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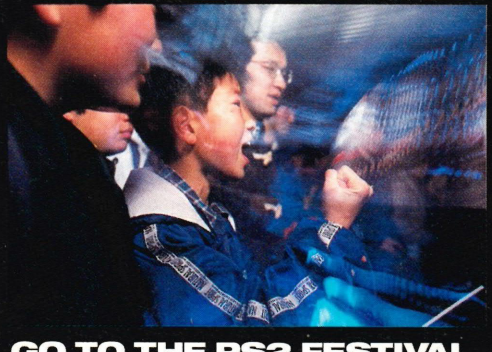
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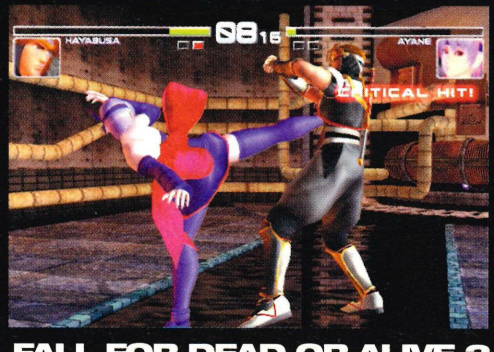
WHY PLAYSTATION2 IS THE ULTIMATE LUST OBJECT

PLUS GOES TO THE WORLD LAUNCH AND SAYS 'WE'LL TAKE 16 OF 'EM, PLEASE'



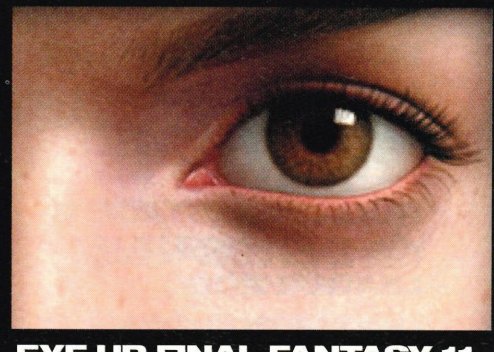
GO TO THE PS2 FESTIVAL

'Don't mess with Jin Kazama!' The world is going ga-ga over PlayStation2, so we order 16, including ten for you



FALL FOR DEAD OR ALIVE 2

Oh man, check out this sweet-looking scrap 'em up with well-endowed girls chucking each other off cliffs



EYE UP FINAL FANTASY 11

Final Fantasy 11 and online gaming will connect you with millions of other gamers around the globe

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First peek at how those deadly bikini-clad babes cat fight in glorious PS2 high resolution

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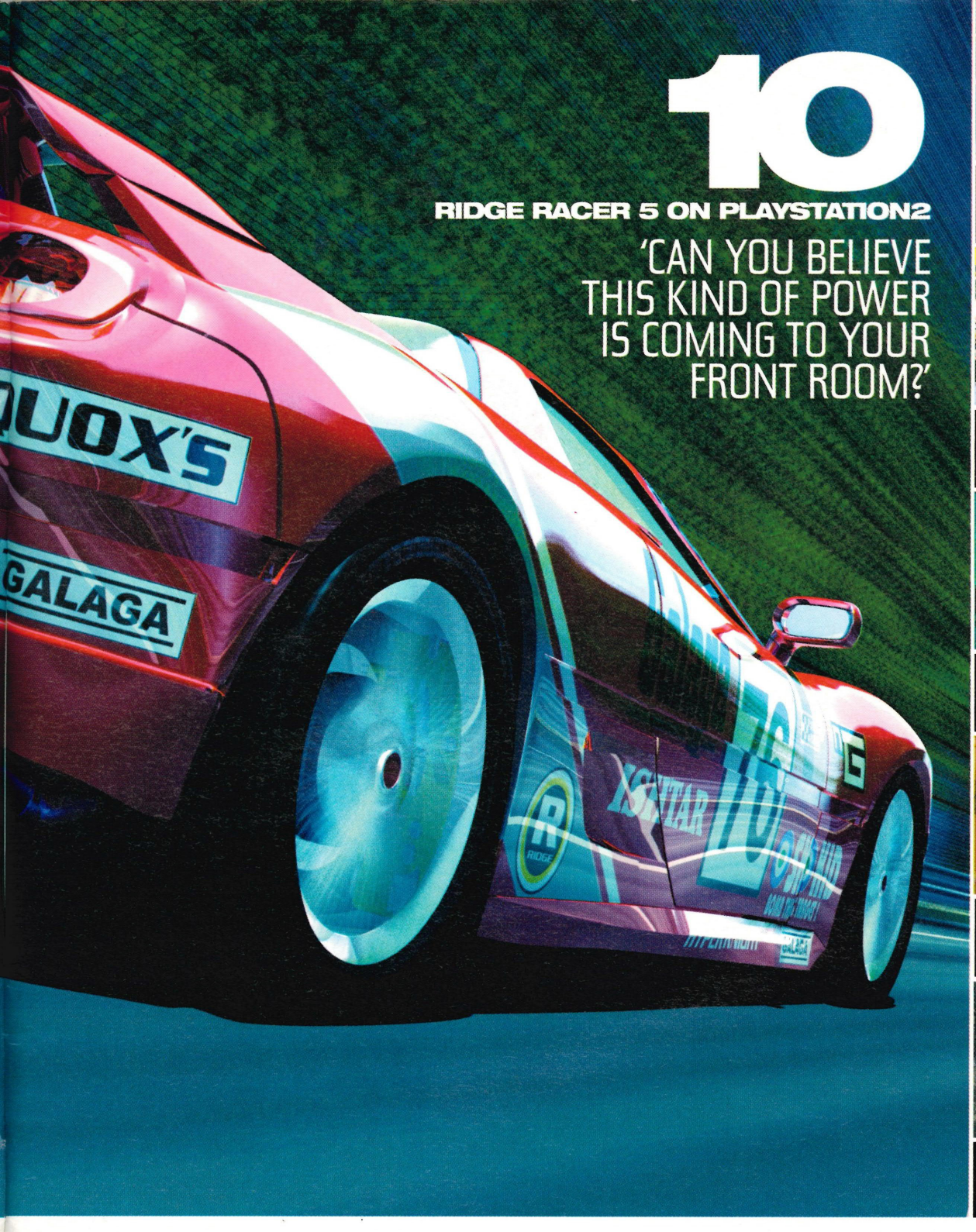
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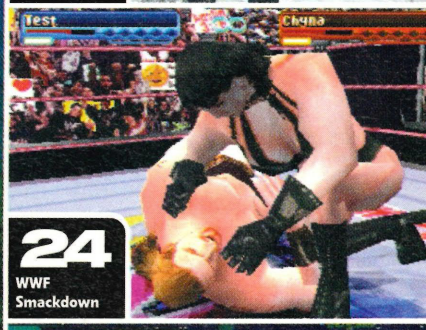
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RIDGE RACER 5 ON PLAYSTATION2

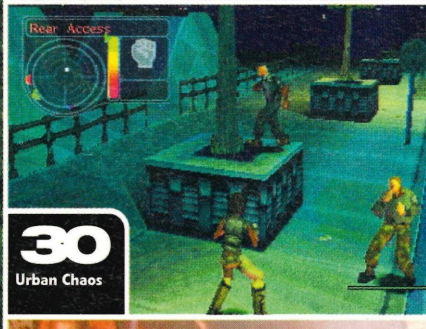
'CAN YOU BELIEVE THIS KIND OF POWER IS COMING TO YOUR FRONT ROOM?'



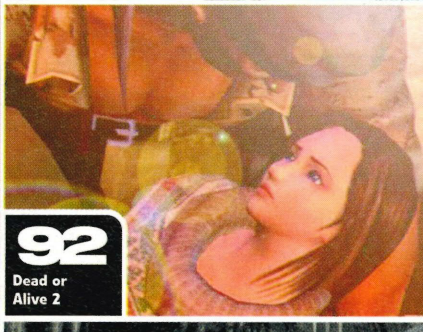
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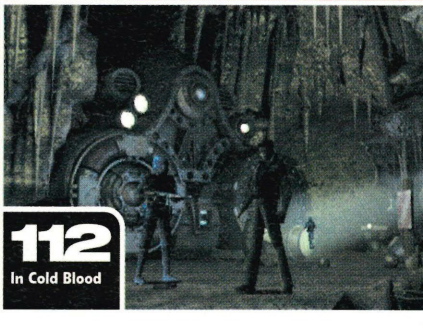
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WIN LOADS, SAVE LOADS

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Over £2,500 worth of games plus 10 runner-up prizes to be won from HMV

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Fancy some new games but out of cash? Swop your old stuff for free in Exchange Central

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A fiver off Sled Storm, FIFA 2000, Tony Hawk's Skateboarding, Dino Crisis, Crash Team Racing and stacks more



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Nail the Nemesis! 20 pages (count 'em) of secrets revealed and areas mapped

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Problems with a game? Tell us what you're stuck on and we'll sort you out

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10 PLAYSTATION 2
Japan launch show report with new shots of Ridge Racer 5, Tekken Tag, Dark Cloud, Baseball and more. Feel the power

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The only PlayStation games worth having

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PS2 is going to take you round the world

114 BACKSIDE
Pamela Anderson Lee. Result!



PlayStation

PC CD

3DO

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Join and fight with the Crusade. For what?

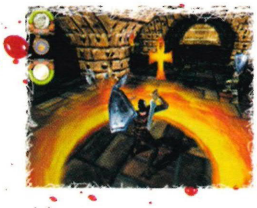
Respect?

Honour?

Valour?

No. For revenge.

Just Revenge.







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VERBAL



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OR E-MAIL: ROB.WAUGH@ECM.EMAP.COM

DID WE DROP A WU CLANGER?

In the January issue, you gave Wu Tang 6 out of 10. I am shocked! This game rocks. It's loads better than Tekken 3! It's not too hard, it's just that you lot are shit at games.

Metin

Better than Tekken 3? You jest. We've got a lot of time for the Wu, but they've made a lot of mistakes lately. Like their last album. And the game. And the Official baseball cap.

ARE WE CRAP AT TRACK 'N' FIELD?

I was reading your February issue and saw the records on Track and Field 2. Your 1km Time Trial record was 59.62 seconds and I am sorry to say you have been beaten by me. Yes, I have a record of 57.768 seconds. I am just wondering if anyone else has done better. Try to beat me, ha ha ha.

Paul McIntyre

We used no artificial aids in achieving our record.

Those who use pens, table tops or thimbles are ladyboys. Send in your records, paper-clipped to photos of your bleeding, broken thumbs. Then we'll respect your orr-sum powers.

'YOUR SCORES ARE ARSE'

Why have you changed your look? I haven't bought your magazine in a little while but I have been reading your magazine on and off even before I got my PlayStation three years ago! I found the reviews hilarious, the babes delicious and the scores fair! But now? You gave FIFA 2000 7/10? That is 70%! It should have been at least 85%! Jerky in places? FIFA has the best graphics I have ever seen on a football game! Tomb Raider 4 a 10/10? Bollocks! What a load of shite.

Sturgy

Yow. Well lookey here, Sturgy can convert percentages to marks out of ten in the blink of an eye. But come on, percentage scores are so... well, old Millennium. Scores free of waffle-bollox rule. But we fear this angry young man. Like we fear inflamed rectal veins.



● Daz Jones must die!

● Tony Hawk: can't stay up for long so we've heard

TONY HAWK FALLS A LITTLE SHORT

I recently bought Tony Hawk's Skateboarding, and I thought it was great, but it's way, way too short. I completed it on the same day that I bought it. I tried to take it back but the man wasn't having any of it. The mag's great. Do you prefer McDonalds or Burger King?

Daz Jones

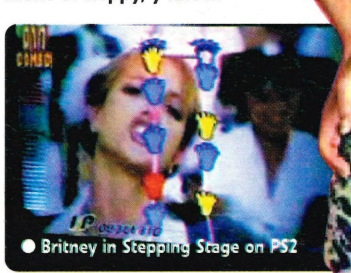
Finishing Tony Hawk in a day is like watching movies with the fast forward held down or liquidising a gourmet meal and sucking it through a straw in three seconds. McDees for breakfast, BK for larger meals.

BRIT NEEDS SPEARS

I want to know if there are any plans for WWF Wrestling games on PlayStation 2? And could you also please print a picture of Britney Spears?

Mark Walters

There will be WWF games-a-plenty for PlayStation 2. And Britney Spears ones too. She's already in Stepping Stage, a PS2 dancing game. Cue stoopid reason to print her picture. She was born to make us happy, y'know.



● Britney in Stepping Stage on PS2



THE SECRET MESSAGE

Last issue we hid a message asking you to phone our editor with an insult. Only Anthony Isaacs from West Glamorgan clocked it (see right) and got a copy of Dune. First caller to spot the abusive message and phone number in this issue gets Xena.



MAH SCHLONG, MORE LIKE

What the hell does Sony think it's doing releasing four Mahjong games for PlayStation 2? All we've heard for the last four months is how this machine's so powerful it can create massive 3D worlds where 'every blade of grass moves independently'. Hogwash! Ridge Racer 5 looks OK, but every single other launch game is complete tosh. Explain this to me, so-called Ken Kutaragi!

Alan Exton

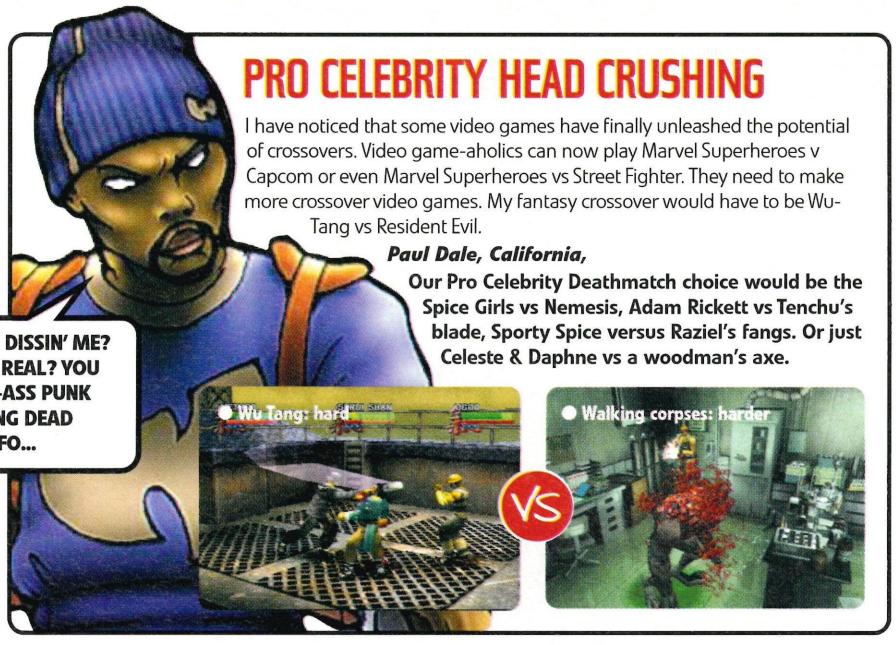
Every piece of felt on the board in Mahjong Takai moves independently. And the little 'Thwack!' when the tiles click down, that's in Dolby Digital 5.1 and DTS. When this baby's turned up to max it blows the joists off next door's place.

'GT2'S A STACK OF DOGGY DO'

Have you guys heard anything out of Sony regarding GT2 and the fact it's full of bugs? There's so many problems with the game it should never have been released. There's loads of bits where the game just glitches out or erases your data, and you can't even complete it properly. I've been playing GT since it came out and it has quality written all over it. What happened with GT2?

