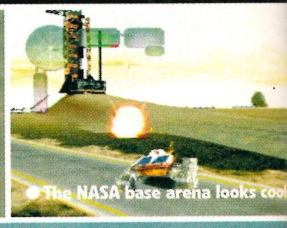


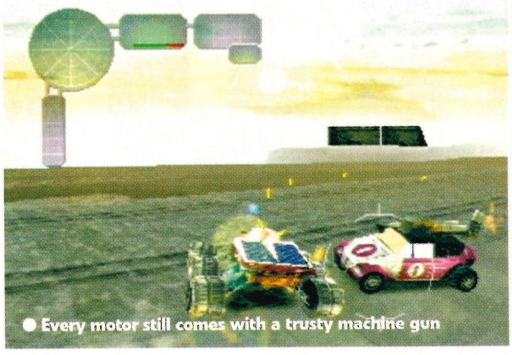
▲ Scratch with your right hand, drop samples with your left


● The explosions are looking even better than before

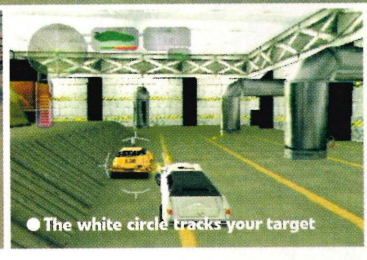

● Where hi-tech laser guided ordnance fails, ramming can often work


● Garbage Man's Grubb Dual Loader wreaks havoc


● The NASA base arena looks coo


● Every motor still comes with a trusty machine gun


● The auto-aiming cannon's well useful


● The white circle tracks your target

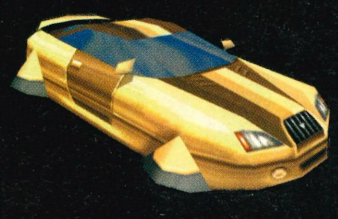

● Spiked snow wheels will be handy

I'VE GOT YOU UNDER MY W

**DON'T BE SURPRISED IF MOTOR CRIME RATES HIT AN ALL TIME LOW THIS JA
RAIDING ROAD RAGER THIS SIDE OF MIAMI WILL BE PLAYING VIGILANTE 8: S**

MEET THE CRAZY GANG

Eight new criminally insane 1970s leftovers will join the action in V8: SO, all with signature motors. This line up of mentalists look like they've had Mad Max for a shrink



DALLAS 13

CORSAIR

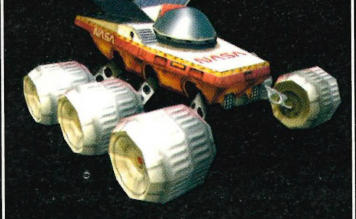
What C-3PO is to languages, the robotic Dallas 13 is to auto-war with his sleek hover car



PADRE DESTINO

GOLIATH HALFTRACK

A man of god who fulfils his own prophecies of doom with the vicious snow plough on his bumper



ASTRONAUT BOB O

LUNAR EXPLORER

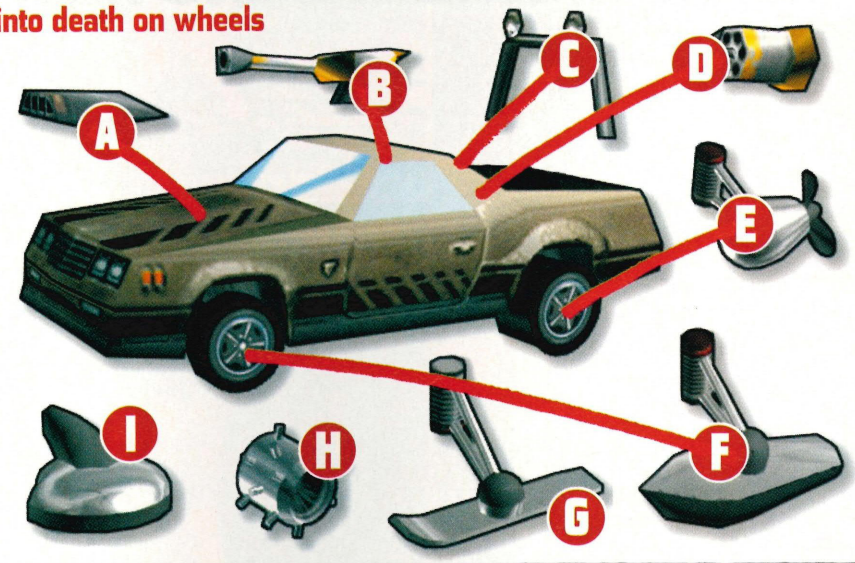
A buggy that once roamed the moon is now driven by a psychotic loon with a giant mechanical grabber