Jeff by e-mail

Despite first impressions, GT2 wasn't perfect. But there's so many new cars, tracks and modes that it's a treat to play. But so what if you can only score 98.2%?



PRO CELEBRITY HEAD CRUSHING

I have noticed that some video games have finally unleashed the potential of crossovers. Video game-aholics can now play Marvel Superheroes v Capcom or even Marvel Superheroes vs Street Fighter. They need to make more crossover video games. My fantasy crossover would have to be Wu-Tang vs Resident Evil.

Paul Dale, California,

Our Pro Celebrity Deathmatch choice would be the Spice Girls vs Nemesis, Adam Rickett vs Tenchu's blade, Sporty Spice versus Raziel's fangs. Or just Celeste & Daphne vs a woodman's axe.

'ARE THESE PANTS NYLON?'

I read your piece on PlayStation 2 last month and I refuse to believe that someone's developing a peripheral where you can feel different textures on the surface of the pad as you play. What on earth is the point of that?

El Gringo

A couple of Jap developers are already working on games where the main point is to ogle sexy ladies wearing only pants.

We reckon it would be foolish to complaining about peripherals that allow you to feel textures until you've run your palm over some high-res poontang. 'Course, not sure what the point of this would be in something like Ape Escape.



MEET BUFFY'S STUNT 'LARA'

Hey there! On a whim I picked up your PlayStation mag in a book store today (I'm from the States.) Pretty good reading, but on Lara 2000 you guys are missing out if you pick Sarah Michelle Gellar as Lara! You don't think a 5ft1, 100-pound supermodel is really doing all that Buffy action do you? Check out the stunt/action double for Ms Gellar. She's Sophia Crawford, and with dark hair I think she would be the perfect Lara. She's a Brit, too.

John, Minneapolis

Sadly, Sophia doesn't look like the sort of girl you could take to meet your mother, at least not dressed like this. Lara's meant to be a nice girl for God's sake!



ILLUSTRATION: DAVE AT MONKEY INDUSTRIES

TONIGHT, WE SUCK DAD!

Hello, your floppy love pump smells like my dad. My tiny love hole will suck up plums tonight.

Tim Ward

Two months ago, we'd have thought this letter was kind of odd. Now we're used to it. We had hundreds of entries for the competition to make the best phrase possible with our fridge magnets from February's issue.

And the winner is:



Matthew Baines, London

A copy of SLED STORM is in the post to you, Mr Baines. And we've notified the RSPCA about your deviant tendencies. Expect a visit from them soon.



'PLAYSTATION 2 IS

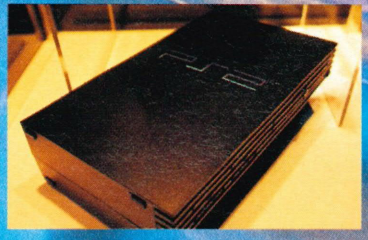
SO SAID THE BLOKE WHO DESIGNED THE LOOK OF

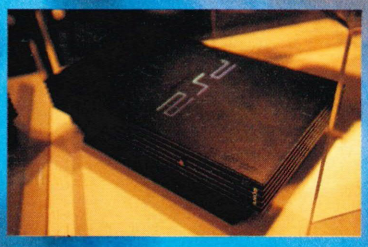


■ SHOW PICTURES: ANTON WANT

ANOTHER PLANET'

THE PS2. WE'VE PLAYED IT, AND WE AGREE





Let's cut the crap and get straight to the heart of PS2. Some of the launch games are disappointing. Some are awesome.

The excitement as you barrel over an overpass with cars roaring beneath you in Ridge Racer 5 is just like the breathless feeling you got when you first played a full 3D game. Except loads better, loads more intense.

Imagine you're hitting the gas in the middle of a high-gloss car advert. Or you're tacked onto the end of a stadium camera boom at a baseball match. Now you're getting close to what controlling one of these launch games is like.

But there's a couple of surprises. Play some of your existing PlayStation games on a PS2 and you'll get quicker loading times and graphics that are, like your nan's home cooking, a bit crisper.

The DVD movie player bit looks ropey compared to existing dedicated machines. And, with separate software loaded onto a memory card needed to make it run, it's frankly a pain in the butt to set-up.

But with games like these, who needs videos? What you see now only hints at the capabilities of this machine. Sony have remained tight-lipped about PS2's internet powers, but that's because they are developing a connection that'll allow online gaming to get better than it's ever been. These are early days. This is only a taste of the future. Feast your eyes on the gameplay delicacies we've gathered here. Start drooling.

'BUT IT'S MY TURN'

The PlayStation Festival 2000 in Tokyo was the first opportunity for us lot to get a go on the PS2. People from around the world had gathered to see the unveiling of Sony's new machine, and they weren't disappointed. The excitement was so intense that even if Jesus and Elvis had walked in the door hand-in-hand, all eyes would still have been superglued to Tekken Tag, Ridge Racer 5 and Dead or Alive 2.

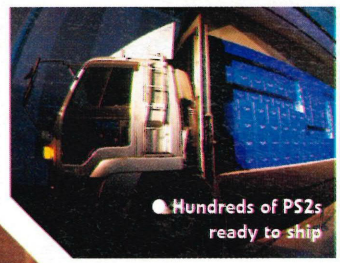
There weren't any fanfares or dancing girls at the launch. Sony just put the consoles out and let everybody make up their own minds. We queued for days to test every one of the games on show. Here's the lowdown on the best of the best.

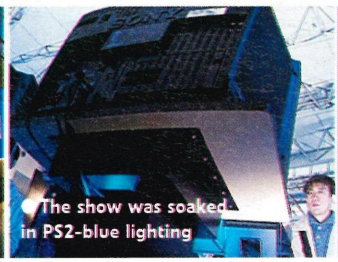


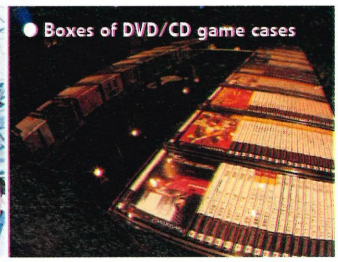
● PS2 show was high on gaming, low on pizazz


▲ The Emotion Engine works its magic. One guy is over the moon, the rest are green with envy

'EVEN IF ELVIS HAD WALKED IN, ALL EYES WOULD STILL HAVE BEEN GLUED TO TEKKEN TAG'


● Hundreds of PS2s ready to ship


● The show was soaked in PS2-blue lighting


● Boxes of DVD/CD game cases



● 'Keep off the glass': no-one could touch the machines on show



● Firework epic Fantavision turned out to be Premier League eye-candy

'OOOH...AAAH...OOOH...'

WE DON'T REMEMBER GUY FAWKES BEING QUITE THIS GOOD

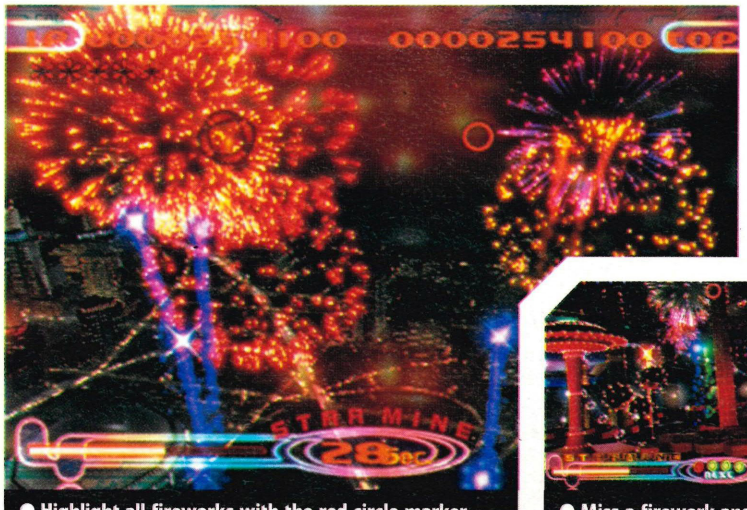
FANTAVISION

Fantavision is a fireworks display which you control using the joypad. Our first go left us scraping our lower jaws off the carpet. It's got assorted viewpoints including watching Earth from space and looking down over a skyscraper, and you've got to use an on-screen marker to link your fireworks together as they soar into the stratosphere.

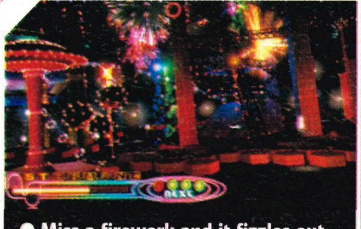
Do it fast enough and they'll go off in a massive, eye-poppingly bright combo explosion. Get it wrong, and they'll go off in a tiny dribble of gunpowder or just fall to earth without going off. You've got to move your Dual Shock 2's joystick at lightning speed all the time to keep racking up points, but it's well worth it when you see a massive chain combo lighting up the sky.



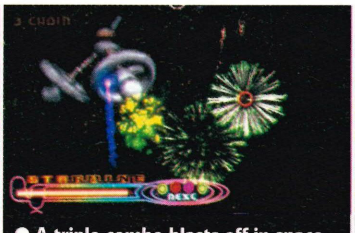
▲ Clock the detail here. Makes the Millennium's River of Fire look like a puddle of piss



● Highlight all fireworks with the red circle marker



● Miss a firework and it fizzles out



● A triple combo blasts off in space



● Big-scoring daisy chain is set off



▲ Batter your opponent



▲ Hit the Tag button



▲ Paul races off screen



▲ Tag partner Jin appears



▲ Jin batters Eddy mid-air

TEKKEN TAG TOURNAMENT

Tekken Tag will be released within a few weeks of PlayStation 2's launch. Fans of previous Tekken games will recognise most of the moves, and the control system's still the same, so it's easy to get into.

Compared to Tekken 3, you get massively improved speed and hot-oil fluidity to all the moves. The characters look amazingly solid, and there's an all-new level of tag team attack where you can summon another fighter mid-battle with one button push. Check the sequence on the left to see a Tag Team attack in motion.

Even the backgrounds are amazing. The Shaolin Temple arena headed our list of favourites with Forest Law trouncing his victim against a backdrop of robed, chanting monks who look so solid you could touch them.



● Yoshimitsu's sword moves are awesome

'TEKKEN TAG ALREADY HAD US FROTHY. BUT WE ALMOST ENDED UP IN QUARANTINE AFTER WHAT WE SAW'



● Every landing is knuckle-shattering



● The backgrounds almost overpower the fights



● But soon you're back to killa combos

DRIVING EMOTION

Driving Emotion Type-S, made by the publishers of Final Fantasy, showed that realism isn't always cool.

This was supposed to a killer game but it left most of us who played it eager to smash the TVs up. It has brilliant scenery and highly-detailed car interiors, but the stupidly high difficulty level left wannabe petrolheads with a bitter taste in their mouths. Attempts to race the selection of motors (which includes Ferrari) were quashed by the constant spin-outs and 360s, which left you pinned against hedges and walls. The hyped braking effect, in which the perspective is slammed forward, never showed. A disappointment.



● Great detail. Bad gameplay



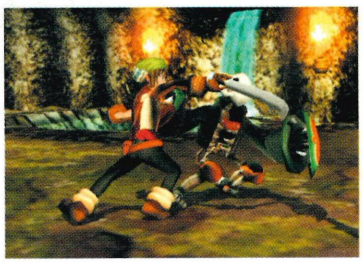
● Split-screen still limits views

DARK CLOUD

This RPG adventure was one of the most polished games at the show. You play a nipper who's battling his way through a fantasy world. And at any time, you can pull out of the action and create new bits of game world in a super-detailed God sim/level editor bit. Then you go in to defend your creation against marauding monsters. The fighting's fast and simple to get to grips with. You even decide what time of day the action takes place.



▲ Dark Cloud is a gripping fantasy cartoon



▲ First play unveils a potential classic

THE GOOD, BAD AND UGLY AT PS2'S DEBUT

Like any launch, that of the PS2 was accompanied by a merry band of weird and wonderful games. Along with a couple of real stinkers. The worst was IQ Remix, a lame, boring re-jig of the puzzle blocks game called Kurushi. One of the finest was Eternal Ring, a first-person RPG action game. Here's our round-up of what else was on show. We'll have more news on these games soon.



ETERNAL RING

Stunning RPG which worked PS2's graphics hard



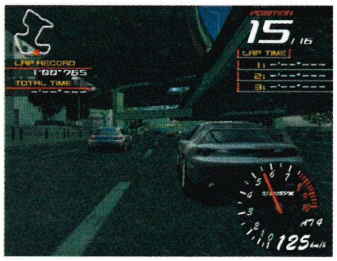
BE ON EDGE

Fresh, cartoon-style music epic which looks babyish but isn't



IQ REMIX

Dreadfully dull version of Kurushi, a shit puzzle game



▲ Go kicking at the redline

RIDGE RACER 5

Ridge Racer 5 was the best car game on show and that includes the all-conquering Gran Turismo 2000.

We had to queue for an hour just to get a go on Ridge 5, and it's obvious why – this is a real head-turner of a game, dominated by racing environments with the solidity and presence of pre-formed concrete and scenery to sweat for.

A low sun spits its light off office block windows as you hurtle into an underpass in a slipstream of sparks from the competitor's disintegrating belly pan. Every car looks incredibly solid, and the sound effects are crunchy, loud and real.

Massive overpasses and underpasses zip by at enormous speed, and the powerslides are even more knuckle bleaching than in previous Ridge games.



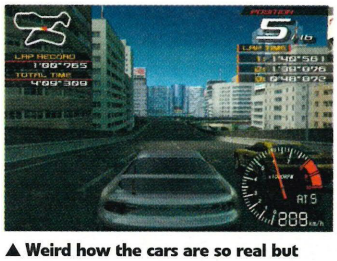
● Ridge 5 is stunningly playable and easy to get into



▲ Farwell to annoying pop-up. PS2 graphics go loco



▲ Like Tekken Tag, the lush scenery can distract from the task of crushing rivals



▲ Weird how the cars are so real but Tokyo's streets suddenly empty



▲ Startling gameplay grabs you by the nads



▲ DoA2 has some serious combos to master

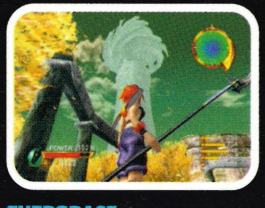
DEAD OR ALIVE 2

We've got piles of hot Dead or Alive stuff on p92, so if you like what you see, head there to check it out in more detail. This one had the punters at the show going nuts. Mainly because it's filled with kung fu babes with giant, juddering boobs.

But the good news is this game's a lot more than the sum of its funbags. This has some gameplay features that wowed hardcore fight fiends: fights that jump from rooftop to rooftop, or plunge from buildings into giant rushing rivers. There's even giant, fizzing electric fences for the booby babes to pound each other into. The tag team action's smooth, too. Check out our preview for more info. And loads more pictures of busty minxes in combat.



▲ Insulate your telly 'cos this will hurt



EVERGRACE

Unique, soft-focused RPG secured huge interest in Japan



ONIMUSHA

Samurai zombie epic with Res Evil looks and fantastic scenes



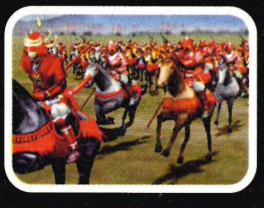
EXTERMINATION

Bloody stealth shocker. A rival to Metal Gear Solid 2?