CARNAGE CONSTRUCTION KIT

Turn your saloon into death on wheels

The amount of add-ons and power-ups to be had in V8: SO promises to be huge. One moment it'll be family wagon, the next battlewagon as you slap these destruction-dealing extras on. Furry dice are optional.

A Hotrod attachment
B ..... Cannon
C ..... Rollbar
D ..... Rocket Launcher
E ..... Propellor
F ..... Water Ski
G ..... Snow Ski
H ..... Snow Wheel
I ..... Hover Pad



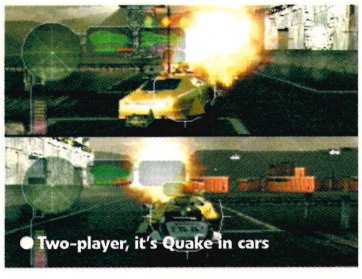


> VIGILANTE 8: SECOND OFFENCE

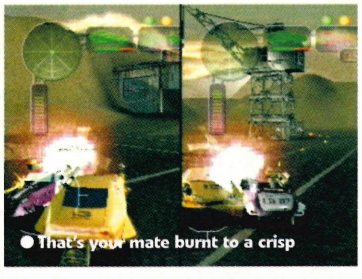
OUT JAN 2000

God bless V8 for introducing us to that bunch of complete nutters from the 1970s who liked nothing better than shooting seven shades of shit out of each other's cars in the American Midwest. Along with 10 of the original mob, V8: SO will treat you to an added eight freaked-out ex-funksters. This mad lot include a death-dealing preacher in a halftrack, a teenage bus-driving simpleton, and a garbage man on a mission to collect human rubbish.

Like first time round, you'll get a frightening arsenal of hi-tech tools straight out of the US Army's experimental weapons section. Unlike last time, you'll also be bolting on all manner of propellers, skis, skids, and jets till your motor resembles less a car and more an all-terrain dreadnought. With souped up graphics, more two-player mate mashing, and arenas galore, this looks like it could be the last word in off-road blood letting.



● Two-player, it's Quake in cars



● That's your mate burnt to a crisp

WHEELS

NUARY. EVERY HIT-AND-RUN, RAM-ECOND OFFENCE



GARBAGE MAN

GRUBB DUAL LOADER

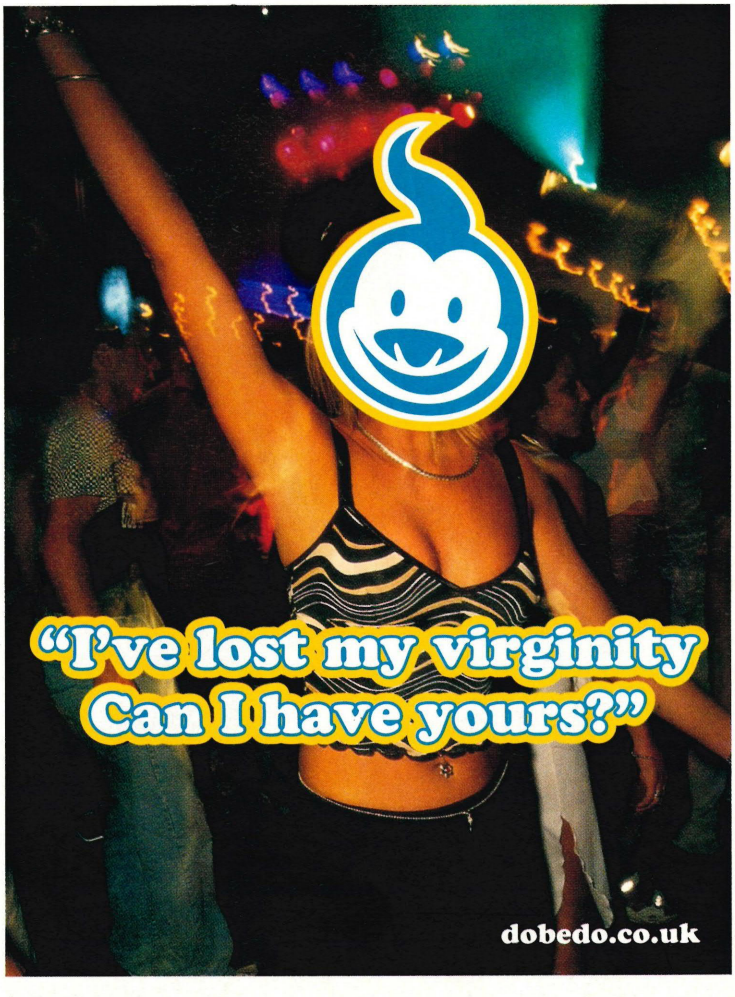
Specialising in mincing cars in his garbage compactor, this guy won't get a job for the local council