ARMORED CORE

Impressively-styled robot battle game



KESSEN

The swords of the samurai kill again in this epic battle sim

GRAN TURISMO 2000

We all know that this baby is a makeover of the recently-launched GT2. But, until we laid our pinkies on the joypads, we were unsure of what to expect.

Short answer is, it's well cool. The hatful of cars and circuits we played on amounted to 20 per cent of what will be available. But they showed hot tarmac you could almost smell, trees you wanted to shade under and handling so intense you could feel the car's axles straining.

Criticism about the shine on cars has been tackled (they're less reflective now) but there was some silliness such as overdone tyre smoke and heat haze.

GT2000's way cool, but it's going to have to get better to beat Ridge Racer 5.



● It's going to be a straight fight between GT2000 and Ridge 5 this year



● This is in-game footage. Do not adjust your set

SF EX PLUS ALPHA 3

The Street Fighter gang put themselves firmly back on the cutting edge of gaming with this four-player monster. Gamers were huddling round the stand to take part in two-on-two battles with Ryu, Chun Li and the rest.

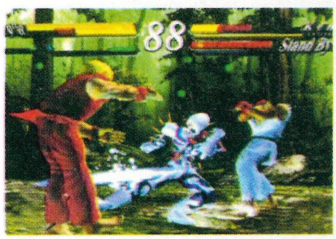
The characters all look massively muscular and solid, special moves are predictably over the top, and although the feel of the game's pure 3D, the moves are still the 2D SF attacks you've come to know and love. This was faster and more furious than any fighter on show in Tokyo, and the four-player action is mad, bad stuff. Street Fighter is back with a vengeance.



● Street Fighter EX3 glues the old formula to PS2's new graphics capabilities



▲ Lush backgrounds divert you from job



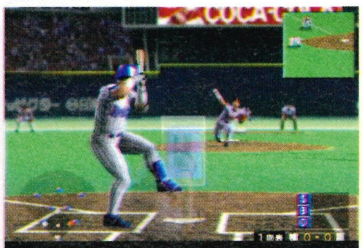
▲ Which is wholesale pounding of foes



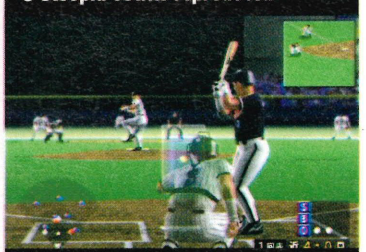
▲ Satisfaction guaranteed with SFEX3

GEKIKUKAN BASEBALL

Clock these screenshots. They're not intro footage or FMV. This is in-game. Baseball's not the most enthralling sport on earth, but the player movement and animation in this hints at the possibilities for sports games on PlayStation 2. Roll on FIFA!



● Stoopid outfits reproduced



● Broadcast-quality play



SILPHEED

Vertically-scrolling 3D shoot 'em up from the old school



GUN GRIFFONBLAZE

Flying armoured suits move across apocalyptic landscapes



MAXIMO

A tiny cute hero takes on ghosts and goblins



A-TRAIN 6

Railway management game that'll sink like a stone here

A clutch of also-ran titles made their debut at the show. If you must know, Britney embarrasses herself in Stepping Selection, Ex Billiards made a dull game worse, American Arcade was a pinballs-up, Drum Mania lets you plug a guitar in and scare the horses, and anything with Mahjong in the title was crap.

Those people that have never bought a WF game before should...

Wake Up and smell the canvas.



Bang up to date
updated line-up • video entrances • spectacular graphics • facial expressions • realistic lighting

Career mode
play a full career • tag team partners • rivalries • backstage storylines • tv & PAY-PER-VIEW events

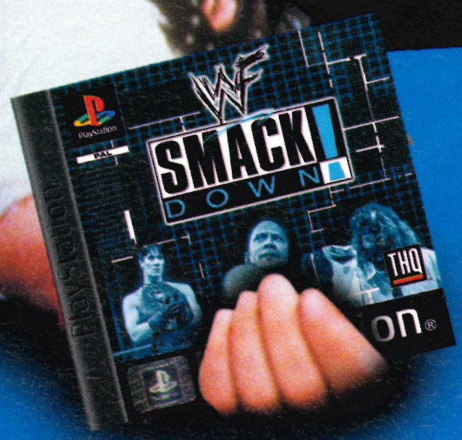
Backstage
fight out of the ring • hallways • boiler room • loading docks • parking bays • kitchen • backstage weapons

Play as referee
count slow/fast • let your ally win • screw-over your foes • cheat like hell • swing matches

"Demands attention, even if you're not a wrestling fan... more challenging learning than Tekken" C&VG



WF SMACK! DOWN!™



BANG ON! 93% TOTAL PLAYSTATION

computer and video GAMES ★★★★★

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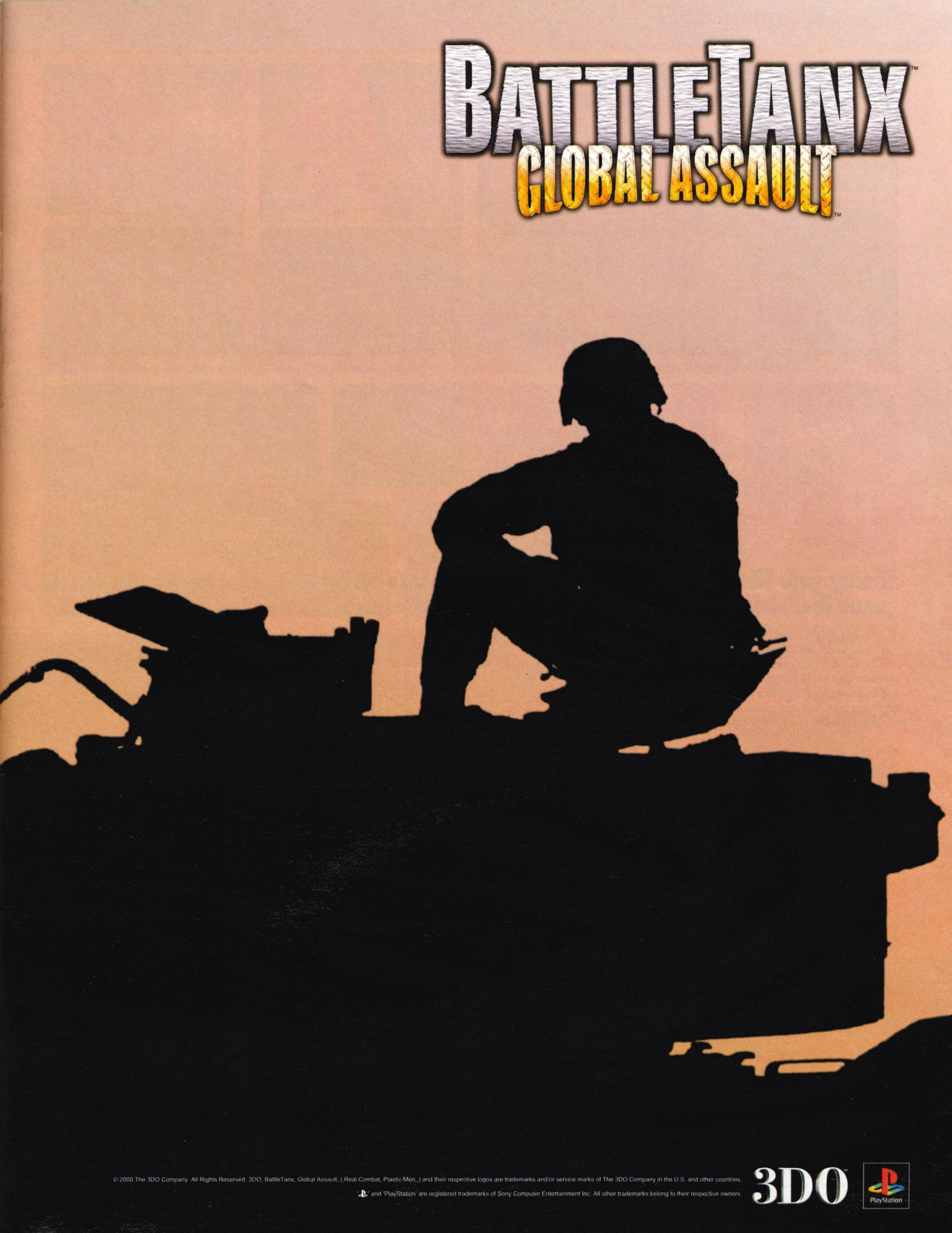
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"Ahhh...the feel of cold hard steel pressed against my buttocks as dawn breaks on a new day"



ETA: 03 2000



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3DO

PlayStation

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OUT MARCH 31

1 PLAYER JOYPAD, MEMORY CARD, DUAL SHOCK PAD, G-CON45



▲ The SWAT geezers are well easy to kill



▲ You're thrown from an exploding chopper



▲ Blood is spilt in the meat freezer

RESIDENT EVIL SURVIVOR

Aiming your Glock and taking pot-shots at zombie's heads is a great laugh, but you're gonna feel short-changed when the fun's all over after a couple of hours

You've shotgunned through waves of zombies, pumped grenades into grotesque mutants and killed off giant man-eating plants by scattering weed killer on their roots. But you've never played a Res Evil like Survivor before.

You don't view the action from weird camera angles like some bizarre out-of-body experience, you're actually dumped in the thick off the action, looking down the barrel of your gun as you rattle lead into countless rotting corpses.

But it's not all guns and glory. You'll spend ages wandering around bland looking scenery, solving ridiculously easy puzzles. And that's just the half of it - an hour into the game you're accused of killing kids, but you can't remember because you've lost your memory. Can things get any worse? You betcha, and they do...



▲ Zombies take about seven shots to kill. Luckily you've got infinite pistol ammo



● At first, the Tyrant doesn't look scary. At first...

DRAW YOUR WEAPON

Although it's got all the hallmarks of a classic Res Evil game, Survivor is a lot different to play because you view the action first-person-style. You can use either a joypad or a G-Con45 lightgun – the pad is easy to use, especially if you use the Dual Shock sticks to aim and walk around. Using the G-Con is a neat idea, but it's clumsy. You aim off-screen and fire to move forward and backwards and use the side buttons to turn. Things is, when you're surrounded by four zombies the last thing you naturally do is aim AWAY from the bad guys. Like, duh. And if you don't use a proper G-Con, chances are your gun won't work properly.



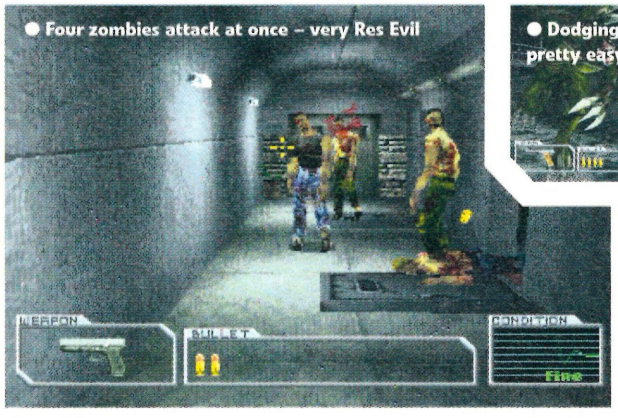
▲ Forget the pistol, the grenade gun's better



▲ A target appears when using a joypad



▲ You're free to move through the corridors, to wherever you want





PART GUN GAME, PART ADVENTURE



▲ It doesn't matter where you target the enemy, it still does the same damage

Survivor tries to be too many things at once. It's a lightgun game like Time Crisis, but it's also got bits of Quake II and obviously Res Evil in there too. Problem is, the result feels diluted. There's not the action of a first-person shooter, and the intense Res Evil adventuring grips you at the start but it's over all too soon.

As a concept it's awesome, but too many cool things have been missed out. Aim at a zombie's head and it doesn't pop like an over-ripe melon, they just staggered around a bit. Blast its arm and it doesn't fall off. Fact is, it doesn't matter where you shoot them, the result is still the same. Yawn.

THE NIGHTMARE CONTINUES

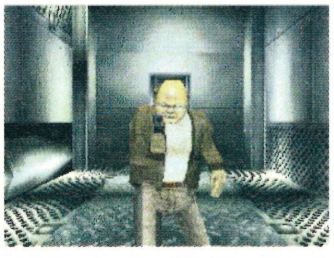
You know the drill by now. The place you're in is overrun by flesh-hungry zombies and you've only got your wits and a weapon to see you through. Resident Evil Survivor has few surprises when it comes to the story, except one class twist you won't get 'til right at the end of the game. But you'll reach the end sequence within a few hours. Not much suspense here then.



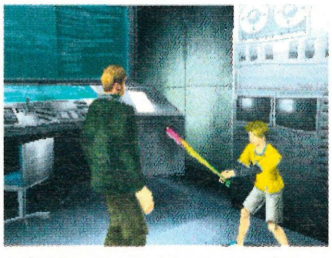
▲ The zombie onslaught never lets up



▲ Pick up clues to solve puzzles



▲ Held up by a dwarf? Let him eat lead!



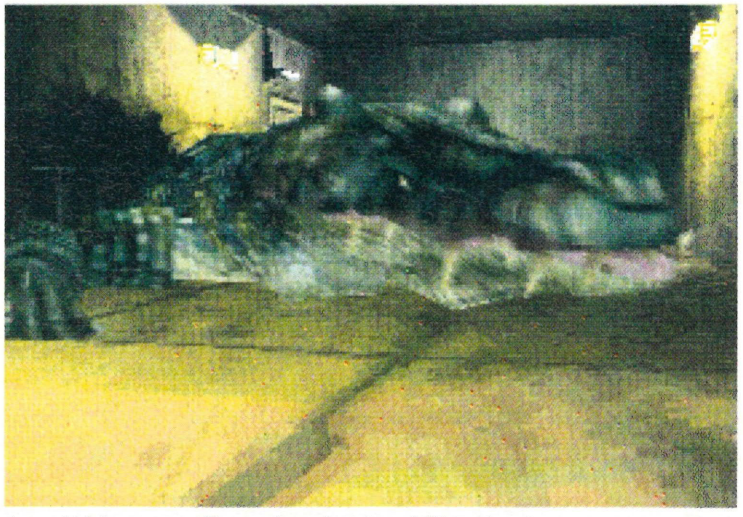
▲ Hell, you're even atttacked by kids

IT'S LIKE RES EVIL, BUT NOT...

If you've played any Resident Evil game you're on familiar ground here. The controls are pretty much identical, apart from the combat, and you pick up and use objects in much the same way. You combine weapons with ammo to reload, and gobble down different coloured herbs to restore health and cancel the effects of poison. The puzzles are much simpler though, and if you're carrying the object you need to solve a problem it automatically uses it for you.



▲ Remember the gator scene from Res Evil



▲ ...and it's just as scary. The croc is much easier to kill here though



● This key opens three doors but can only be used once

CHOOSE YOUR DESTINY

Res Evil Survivor is very easy, but the good thing is that it's got loads of replay value. There are multiple routes through the game – you pick up a key and can use to open, say, one of three doors, which determines the route you take for the next few minutes, before they all join up again. You get to decide your fate a few times during the game, but when you've finished the game once, there are few surprises to discover . No matter what route you take, you're going to... well, you see for yourself.