MOLO

BLUE BURRO SCHOOL BUS

A juvenile delinquent who when not in detention is bulldozing passing cars in his metal-plated school bus



CLOCK THESE ALL-NEW SCREENSHOTS AND FEEL THE

MIND BLOWING POWER OF PLAYSTATION 2

Fresh shots show PlayStation 2's Tekken Tag Tournament on the go. This is a full game we're looking at. And it rocks



● Paul Phoenix sizes up an opponent

> TEKKEN TAG TOURNAMENT

OUT SEP 2000

Tekken Tag Tournament's going to be launched in Japan on March 4, the same day as PlayStation 2. It's an arcade bash 'em up starring the whole Tekken gang working in teams of two. You can bang the Tag button mid-ruck to call on your mate, one of a massive selection of characters out of Tekken 2 and Tekken 3.

Soon as you call him (or her), they'll steam in fists and feet flying. You can use it to get a bit of help when you're taking a pounding, or to build up a massive combination attack. You only control one character at a time, so it's simple to get to grips with.

Just check the detail on the characters here. Characters sneer and grin as they hammer each other with the game's massive range of moves. Grass waves around their feet as they fight. Fall in sand, and dust billows up around you prostrate body.

The movement in Tekken Tag is unbelievably fluid and smooth. You don't ever get the feeling of game characters jerking with pre-set moves. It looks like a Bruce Lee movie. When moves are strung together, it's as if the characters are dancing. And when a fist or boot finds its home, it hurts.

You can expect to see a lot of moves from Tekken 2 and Tekken 3, but there'll be loads of others you've never seen. Tekken Tag is looking like it'll eat up and spit out any other fighting game you can name. And it's still being added to as you read this. Stay with us for news of PS2 stuff that matters.

WIN THE FIRST 10 PLAYSTATION 2S IN THE UK. DETAILS ON P93



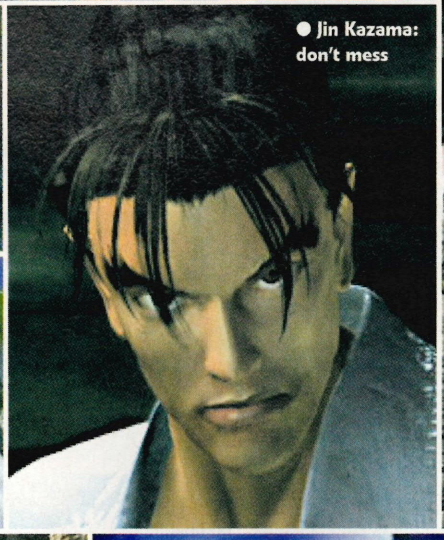
● Jin's punches look awesome



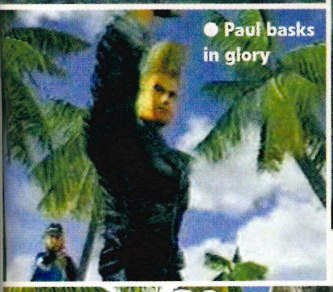
● Xiaoyu in a good mood



● Xiaoyu snaps limbs



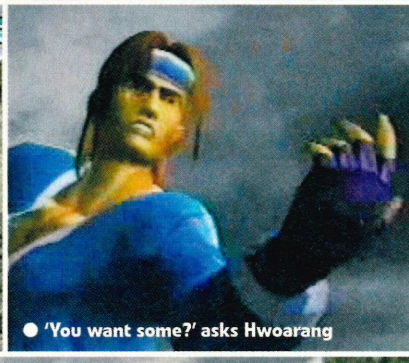
● Jin Kazama: don't mess



● Paul basks in glory



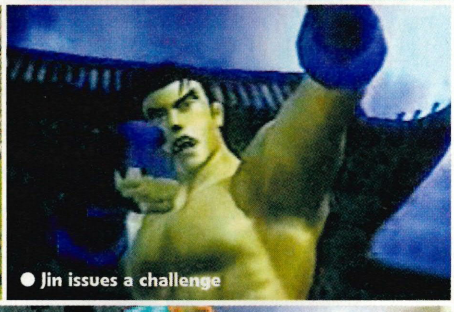
● Jin and Paul face off



● 'You want some?' asks Hwoarang



● Jin and Hwoarang go to work



● Jin issues a challenge



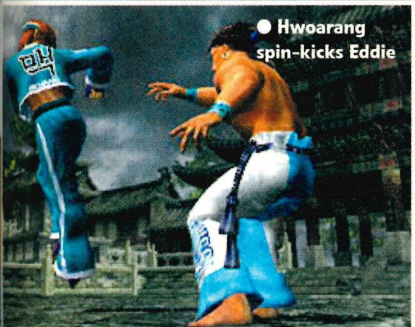
● Jin shrugs off bad weather



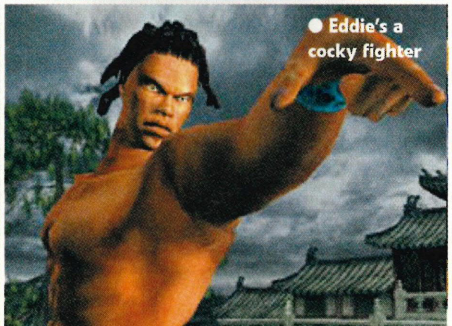
● Eddie's kicks are still cheesy



● Paul's perfect send-off



● Hwoarang spin-kicks Eddie



● Eddie's a cocky fighter



OUT SEPT 2000

THE MATRIX MEETS METAL GEAR?

Genius behind Metal Gear Solid 'possibly' involved in bringing The Matrix to PS 2

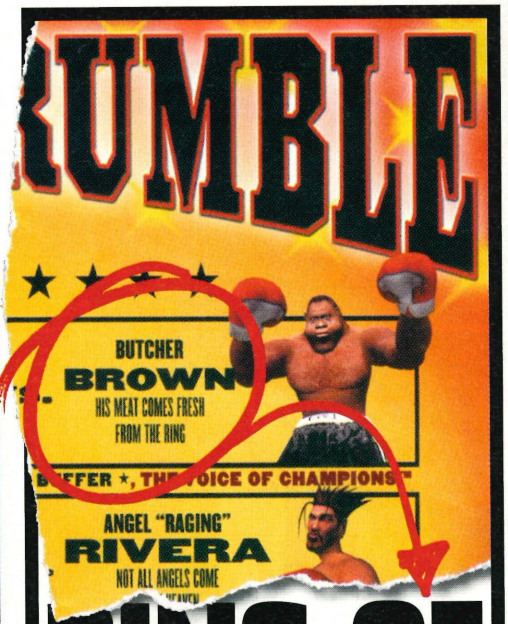
> THE MATRIX

It's been confirmed there's going to be a PlayStation 2 game of the sequel to sci-fi blockbuster The Matrix, released late Autumn next year. And the Wachowski brothers, the visual geniuses behind The Matrix's jaw-dropping special effects, are going to be working with the developers to make the game of the film.