▲ Different routes mean you tackle different enemies and find new weapons



● Don't play fair, shoot 'em when they're down


▲ The dogs are fast and difficult to hit

FAMILIAR FACES TO FRAG

All the monsters in Survivor are familiar faces, resurrected from the other Res Evil games. Zombies are every where, Lickers are a right pain in the arse and the giant spiders look much cooler when you're popping caps in their ass up close. The Terminator geezer from Res 2 is here, but this times he's a lot easier to kill, and the Tyrant from the first Res Evil also rears his ugly head. He's the bad guy you've got to beat at the end, but this time he mutates into some überboss just when you think you've killed him. Nasty.


▲ Dodge the Lickers' lunge



●She-ite, you're gonna be bitten by a giant gator!

WHAT? NO SAVES?

You can't save your game in Resident Evil Survivor. Instead you've got four Continues, and you use one every time your health bar hits zero. Obviously you've got green herbs and first aid sprays to keep you going, but when they're through, tough. You'll get right to the end of the game on your first couple of goes, it's that easy. But if you don't actually kill the final boss first time around, you have to go ALL the way back to the start.



▲ Get right to the end then die and you've got to go all the way back to the beginning



▲ It doesn't look scary, but this moth has a nasty bite



▲ Looks tough, is easy to kill

LIKE THIS? TRY THESE

Resident Evil 3 Nemesis – The best Res Evil by far, no question.



Time Crisis – The only arcade gun game you need, and it's only £20



PLUS RECKONS

A great idea screwed up by nasty flaws. It's over too quickly, the graphics are a bit ropey and there simply isn't enough head-popping action to keep the gore count on maximum, and surely that's what Resident Evil is all about? A missed chance, and the only Res Evil which doesn't deserve an automatic place in your collection. **Alex**

6
OUT OF TEN

XXL FILES

THE TRUTH IS OUT THERE... & IT'S BIG

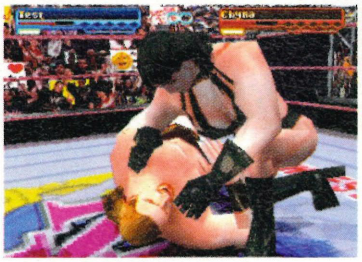
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You know what to do! Simply send your name, address, telephone number and age to **XXL Pager Free Draw, P.O. Box 11, Hadleigh, Ipswich, Suffolk, IP7 5DG**. Parental/Guardian consent required for children under 16 years. NO PURCHASE NECESSARY. Closing date for entries 29/04/00.

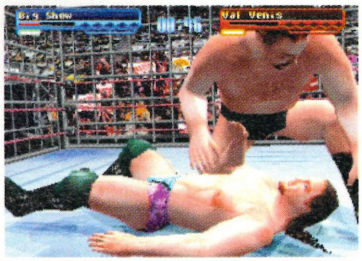
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WWF SMACKDOWN



▲ Even in close up, the action looks cool



▲ Cage matches are fast and brutal

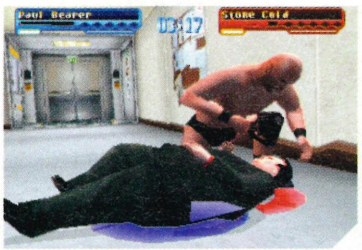
Stone Cold, the Undertaker and the gang go hardcore in Smackdown, the best wrestling game ever to hit PlayStation

Up 'til now, WWF games have been pretty cool, but they've been let down by a couple of major glitches. They tended to move very slowly, and the wrestlers looked like they were made of Silly Putty.

But WWF Smackdown makes top WWF wrestling games Attitude and Warzone look like yesterday's news.

Smackdown boasts massively better visuals than either. Every muscle stands out, every greasy goatee and rubber loincloth gleams to perfection. It also moves a hell of a lot faster. It's easier to access your coolest moves, and each attack feels like it hurts.

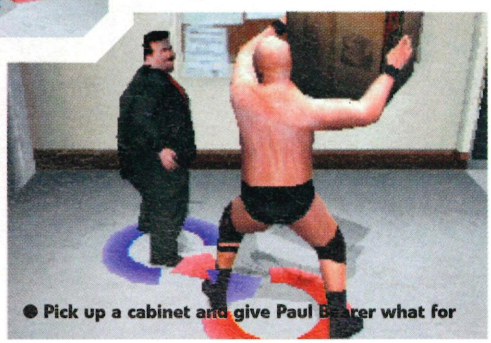
Play rockets back and forth, with wrestlers punching, kicking, bouncing off ropes, using improvised weapons and even chasing each other out into the carpark. And the action's even more frenzied in the four-player Tag Team mode. There's never been a wrestling game that captures the TV action so well.



▲ Backstage action is fast and merciless

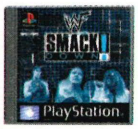


▲ The wrestlers' faces are absolutely spot on



● Pick up a cabinet and give Paul Bearer what for

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OUT APRIL 14

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

AND THAT'S THE BOTTOM LINE!

Everything moves really quickly and all the basic moves are accessed by one button push. Picking up and using objects is well easy too. Just hit R1 and you're ready to lash out with whatever happens to be lying around. Hit △ and you'll run wherever you want, without having to face your opponent. You can even run out of the arena into backstage areas.

This is the first four-player fighting game where it's easy to switch between opponents. There's a coloured arrow that shows you who you're aiming at, and one tap on L1 will switch you to another opponent.



▲ All the brutal pins and throws from the TV action are well easy to pull off

FROM CABLE TO PLAYSTATION

Everything from the wrestler's intro vids down to their taunts is absolutely spot-on. And if you're a fan of the TV wrestling action, you'll go nuts for the sheer number of ways you can play this. You can go for cage matches, Iron Man, Last Man Standing, Tag Team, I Quit or any other match type from the TV action. You can even create your own Pay-per-View event to match up with the Smackdown action on the telly. There's even backstage slanging matches in the Season mode. Play out a season and it really is like the action on telly, warts and all. Sweet.



● Cage match action: ultra-intense!

PLUS RECKONS

From the moment the first WWF beefcake hits canvas you know this is a stone classic. This is the only wrestling game you need. Fact. **Rob**

9

OUT OF TEN

KNOW THIS



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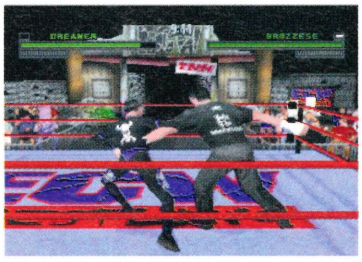
£39.99

OUT NOW

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

ECW HARDCORE REVOLUTION

The most in-your-face wrestling championship hits PlayStation in a shower of blood and sweat



▲ They say real rude words, y'know

ECW is the only wrestling championship where the wrestlers really injure each other.

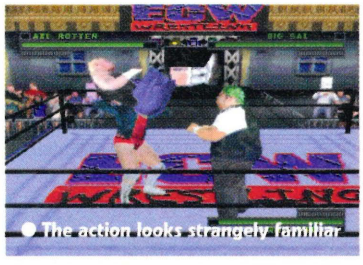
Every Saturday, American viewers go nuts for a bunch of steroid-pumped gorillas called stuff like 'Sabu: the Innovator of Violence' beating each other with barbed-wire-wrapped bats, setting each other on fire and even stapling each others' heads. Bones break, people bleed and wrestlers, commentators and audience all swear like pissed sailors. ECW Hardcore aims to capture the bloody, deranged atmos of this gem of American cable TV. Sadly, it doesn't quite manage it.

This is by the same people who made WWF Attitude, and the two games are pretty similar. Now that's no bad thing, since Attitude's a cool game, but up against the graphics and smooth gameplay of the mighty Smackdown neither Attitude or Hardcore Revolution stand a chance.

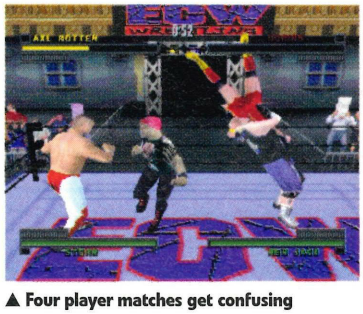
See, this has all the moves and all the wrestlers – although that's irrelevant since we don't get ECW on cable over here – but it moves sluggishly, and you spend far too much of your time wobbling about trying to get one of your throws or grapples to lock on to your opponent. Looks-wise, this isn't bad, but up against Smackdown! it looks like an antique. This is basically just Attitude with a bit of comedy stage blood and a couple of dirty words, and that's just a bit dull. This plays OK, but it's nothing new.



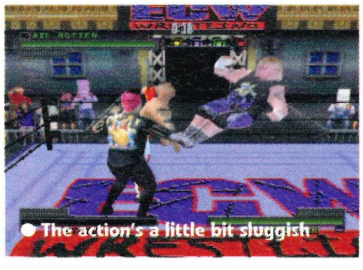
● Some of the moves are cool, but the action moves too slowly



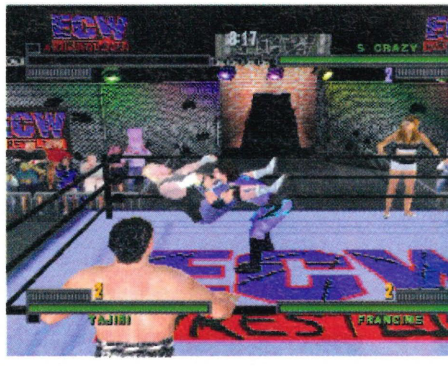
● The action looks strangely familiar



▲ Four player matches get confusing



● The action's a little bit sluggish



▲ Tag team matches are still pretty cool

SHOCK HORROR

If it's shock factor you're looking for, ECW Hardcore aims to please. Wrestlers beat each other with improvised weapons until their faces are smashed and bloody. They smash each other into ropes made of barbed wire and come away with rivulets of gore running down their torsos. They use language that'd make Mary Whitehouse have a fit. Sadly, though, the not-exactly-amazing graphics and sluggish gameplay let it down. It doesn't feel like a frenzied orgy of violence and gore. It's just a bunch of fat men with red bits on them lurching around the ring very slowly. It doesn't feel that violent at all.

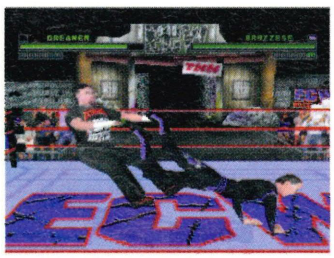
PLAY HARD

IT'S WRESTLING WITH ATTITUDE

Hardcore plays like Attitude with bells on. You've got to erode your opponent's power bar, then finish him off with specials, signature moves and finishers. Thing is, that means that all the featured attractions of Hardcore are just window-dressing. Batter someone in the chops with a stop sign, and all you've done is knock his power-bar down a little bit. The only things that count are finishers, not hyper-bloody weapons attacks. The violence often feels tacked-on, and this just doesn't feel like anything new. They could have done a lot more with this game. But they didn't. Oh well.



▲ Four-player cage match action



▲Some special moves are way cool

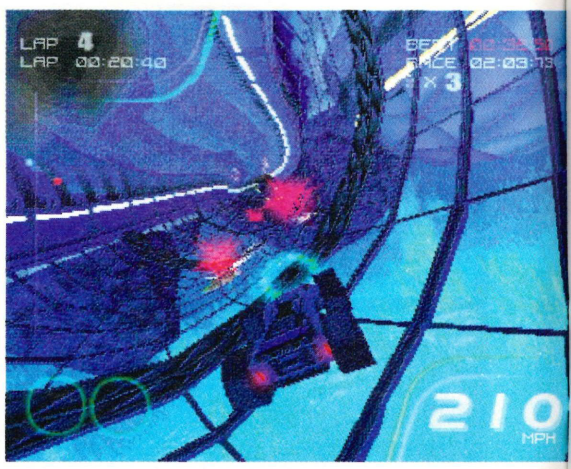
PLUS RECKONS

This isn't a bad wrestling game by any means, but it lacks the superstar punch of WWF games, and the violence just doesn't feel violent enough to make this work. **Rob**

7

OUT OF TEN

ROLLCAGE STAGE 2



▲ Drive on the ceiling to pass the car in front

KNOW THIS



PAY NO MORE THAN:

£29.99

OUT NOW

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

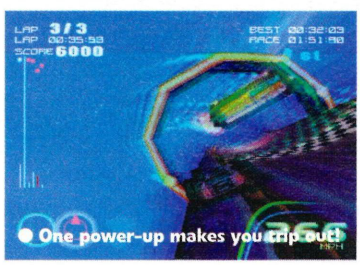
Oh what a feeling, I'm racing on the ceiling. Souped up beach buggies with oversized tyres return to defy gravity once again

In the future, cars won't just drive on roads, but on the walls and ceilings of tunnels too. Well, that's what they do in Rollcage Stage 2.

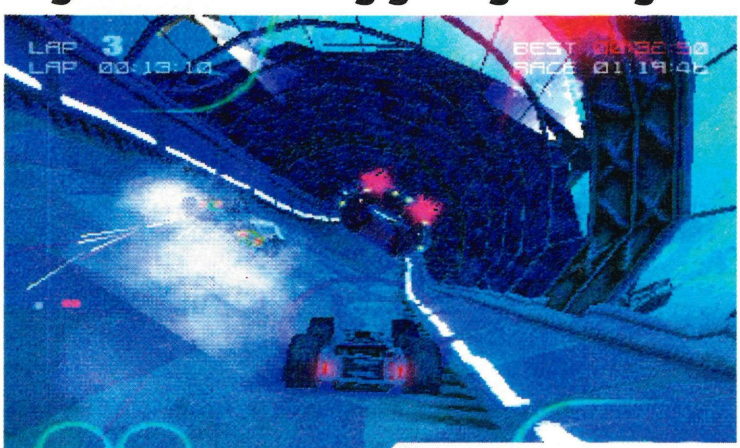
The beefed-up buggies here have got outsized tyres so strong they cling to walls like a motorised Spider-Man. Oh, and they've got some pretty mean weapons and power-ups too.

Where WipEout is a slick, supersonic speed-fest, Rollcage has a more gritty feel. The visuals have a grainy speed-blurred edge and the tracks are rugged, gladiatorial affairs.

When it hots up, with the colour-soaked backgrounds flashing by, tracer rounds ripping into the track and missiles bringing down buildings left and right, things get pretty intense.



● One power-up makes you trip out!



● Other racers can be tricky to pass

ONE-PLAYER FUN

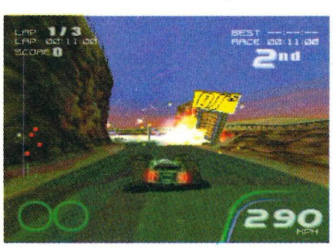
Some racers don't last long in one-player. Not this. Apart from arcade and time trial modes, you get campaign and scramble modes too. Scramble mode, a load of puzzle tracks, is the real treat. You need to beat each course in a set time to access the next. But as they're all horribly twisty and suspended several miles in the air, that's easier said than done.