And the good news doesn't stop there: the Wachowski's have been meeting with Hideo Kojima, the games god behind PlayStation masterpiece Metal Gear Solid. It's not been confirmed he's going to be working on the game but it's 'an official possibility', an insider revealed.

The game ties in with the autumn 2000 release of The Matrix 2, again starring Keanu Reeves as cyber-messiah The One. There will also be PlayStation 2 games based on the two other movies in the trilogy.

Meanwhile, work continues on Metal Gear Solid 2. Graphically, it knocks the socks off anything you've seen on PlayStation 2 so far. It will be released in 2001.



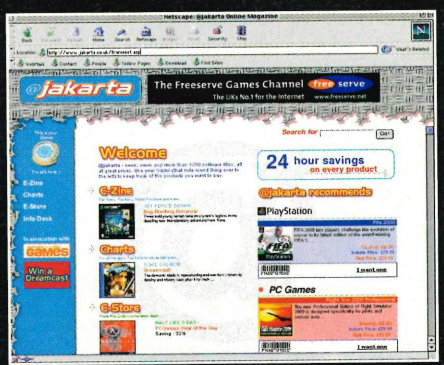
RING OF FLESH!

We couldn't quite work out what they meant on this Ready 2 Rumble advert. But let's face it, you wouldn't want to end up sharing a jail cell with old Butcher Brown, that's for sure...

THE CHEAPEST GAMES EVER!

A top game used to cost £45, then they dropped to £30. But in December you could've got Tomb 4 for £24 from @jakarta, the internet games seller. That's only £4 more than Platinum TR1. Spyro 2 was £20, the same as Platinum!

Thing is, prices change every week and there's a £3.25 shipping charge for an order, but these are still the cheapest new game prices we've seen by far. Check 'em out for yourself.



▲ Visit http://www.jakarta.co.uk/

THE BIG BOUFFANT FINAL FANTASY PONCE AND HIS LADY FRIENDS

Don't ever feel guilty about fancying Lara again. Giggly girls' mag J-17 has featured Final Fantasy 8 hero Squall Leonheart on their 'Hot New Talent' page. The girls seemed to go for Squall's square, manly jaw, and his death-dealing Gunblade. But they were also charmed by his sensitive side, and absolutely lapped up his love affair with Rinoa Heartilly. In fact they liked him so much, they managed to ignore his dumb Kay's Catalogue haircut and lame earring. Weird.



▲ Teenage girls dig Squall's dodgy hairdo

'OI, REF! THE GOALIE'S BEEN DISINTEGRATED!'

Rollcage Extreme will feature a hyperspeed rubble football mode when it's released in spring 2000. Players can demolish pitch-side buildings and fire homing missiles at each other as they use cool-looking buggies to batter a rock back and forth. The straight-up racing bit where the motors zoom round sci-fi racetracks been spiced up. There's now even more guns and even more buildings you can topple onto the track. As with the first one, the soundtrack's going to be a pumping mix of dance tunes masterminded by Fatboy Slim.



● Rollcage Extreme: a bit 'wha-hay'



● 'I am Kate Moss'

DO I MAKE YOU RANDY?

News just in. There's going to be a game of the Austin Powers flick The Spy Who Shagged Me, on PS1 and PS2. The King of Cheese will adjust his purple cravat to start his 3D adventuring in the Autumn. Expect loads of that inimitable Powers humour, and a loading screen with Heather Graham anointing herself in coconut milk. If only...

BEARDED LADIES AND ROTTING GHOULIES

> MEDIEVIL SEQUEL

OUT FEB 2000

The sequel to gothic platformer Medievil, up for release in February, looks like it's going to be even finer than the awesome original we love.

You have to take control of skeleton knight Sir Dan Fortesque again, but the setting is Victorian London. Dan's going to be faced with deadly bearded ladies, Jack the Ripper-style zombies and massive dinsoaur demons. Kinda like a visit to C&A in Norwich.

Dan gets to wrap his bony paws round crossbows, broadswords and a massive rapid-firing gatling gun. You'll even get to get gloved up and go boxing.

At certain bits, you'll play Dan's severed hand, a Frankenstein Dan and an ultra-tough headless version of the hero. This is looking mighty fine. More news soon.