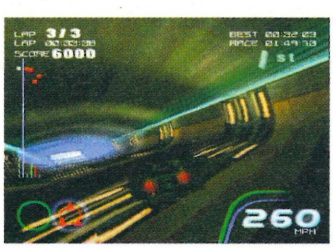
▲ Scramble tracks are a long way up



▲ Tight corners are a bitch to deal with



▲ You get points for blowing stuff up



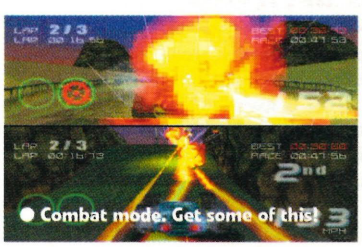
▲ Hit the roof and pull out in front

DEATHMATCH

There are reams of options in two-player as well. And dirty tricks really are the name of the game in split-screen racing. Every missile is vital and every speed boost unmissable. There's only two cars on the track, but the action's fast-paced and evil enough to make up. Deathmatch is the ideal way to try out the guns, too.



● Stay out of the way of that



● Combat mode. Get some of this!



● Two-player races are a laugh

PLUS RECKONS

This rough, violent slice of manic sci-fi racing fun is like WipEout's badly behaved brother. And there's enough different ways to play to keep you busy for ages. **Steve O**

8

OUT OF TEN

KNOW THIS



PAY NO MORE THAN:

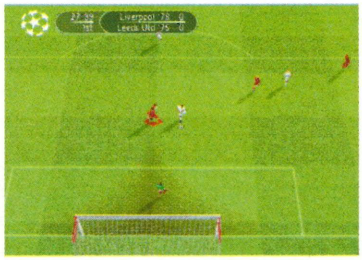
£39.99

OUT NOW

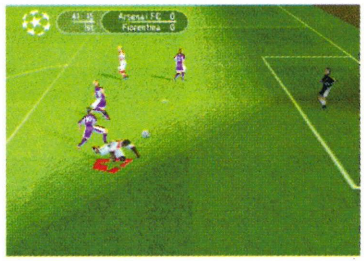
1-8 PLAYER JOYPAD, MEMORY CARD, DUAL SHOCK PAD, MULTITAP



▲ Play as any team that has taken part in the competition over the last 30 years



▲ There's loads of camera angles to fiddle around with

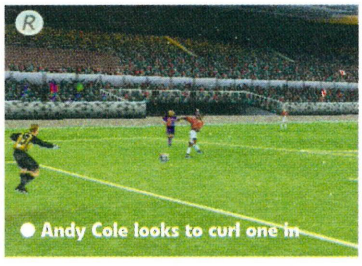


▲ You've gotta be dead careful with your tackles or you'll get penalised

UEFA CHAMPIONS' LEAGUE 99/00



● Rounding the keeper often works



● Andy Cole looks to curl one in

On telly, Champions' League football is beautiful, exhilarating, skillful stuff. On the PlayStation it's annoying and a bit cack

UEFA 99/00 lets you play as any of the teams in the current Champions' League tournament as well as other famous teams that have been in the tournament from the 60s onwards.

You can pit the classic Alan Hansen Liverpool team of the early 80s against Billy Bremner's renowned Leeds side from the 70s. Your Dad would love it.

Everything looks nice, with all the official Champions' League logos, proper TV footage and sweet-looking players and stadiums. So by the time you're ready to play your first match you're buzzing.

But when kick off arrives, you soon notice everything's not quite so nice when the game's moving. The player animations aren't smooth, and blend fluidly into each other. The players jerk around like epileptic robots, and they're capable of some pretty surreal moves. You'll find yourself coming out of sliding tackles straight into shots, or hitting balls your feet clearly didn't go anywhere near.

As you play more, you'll get pissed off at the way certain trick moves are incredibly easy, then you'll notice how players manage to pull off impossible moves time after time. The whole thing just doesn't feel like real footy at all.



● Getting a chance on goal from a through ball is just too easy

IT DOESN'T FEEL LIKE REAL FOOTY

The more you play the more you sense something feels wrong. And if a footy game doesn't feel like real footy, it's bad news. Every time you whack a ball to your sprinting striker he'll control it on his heel while still running. You'll think 'that's bollocks' just like we did. This feels nothing like the real thing. Sad.

EASY AS MEAT PIE

This is an easy game to get the hang of. In no time you'll be pulling tricks like an excited magician. Want to round the keeper? Just go up to the flapping goon and walk around him, it's that easy. The through ball is ridiculous too – hit △ anywhere in the opposition's half and your striker has an easy run on goal. You can do torpedo headers and volleys every time, without even trying. That takes the challenge out of the game.



● The chest trap is too easy to do



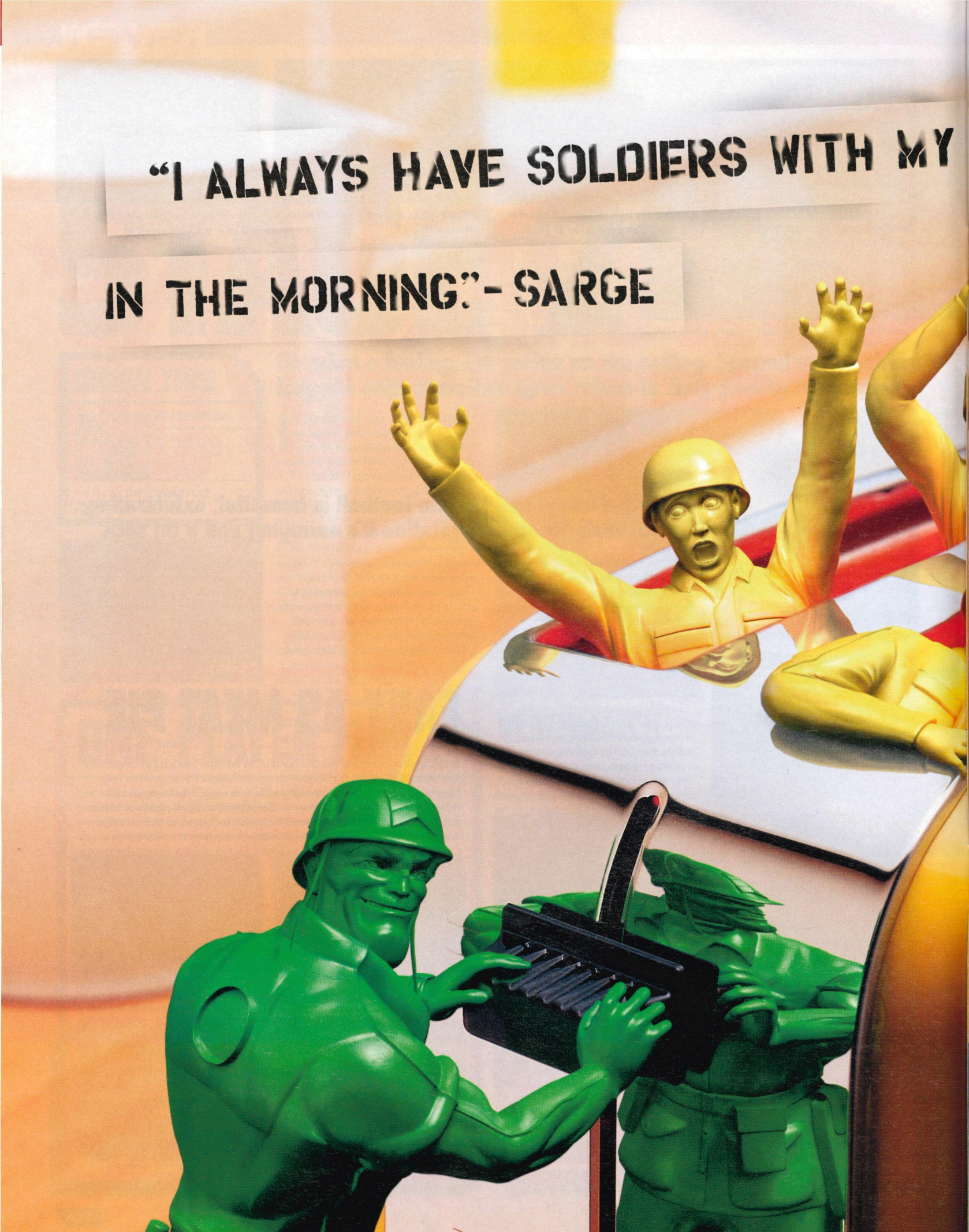
● Scissor kick? No problem

PLUS RECKONS

There's some nice ideas here, but it's way too easy to pull off once-in-a-lifetime trick moves, and the keeper's a moron. There's no challenge and that's bad. **Steve O**

6

OUT OF TEN


"I ALWAYS HAVE SOLDIERS WITH MY
IN THE MORNING."- SARGE









REAL COMBAT. PLASTIC MEN.™

ARMY MEN
SARGE'S HEROES



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PlayStation

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URBAN CHAOS



▲ Dodgy cop Roper pulls his pump-action

KNOW THIS



PAY NO MORE THAN:

£34.99

OUT NOW

1 PLAYER JOYPAD, MEMORY CARD, DUAL SHOCK PAD

Union City on Millennium Eve is thick with gangs, cults and bent cops. This free-roaming Apocalypse game could be hell on Earth

You're hotshot cop Roper, loose on the streets of Union City on Millennium Eve. The City is broad and bad, and soaked with shadows and rain. And something ain't right.

Each mission unfolds like a normal night's work. The lieutenant briefs you at the start of the mission, but as you check out the city you'll meet tarts, pimps, drop-outs and innocents. They're usually trouble or in trouble, sometimes tipsters, and always potential crucial leads which might steer you towards a revelation.

But there's a dark secret at the heart of Union City and with help from rookie cop D'arci (who you can also play as), you'll soon be engaged in firefights with street gangs and a group of sinister Millennium cultists called The Fallen. Can you make it add up? Not yet, at least.

Urban Chaos unleashes you to do almost whatever you want. The whole city's there for you to explore. You can yell 'Police! Freeze!' at innocent passers-by, then shoot them, execution-style, if that's your bag. You can hijack any motor and mow down crims.

You can hop-skip-and-leap penthouse roofs in pursuit of cult members or persuade a suicidal bloke not to jump (see, Roper and D'arci ain't all bad).

Unfortunately, the look of Urban Chaos is flaky. The graphics don't let you peer into the distance. But get past the blocky style and there's a killer game here.



● A member of Millennium cult The Fallen packs sci-fi heat in a bid to kickstart the Apocalypse



▲ 'Want some?': waste 'normal' gangs like the Wildcats then take on cultists The Fallen



▲ Handling is easy to learn and you can navigate at speed. But the game looks ropey

'WE GOT A MAN DOWN!'

Urban Chaos is all mission-based. When you start a level, you're faced with a shadow-swept city in which you can go wherever your instincts tell you.

A grizzled cop who sounds like he's on 170 fags a day issues your shift orders: 'Two cops captured! It's a heavy job for a rookie D'arci, but you've got to save them'.

As you cruise the streets, you'll get more hints or sub-missions by talking to the streetlife you meet.

Sometimes your radio crackles into life and other cops might report an incident to you. But will you take it?

You can choose which order to tackle your objectives in, but time won't stand still. If you put a mugging-in-progress report on the backburner the chances are the victim will be dead by the time you eventually turn up.

And that might be a wasted lead. So engage that brain before you say '10-4'!

'STAND ASIDE, ASSHOLE!'

Combat is very varied. You'll twat someone off a building with a baseball bat, jump down and strafe his mates on the ground with an M-16, before chasing last-man-standing in a cop car which you use to grind him into the tarmac. We've got to be honest here and say that steam-rollering lowlife is easy and satisfying. Push the gas to the max!

Whichever slaughter style you prefer, it's always fast and furious stuff. D'arci's got 30 close combat moves she can pull off, most of which are accessed with just a couple of quick button presses. Once you've knocked a perp off his feet, you pin him and cuff him where he's fallen.

But Urban Chaos does suffer from low enemy intelligence. Dumbo crims stand aside while you batter their mate bloody and lock him down. Only then do they step up for a pop. At least it means it doesn't get too sticky in a four-on-one.

Where Urban Chaos really shines is with long-range fighting. Aiming and shooting is well easy. Looking at a target will lock your aim on them briefly. When they lock a weapon on you, you'll know about it, allowing you to dodge.

The lack of a strafe button is a pain to begin with, but you can work around it.



▲ Roper is targeted inside a gang's HQ



▲ D'arci unloads in the city's icy streets



▲ Roper gets grazed as gelignite combusts

MEAN STREETS

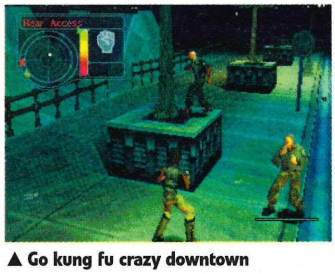
It's the little touches that make this game great. You can hijack cars by shooting to slow them down, before flashing your badge at the drivers. Taxi drivers are their usual stroppy selves. They won't slow for no-one, even if you pepper their pride and joy with pump-action pellets.

If you're rescuing somebody, and a firefight kicks off, you'll shout 'Get down!' and your buddy'll hit the deck as you rake the scene with machine-gun fire. Whenever your aim pointer flashes over a civilian, you'll shout 'Freeze!' and they'll raise their hands.

You can distract guards by throwing Coke cans past them, sneak up on suckers and knock 'em dead with one blow, learn back-alley shortcuts and even meet a hooker called Crack-Sucking Susie. Sweet.



▲ Later levels and giant demons rule



▲ Go kung fu crazy downtown

PLUS RECKONS

Jerky in places and not the best-looking game ever, but the freedom of movement, storyline and varied objectives make this a treat to get into. **Rob**

8
OUT OF TEN

SUPERBIKE 2000

An OK bike racer but whose winning form is more David Batty and less Kawasaki

This season's World Superbike racing sees a three-time Brit champion, Carl Fogarty, race tarmac-shattering one-litre bikes based on production machines around hardcore F1 tracks like Hockenheim.

A recipe for PlayStation excitement, yeh? Sorry, no. For even when your two-wheeled monster hits peak power, you'll think you're piloting a milk float.

The tracks, your bikes and the scenery all look cool, but racing feels as if your Yamaha is floating above the track. You never sense you're wrestling to keep your bike from highsiding, even when you hurtle into a fast sweeper at a ton-eighty. Bodywork-busting crashes are too rare, and you tend to ride tracks life you're driving a stable F1 car rather than perched on a gravity-dissing superbike.

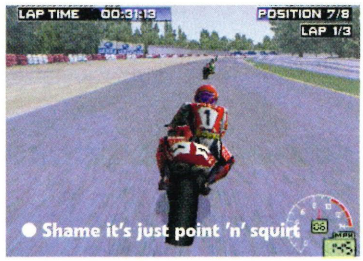
It's a pity your adrenalin glands go into suspended animation here because otherwise Superbike 2000 ain't all bad. It's got all the tracks from the SBK champi-onship, there's loads of bikes to play with, and you can alter chassis, gears and suspension to optimise performance.