▲ 'It's that Indian from last night'



▲ Bootiful environments make us froth



LARA 2000

Over the last three months, we've showcased some of the world's finest females so that you lot can help us choose a Lara for the next Millennium. Letters have been pouring in to tell us who you'd like to see filling (or over-filling) that trademark Lara crop-top.

We've been counting votes, and we'll keep counting until the end of January. Whoever comes out top will appear as a full-colour poster in the mag and we'll pass on your recommendations to bosses at Paramount, the Hollywood lot who're doing the Lara movie.

At the moment, Sarah-Michelle Gellar's your top choice, but we've been scouring the world of fluff for totty that can give Buffy a run for her money. This fine young lady, Stella Morris, is an up-and-coming model and actress from Wales. Stella's trained as a gymnast, as you can probably tell from those sleek but powerful thighs, so she's well-equipped to take on the role of über-athlete Ms Croft. Her soft Welsh lilt's a thousand miles from Crofty's cut-glass upper-crust tones, but hey, at least she's not American. We're mad on Stella, but what do you lot think?

If Stella makes you quiver, let us know. But if you think she should be whipped out of the competition, write in and tell us which babe should be filling Lara's Doc Martens instead. Last month's model, Adrianne Batberger, has been a popular choice, but so far she's lagging behind the super-sexy Ms Gellar and gorgeous Denise Richards.

So drop us a line and help us put the 'yum' in Millennium with your favourite Lara. These are some of the contenders, but don't hesitate to send in your own personal favourite ladies.

- **Denise Richards from Starship Troopers**
- **Kelly Brook off the Big Breakfast**
- **Adrianne Batberger,the Swiss lovely from last issue**
- **Sandra Bullock from Speed**
- **Rhona Mitra, the old Lara Croft**
- **Liz Hurley from Austin Powers**

■ Photograph of Stella by Adam Watson

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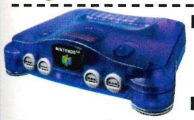


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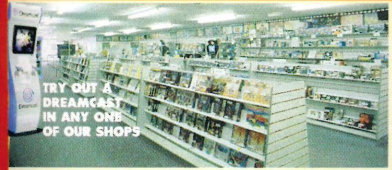
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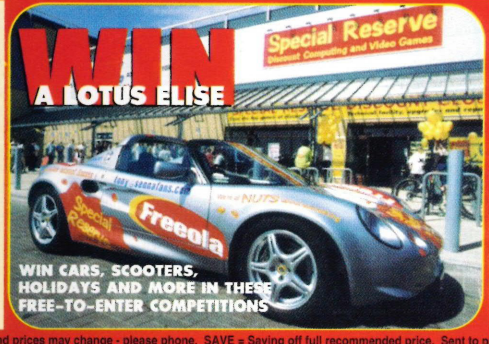
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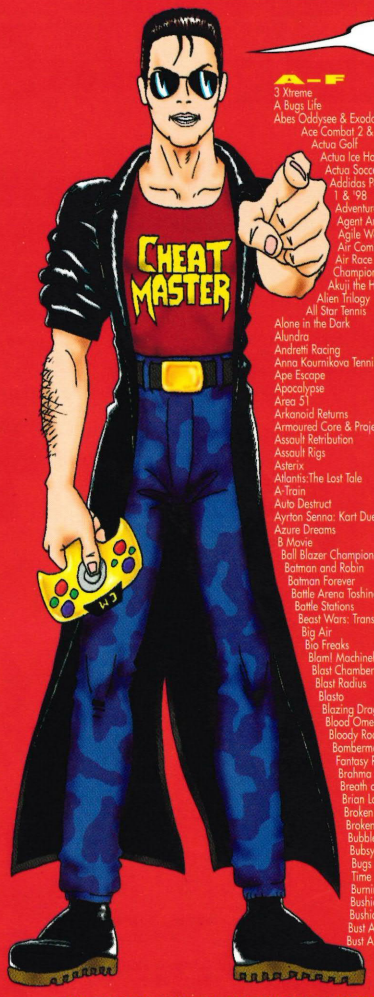
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