KNOW THIS



PAY NO MORE THAN:
£29.99
OUT NOW

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



● Shame it's just point 'n' squirt



● Looks OK, not great



● You can tune motor and suspension

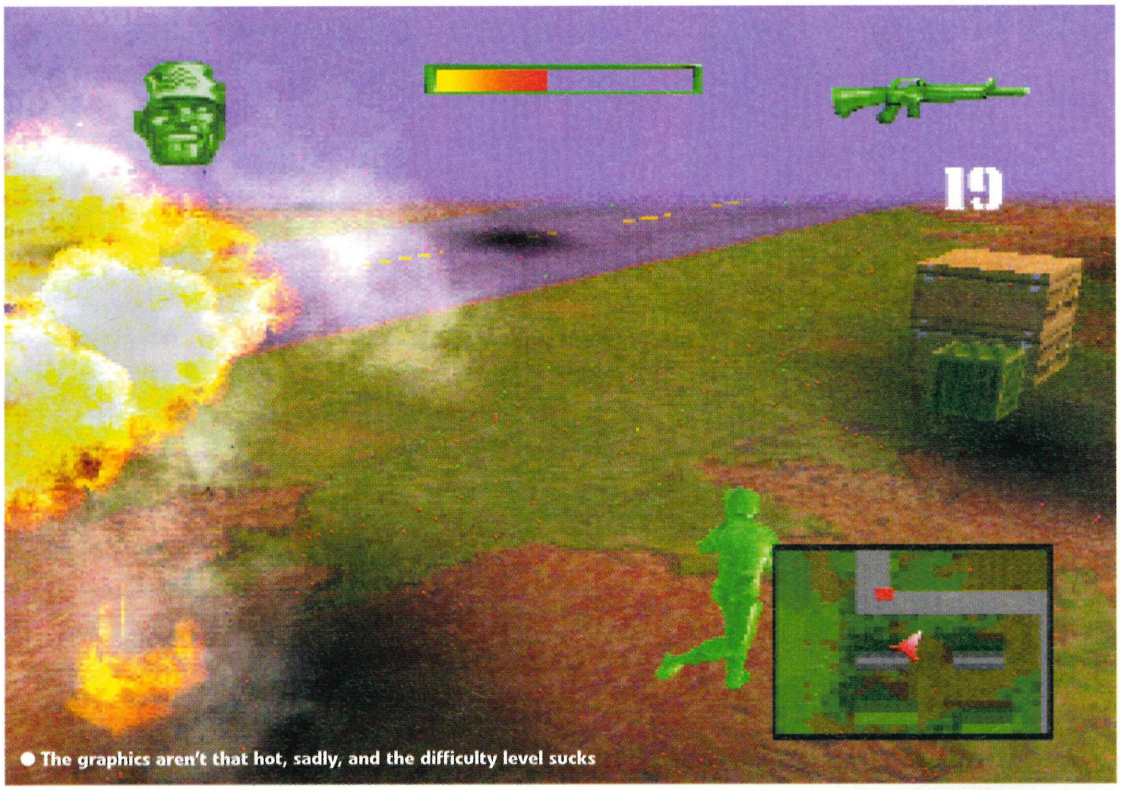


▲ Corners feel too safe

PLUS RECKONS

Stick to Moto Racer 2 or Ricky Carmichael's Championship Motocross for your two-wheeled kicks. This sluggish, ropey effort hasn't got the horsepower to keep up. **Rob**

6
OUT OF TEN



● The graphics aren't that hot, sadly, and the difficulty level sucks

ARMY MEN: SARGE'S HEROES

£34.99 ● OUT APRIL ● 1-2 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD

This plastic soldier shooter is well popular in the Good ol' US of A. But then, so is country and western. Fools

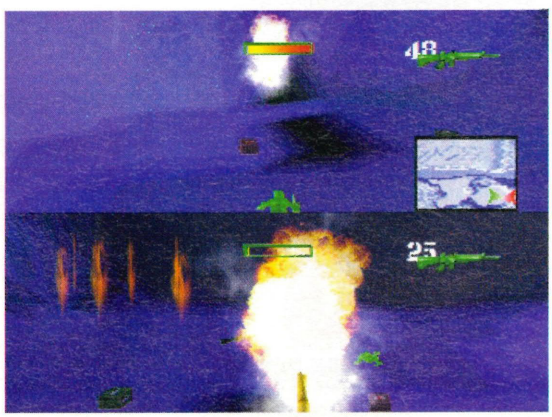
Sarge is a green plastic soldier. You probably had a few Sarges when you were a kid. Little crap plastic men with guns who you could use to fight little crap plastic Nazis. This is a shooter featuring Sarge and the boys. Sadly, it's not that hot.

You get to kit up with an M16 and head out into a warzone to take down tanks, ground forces and gun emplacements. You can pick up mortars, grenades and other cool weapons. The visual style's nice, but the gameplay's well basic. And it's got an absurd difficulty level. You'll be running along, trying to dodge shots, and a stranger you haven't even seen creams you from behind with a rocket launcher. Nasty. The bad news is it's even worse in multiplayer deathmatch mode. The game has a trashy habit of placing you back at the exact spot where you died, so your mate can shoot you again without even aiming. Oops.

5



▲ Some of the levels are cool, in a kids' toy kind of way



▲ The multiplayer really stinks and plays like a Daphne & Celeste CD



SPECIAL OPS

£19.99 ● OUT NOW ● 1-2 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD

You play a team of highly trained commandos dropped into enemy territory with a bagful of high-end military hardware.

You've got to complete battlefield objectives such as protecting convoys and overrunning obstacles.

But the targetting system is really dodgy and random, the enemies are so stupid it seems a shame to kill them, and the team bit doesn't work at all. When you leave your battle buddies behind, they just sit there like dorks, doing nothing. It's just like having a few lives, except you have to go back to where you've left your team-mate when your first bloke cops it. The team bit works better in two-man co-operative mode, but the graphics take a pounding, and they weren't anything great to begin with.

4



STAR IXIOM

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

This space battle epic has been in the pipeline for a very long time. And we wish it had stayed there.

It's a deep-space shooter where you move forces around the galaxy using a weird map system and then take on tons of tooled-up alien fighters in high-speed deep space dogfights.

It's a mixture of two different games, a strategy effort and a shooter. Both are dreadful. The space battles look dated and play slowly, plus your radar system is pants. It's 2D which makes it very difficult to identify where other fighters are. You end up zipping around the universe as if you were a stoat on a caffeine drip.

The strategy bits are about as gripping as chess against a barcode designer. Stick to Colony Wars: Red Sun for Star Wars thrills and ditch this dross.

3

BRUNSWICK CIRCUIT PRO BOWLING 2

£34.99 ● OUT NOW ● 1-4 PLAYER JOYPAD, MEMORY CARD, DUAL SHOCK PAD

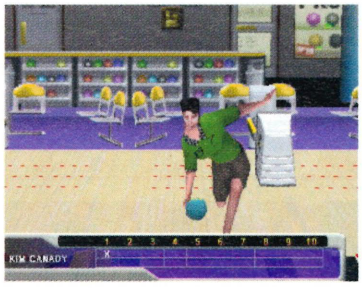
Criminally bright-coloured trousers rule the roost in this easy-peasy bowling sim

Whatever next? This is a ten-pin bowling game. It's all down to lining up your shots, getting the spin just right and scoring strike after strike.

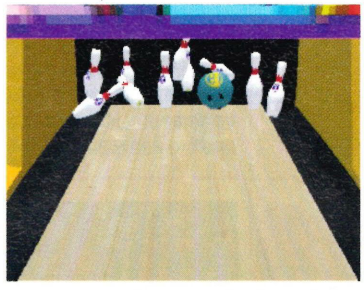
It looks OKish, and you can even create your own bowler complete with horrible trousers. Gameplay's pretty easy-going. Lining up your shots isn't hard, and a tracking line shows you where your shots are going, so putting spin on them's simple. Playing it is kind of relaxing.

It's probably not worth buying, though, even if, God forbid, you're a ten-pin bowling fan, 'cos it's well easy to rack up strike after strike. Truth is, there isn't much long-term gameplay here. Still, worth a rent if you fancy an evening of Kingpin-esque larfs.

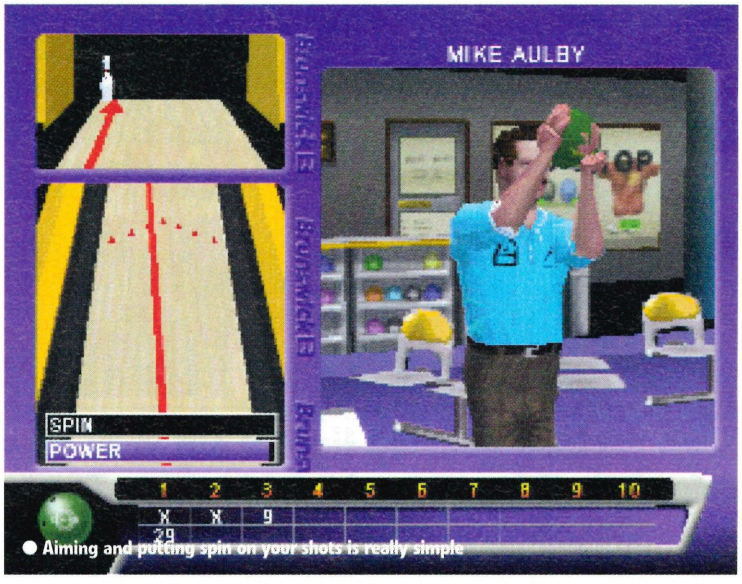
6



▲ The bowlers are a weird bunch



▲ Strike! But it's a bit too easy to score



● Aiming and putting spin on your shots is really simple

VANDAL HEARTS 2

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

This dull strategy RPG fell from the ugly tree and hit the unplayable branch on its way down

This turn-based fantasy role-player looks like it was made for the Megadrive. That would have been forgivable if there had been a solid core of gameplay in there that would repay you for putting up with the awful visuals. But there isn't.

This just rumbles along, spicing up the lousy cartoony graphics with seemingly endless chunks of badly-translated dialogue and huge number-crunching turn-based battles that seem far, far too random.

Vandal Hearts 2 has a couple of things going for it. There's loads of items and spells to get to grips with, the game world's absolutely enormous and your quest will last for literally months. But do you want an experience like this to last? If you liked the first Vandal Hearts, you're still best off steering clear. This lacks even the limited pizzazz of its predecessor. Avoid!

4



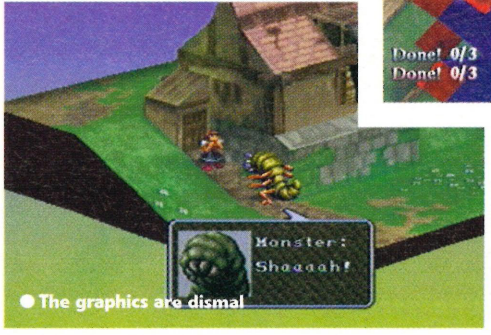
▲ Ooh, a real hard man



● Strategy: ugh



● Combat is astonishingly dull



● The graphics are dismal



● Strategy? Shitegy, more like



▲ A man in pants is pursued by a rocket. Run, pants man, run!

EHRGEIZ

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

Final Fantasy geezers fight it out with giant swords in this so-so slugfest

Ehrgeiz is no Tekken 3. It doesn't look as sharp, there aren't as many fighters and the combos are much simpler and therefore not quite so satisfying. But it's got loads more variety.

Y'see, Ehrgeiz isn't just standard one-on-one fighting fare. There are a loads of sub-games to play, as well as a sprawling quest mode.

The basic fighting game is OK. It's not that complicated so Tekken 3 experts will find it too easy, but it's still a laugh for one or two players. The adventure mode is more involving. You control a team of two characters, who've got to enter a dungeon and complete tasks. It's essentially a watered down role-playing game, where you trade objects and build up experience by kicking ass. Unfortunately it's dull – collecting coins and chewing on steaks to regain health just gets in the way of rucking.

Weirdest of all are the four sub-games. Ranging from running races around bizarre tracks to Track & Field-style running events, these serve as neat little extras rather than something you'll keep coming back to.

And that goes for the game as a whole. It's fun for a bit, but it feels like a chopped-down version of Tekken with a couple of bizarre add-ons. You'll be craving the full-on knocks of a proper beat 'em up all too soon.

6



● Tifa blasts her opponent



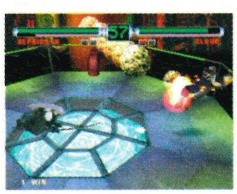
● A lot of the moves are very, very Tekkenesque



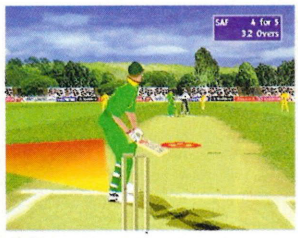
▲ Dungeon mode is weird and nerdy



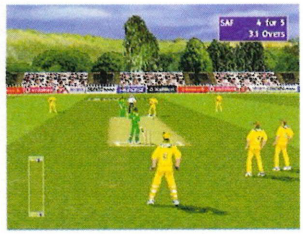
▲ Sub-games are barking



▲ See a class meteor attack



▲ This is Cricket Lite. Ugh



▲ Simple to play. Yeah, too simple

CRICKET 2000

£39.99 ● OUT NOW ● 1-2 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD

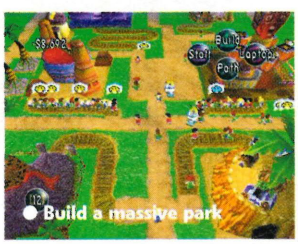
A cricket game is like Marmite. Nobody outside the Commonwealth is going to buy it. But Cricket 2000 does include all countries on the international circuit.

So you can pit the heavyweights like the West Indies, South Africa, and Australia against the runts of the international game like Scotland, Zimbabwe and...England.

The game is based around an easy-to-use control system. When bowling you can adjust where the ball will pitch, how much power you give it, and the spin. As the batsman you just need to get your position right and time and direct your shot. This system works quite well first time round, but pretty soon you'll be wishing there was more depth.

The game doesn't stop at simplifying the controls. You get no control over fielding, limited tactical options, and only a basic influence over spin and seam. But the bizarre details like googlies, silly mid-off, and sledging are what cricket is all about. And as soon as you try to simplify cricket you turn it into rounders or baseball. In other words, a game for girls. This looks OK, and it's easy to play, but cricket fans won't be impressed.

6



● Build a massive park



● Test out the rides yourself

THEME PARK WORLD

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

You build rollercoasters. You build sideshows, shops and manky toilets. You hire staff, then you fire them the next day just because you need to spend their wage packets on putting in an ice-cream stall. You can even have a go on your rides yourself if you're in the mood.

This is a God game with its tongue stuck firmly in its cheek. All the visuals are cartoony, the rides are dumb, and when things go wrong it's just funny. Stick too much salt in the fries, and all the kids will be staggering around berserk with thirst. Make the rollercoaster too intense, and they'll be green to the gills.

It's easy to get to grips with. Most of the menus are just one button press away, and it's always easy to see where your cursor's pointing. It's pretty forgiving, too. If you foul up, the game's in-built help geezer will give you hints: 'Why don't you build a drinks shop? Everyone's thirsty', or 'Your mechanics are on strike. Why don't you give them a pay rise?'

There's loads of items to get to grips with such as shops, scenery, rollercoasters, rides, sideshows, and staff training. The deeper you get in, the more there is to play around with, and the less help you get. Thing is, winning levels here is good fun, since you can get Golden Tickets (your passport on to the next level) for all sorts of money-grubbing objectives. But the main fun of the game comes just from laying out a nice Theme Park, and seeing it succeed, or watching it fall to bits in a hellish spiral of striking staff and sick kids. This is about as good as God games can get.

8

PREMIER MANAGER 2000

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

Screw your thinking flat-cap on for some quick-fix footy management thrills

LMA Manager gave the 'Station its first and best pick-up-and-play football management game. But now Premier Manager 2000 wants to pinch its silverware.

Take a team from England, Spain, Italy, Germany, or France, each with up-to-date players, and your season will be up and running in no time as the whole thing's pretty easy to suss out.

This is definitely meant for people who want an easier game than a detail-soaked simulation. Which means everything's set-up to deliver quick results.

But the range of tactical options is limited and information isn't well laid out. For example, to tinker with your team formation you'll find yourself forced to switch screens to discover a player's best side. That seems dumb.

Obviously you can watch highlights of the games or just watch the commentary along with a possession bar.

And you have a hand in pretty much all aspects of the club including building facilities and signing sponsorship deals. But you sense that everything would tick over fine without you and that the challenge isn't all there.

It's also annoying to see clubs such as Villa called 'Aston' and Wembley titled 'the English National Stadium'.

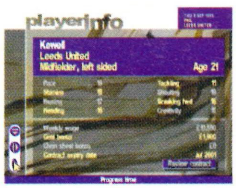
In all, Player Manager 2000 is OK, but LMA Manager keeps a tight grip on its well-deserved title.

6





▲ This post-match report looks unlikely in real life



▲ Transfer star players



PLAYER MANAGER 2000



▲ Mucho number-crunching is required to stay on top of your game here

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

Footy management action that's so in-depth even Arsene Wenger will find it daunting

Is football management a matter of high-brow tactics and intricate training sessions or is it simply blood and thunder team talks and telling the lads to give it 110%?

Player Manager 2000 is definitely one from the Ajax school of total football. It's all about the cerebral side of putting a ball into the back of a net.

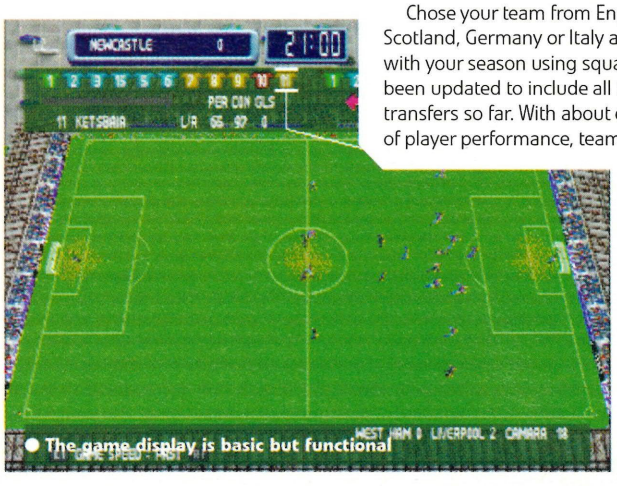
Chose your team from England, Scotland, Germany or Italy and get on with your season using squads that have been updated to include all this season's transfers so far. With about every aspect of player performance, team tactics and squad strategy covered in number-heavy fashion, Player Manager first time round can be a bit like reading the stocks and shares pages in a newspaper. But given time you'll be able to find your way around the info packed screens and will start to really feel like you've got your hands on the reins of a football club.

The match coverage is cool too. You can watch commentary, a scanner, or TV highlights. All the in-game screens are packed with information and any minor tactical changes you make at half time can be tracked using the various scanners and performance charts.

The best thing about Player Manager is that if there's a problem with your team, there are loads of ways of analysing players, games or performances. You're given all the data you need to work out what's going wrong.

But what lets this down is the creaky interface and the time-consuming menus. You can find yourself bogged down in sorting your team out and finding the right screen to tweak something, then waiting ages for the game to load up the next screen. This can get irritating, and it slows the action down a lot.

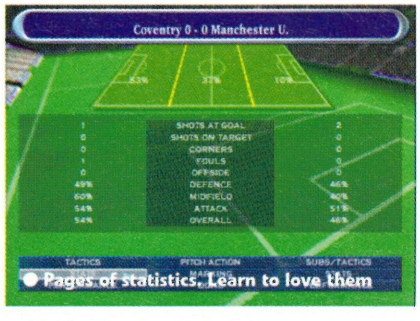
7



● The game display is basic but functional



● There are ultra-detailed tactical displays



● Pages of statistics. Learn to love them

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32 PAGES

OF GUIDES, TIPS, CHEATS, MONEY-OFF VOUCHERS AND FREE GAME SWOPS

PAGE 44

KILLER TIPS TO GET YOU THROUGH THIS HORROR EPIC WITH EASE

GIANT RES EVIL 3 NEMESIS GUIDE

PAGE 64

TOY STORY 2, VIGILANTE 8: 2ND OFFENCE, TOMB RAIDER 3

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● What's the story behind these tooled up troopers? Find out with our complete Res 3 guide

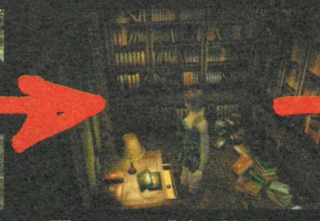
NEXT PAGE RES EVIL 3



▲ The best ways to kill bad guys



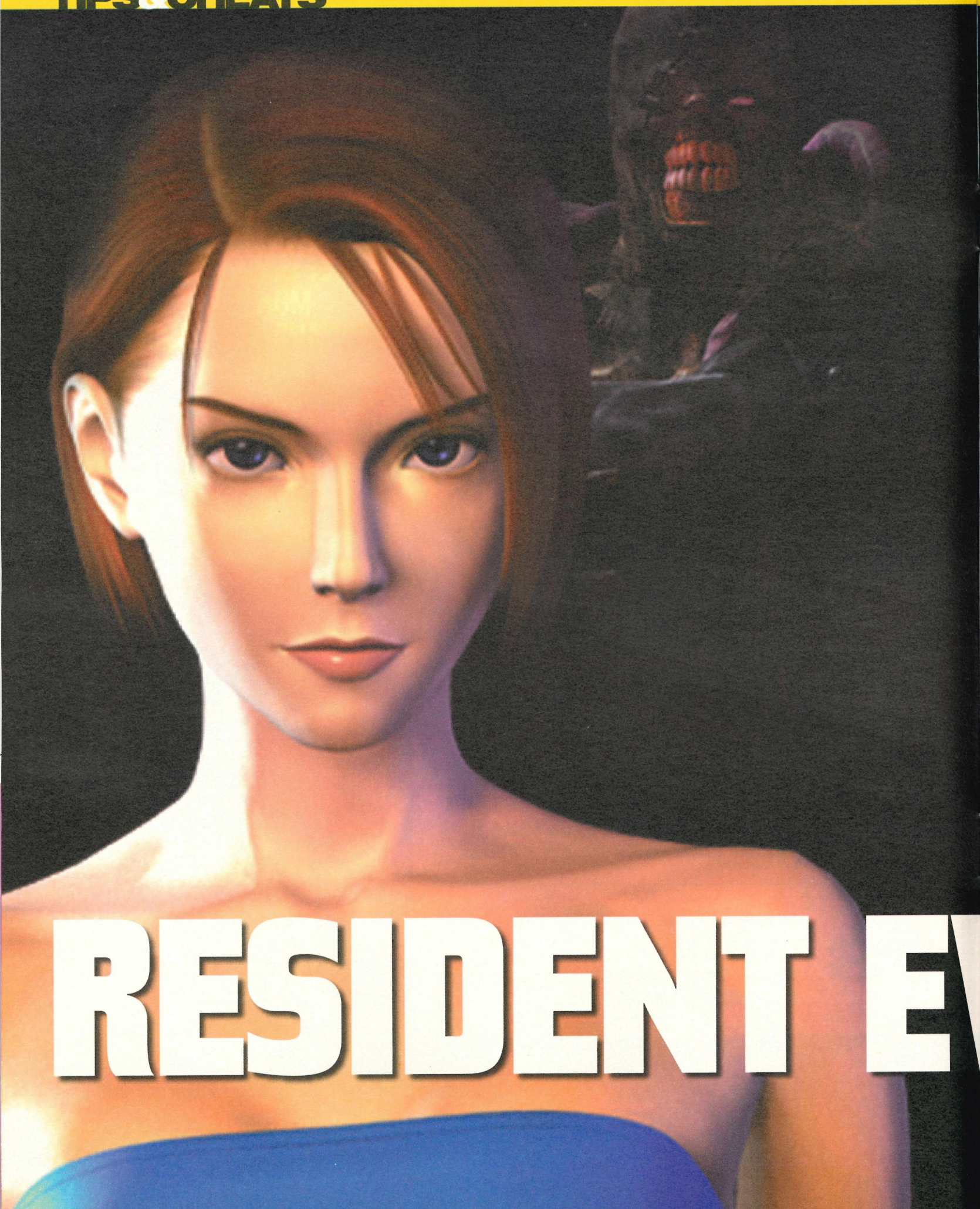
▲ How to survive longer



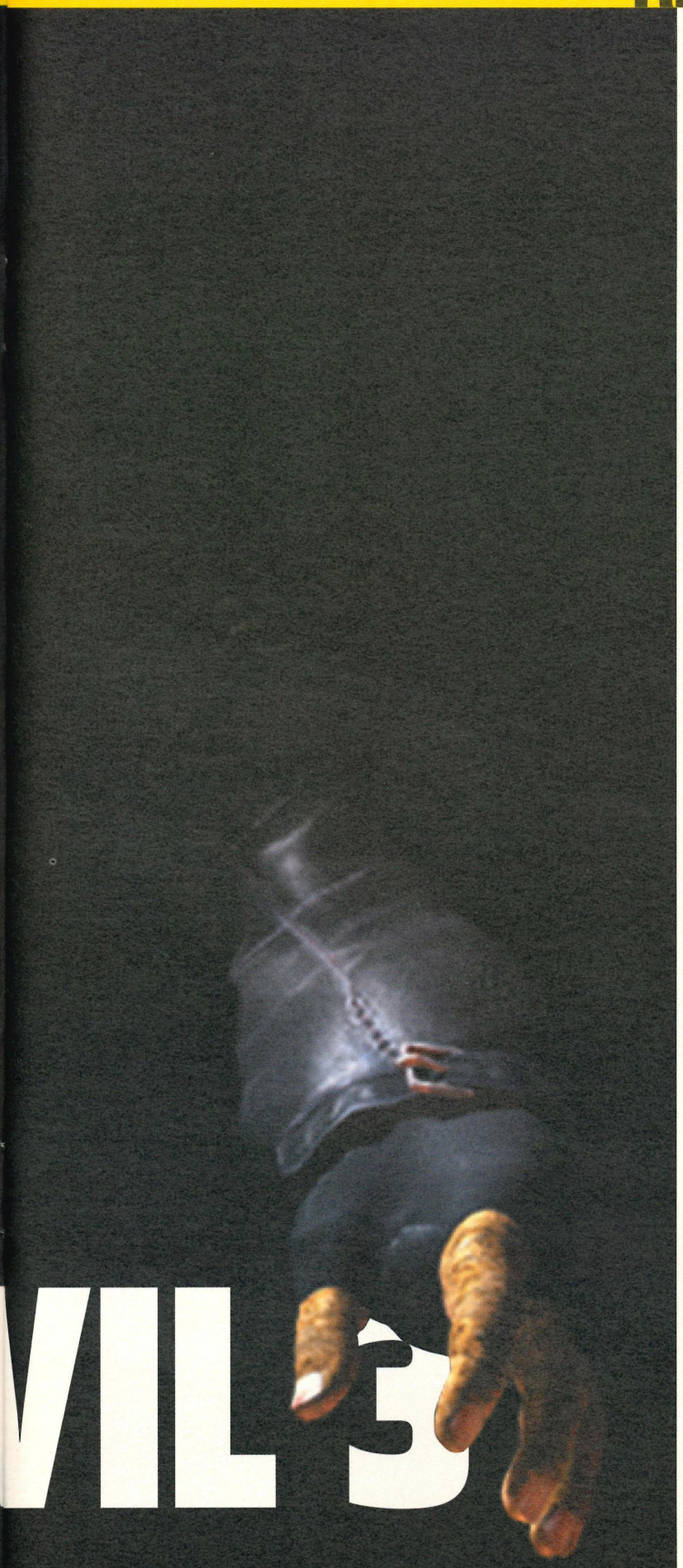
▲ Where to get all the objects



▲ Beat the Nemesis easily



RESIDENT E



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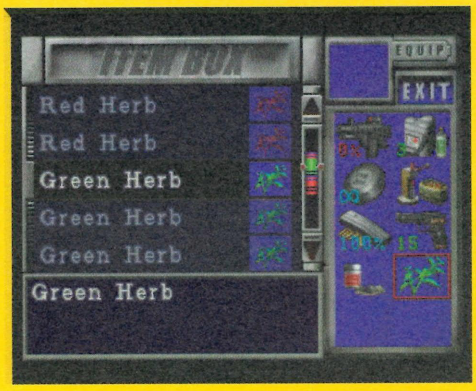
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The final showdown with the super mutated Nemesis

General hints

ESSENTIAL SURVIVAL TIPS FOR GETTING THROUGH RACCOON CITY IN ONE PIECE



▲ Pick the easy mode to start with all the weapons. Mowing down zombies with the assault rifle is a laugh, but it takes away a lot of the challenge



▲ Whenever you get the chance to pick up herbs, do so and stash them in the storage boxes. Make the effort and you'll thank us for it later



▲ Mix the Super Handgun Rounds as early as possible. There are plenty of shotgun shells later in the game, and these bullets take zombies down a lot quicker

Gun Powder

MIXING GUN POWDER TO GET EXPLOSIVE RESULTS



▲ The gun powder and the reloading tools are two vital parts of your quest. You can combine gun powder with various reloading tools to give yourself different types of ammo. There are 3 different types of gun powder (A, B, C), of which C is created mixing A and B. There are 13 different types of gun powder in all

MIX	AMMO GAINED
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

If you combine gun powder with grenade rounds you can create special types of shell. If you repeatedly combine the same kind of ammunition, your skill will improve and you're able to create more powerful ammunition. Best to keep practising then.



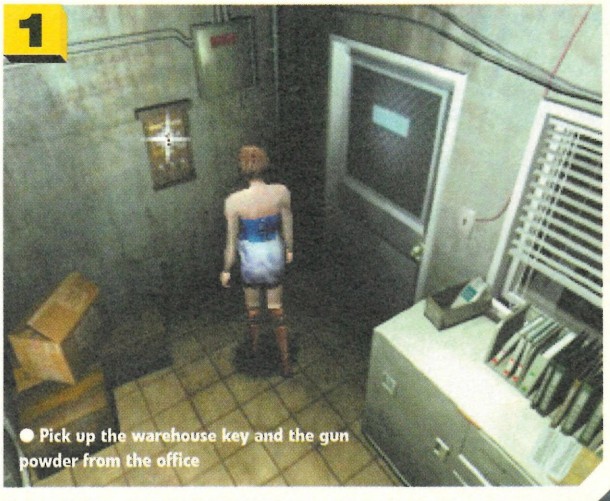
Uptown

GETTING STARTED, PLUS HOW TO KILL A HANDFUL OF ZOMBIES WITH A SINGLE SHOT

From start, ignore the two zombies to the front and run left. Bag the zombie and clamber over the crate. After the cutscene you'll find yourself inside the safe room. When the mad guy locks himself in the truck, grab the first aid spray from the forklift area and the handgun ammo in the drawer with the flashing green light. Go upstairs and into the office. Take the warehouse key ***(Uptown 1)*** from the shelf and the two gun powder sets from the nearby cabinet.

Go back downstairs and through the door, discarding the warehouse key as you go. Walk along the small corridor and out into the bigger part of the city. Go right and you'll see a zombie on the floor ***(Uptown 2)***. As you approach him, a guy rears up behind you. Run back past and let him eat lead, by which time the sitting guy will have got up too. Kill all the other zombies and continue.

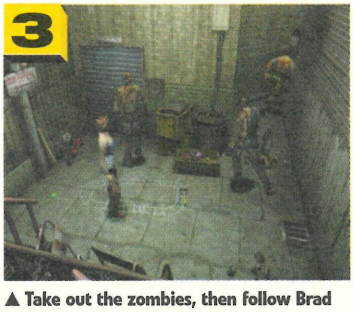
Run around the corner and a zombie will appear. Hold R2 and you'll aim at the barrel next to it. Wait until the zombie is level with the barrel, then shoot for some sweet bloody fireworks. Note: you can do this with a lot of objects in the game, so always check by holding R2 when you first enter a room. Walk on and the car door will start to rattle. Continue past and kill the other zombie. The door on your right is locked, so walk into the door further up on the left. Go up the stairs and take the first turning on the right.



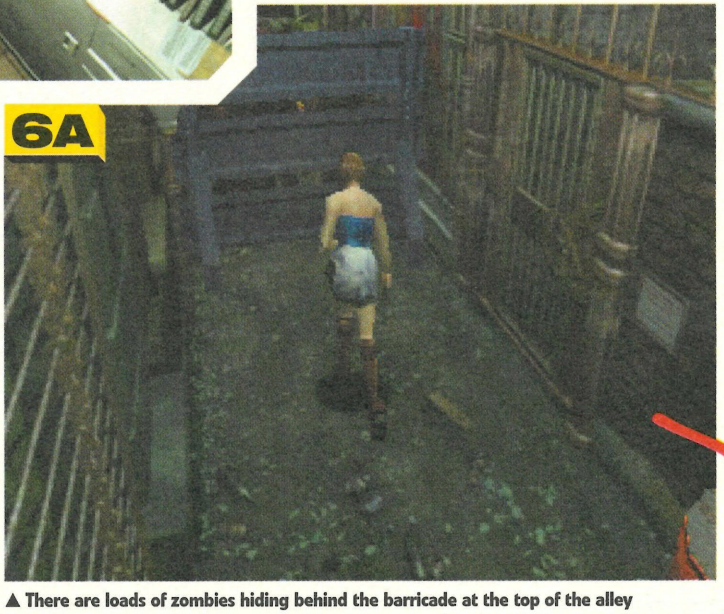
● Pick up the warehouse key and the gun powder from the office



● Just use your pistol at this early stage in the game



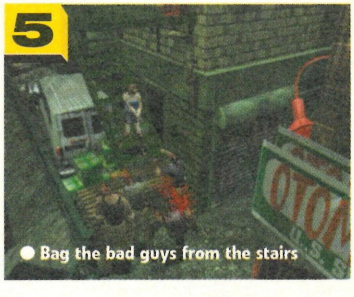
▲ Take out the zombies, then follow Brad



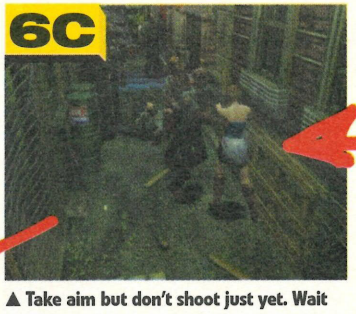
▲ There are loads of zombies hiding behind the barricade at the top of the alley



● Help Brad kill his attacker



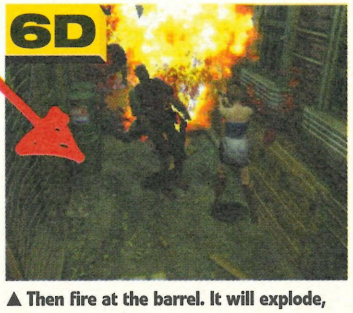
● Bag the bad guys from the stairs



▲ Take aim but don't shoot just yet. Wait for the zombies to get closer...



▲ When they burst through, back away until the red barrel is out in front



▲ Then fire at the barrel. It will explode, taking the zombies with it



▲ When the zombie horde bursts from the door, give 'em a shotgun blast to the head

Pick up one of the herbs and continue on through the door at the end. Run past the two zombies and you'll hear a guy scream ***(Uptown 3)***. Ignore all the doors and run to where two zombies are eating a dead guy. Follow the path all the way round and you're faced with another door – go through it. When you hear the gunshot, follow the path and go down the steps. You'll see fellow STARS geezer Brad Vickers fighting a zombie. Follow him into the room ***(Uptown 04)*** help him bag the undead bloke. He'll then tell you about the conspiracy to kill off STARS members. Pick up the postcard from the desk and the bullets from under the cash till. There's also a lighter on the table. Go out of this door and you're back in the street where you just ran past a two zombies.

Go back to the spot where the zombies were eating the dead guy and climb onto the wooden crates near the truck ***(Uptown 5)***. Climb up and nip up the metal stairs to get some herbs. Head back down. Use the ledge to shoot the zombies and pick up the map which is on the wall next to you. Go back through the bar to the bit where you first saw Brad. The zombies have moved and are on the pathway above. Run past all of them and go right. Unlock the door and run back to the left, and take the right split in the road. Go through the door and check the zombies barricaded behind a fence. Just in front is a door. Use the lighter on the door and the zombies break through. Step backwards and wait until most of them are next to the red drum ***(Uptown 6a–6d)***. Shoot it to explode the lot of 'em!

Behind the barricade are two red herbs and photo A. Go back through the door you came through. Now check your map and head back to the area you haven't yet visited, with the wooden floor. ***(Uptown 7)*** As you open the door, zombies stagger out. If you have enough ammo, kill them and go down. If not, run past to avoid their attacks. »

Uptown continued

YOUR FIRST ENCOUNTER WITH THE SHIT-SCARY NEMESIS

» Go down the stairs, kill the zombie at the bottom and get the lighter oil and shotgun. Avoid using the shotgun too much at the moment though. Head back to the room where you killed the zombies with the drum. Combine the oil with the lighter and burn the rope binding the door ***(Uptown 8)***.

On the other side, run past the fire and a dog will come leaping from the flames. Shoot it ***(Uptown 9)***, and the mutt by the door. Go through the door on the left to get some much needed gunpowder. Create some ammo and save before you leave. Exit through the door on your left, into another huge part of the city. Go left, past the gushing fire hydrant and into the Raccoon Police Department. You meet the Nemesis for the first time. He gives Brad a good kicking ***(Uptown 10)*** and you must make your first choice in the game. Don't fight, enter the police station instead.



▲ Pour the oil on the rope, then set it on fire using the lighter. When it burns through, go through the gate



▲ When the dog jumps from the fire, turn on the spot and fill it full of lead. Watch out, there's another nearby



▲ Brad doesn't survive the face-off with the Nemesis, but run inside the police station and you'll make it. Just

Police Station

THE COPS HAVE ALL DONE A RUNNER, BUT THERE ARE LOADS OF ZOMBIES TO BAG

Inside the station, take the door on the top left and kill the zombies ***(Police station 01)***. Go inside the room to the left to find a dead copper with a report in his hand. Read it and go out the door opposite. Go to the flashing red light to your left to open the drawer with a blue gem in it. Go around the cabinets and find another lock – this one has a code. Leave via the other door and into the corridor infested by a few more zombies. If you're good you can take all three out with one shot. Go through the brown door and into the next corridor. Shoot the dogs and duck through the double doors. Get the STARS card, some shotgun shells and an ink ribbon. Leave and run back to the room you just came from. Run past the zombie under the stairs and into the adjacent storeroom.

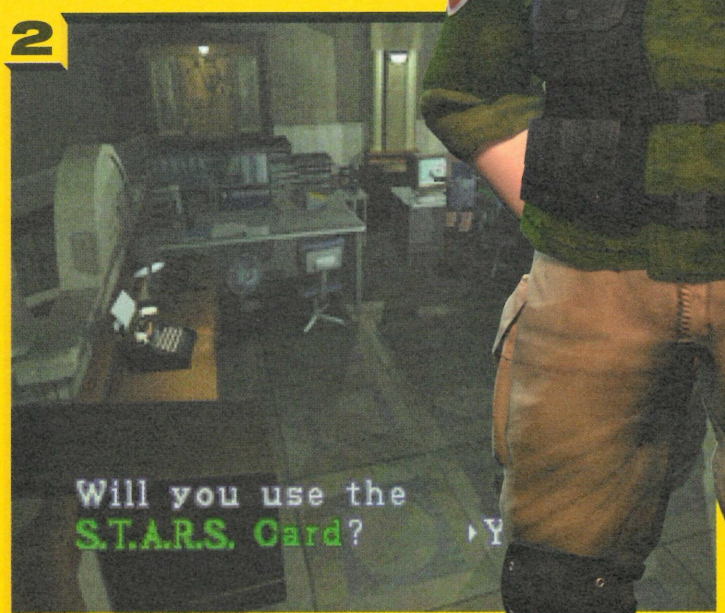
Store the Ink ribbon and the gem, and take gun powder A from the tall cabinet. Leave and go all the way back to the main entrance hall. Run around the back and pick up the bullets from the side. Get the map and use the STARS card on the computer ***(Police station 02)***. It tells you the password for the vault lock. Go into the filing room and use the code on the drawer to get the key to the STARS office. Now head back to the storeroom and go upstairs. Kill the zombies (or run past them if ammo's low) and go through the door, just past the statue. Use the key on the door to get inside the STARS office and discard it.

Grab the lockpick from the desk and walk over to the first aid pouch on the wall to get a first aid spray. Now open the metal locker by the door to get the Grenade Launcher ***(Police Station 3)***. Over by the fax machine is a message from the Kendo Gun Shop, about a new custom gun called the M92F. Make a note of it. When you try to leave, the radio goes off. Wait for the cutscene to end, then head back downstairs to the main room.

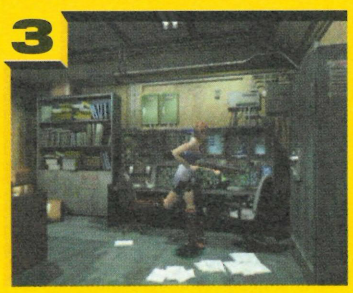
Suddenly, KER-RASH! It's the Nemesis, and it scared the shit out of us! ***(Police station 4)*** RUN FOR YOUR LIVES! Head out of the Police Station as quick as you can.



▲ Shotgun blast to the face. Nasty



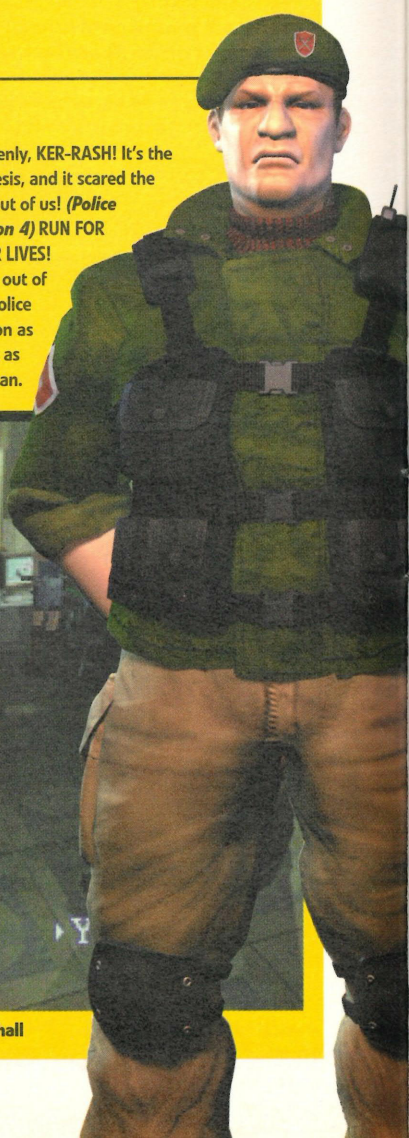
▲ Use the STARS card on the computer in the main hall



▲ Get the grenade launcher in here



▲ You WILL soil your trousers

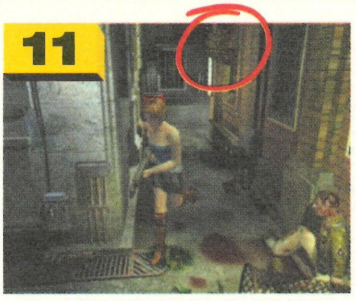


Uptown

BACK ON THE STREETS OF RACCOON CITY, BLOOD-THIRSTY DOGS ARE ON YOUR TAIL

Once outside, go back through the main gate, past the fire hydrant and right to the end of the road. Use the lockpick on the door to go through. Run along the corridor (did you see that thing crawl out of the window?) and check the body for some bullets and a diary ***(Uptown 11)***. Go through the door at the end. To your right is a fire hose which you can't get just yet, so go left. Get the herbs if you need them, then go through the gate.

Two dogs attack – kill them, and the other which appears around the corner. Check the dead guy for some gun powder B and go through the other door. Stand in the corner and pick off the three mongrels with your handgun ***(Uptown 12)***. If you have room, get the power cable from the car. Run past the brown double doors and go through the grey door, into the storeroom. Get the bullets from the desk and drop off anything you don't need, before returning to the previous room to get the power cable if you don't already have it. Before you go through the next door, tool up with the shotgun as there are three dogs on the other side, and you need to kill 'em off quick.



▲ Did you see the monster crawl from the window behind you? Scary stuff



▲ With your back against the wall, take out the three attacking pooches

Downtown

MEET UP WITH CARLOS AND TAKE ON THE NEMESIS TOGETHER

Go through the next door. Pick up the downtown map and continue on. You're faced by two weird spider mutants. When the first lands at your feet, get rid of it sharpish ***(Downtown 1a–b)***. Two close range shots from the shotgun are enough to see it off. There's another one round the corner too. At the top of the long set of stairs is an elevator but it needs a battery to operate it, so go back down to the bottom and check the dead guy to get some gun powder A. Through the other door, turn right and follow the bloke taking potshots at zombies. Run up the slope and into the diner, picking up the city guide and couple of gun powder pots from the tables inside.

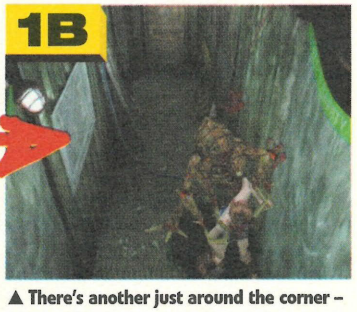
Run through to the back of the diner and use the lockpick on the case at the back to get the fire hook. On the other side of the counter, use the hook on the grate in the floor. As you do this, the guy you were chasing, Carlos, appears and introduces himself as a member of the Umbrella Biohazard Counter Force sent to save the civilians. Suddenly the Nemesis bursts in and you're given two options. Either 'Hide in the Kitchen' or 'Run into the basement'.

Select Hide in the Kitchen. No really. You'll both crouch behind the counter and Jill will throw the burning lamp into the flammable gas and torch the Nemesis ***(Downtown a–h)***. The super mutant will hit the deck and ooze green pus on the floor. Return to his corpse and grab the Eagle parts from the body.

Unfortunately it's not the last you'll see of this guy though. »



▲ When this spider thing drops from the ceiling, blast it with the shotgun



▲ There's another just around the corner – give him the same shotgun reception



▲ Use the lockpick on the small cupboard to get the fire hook



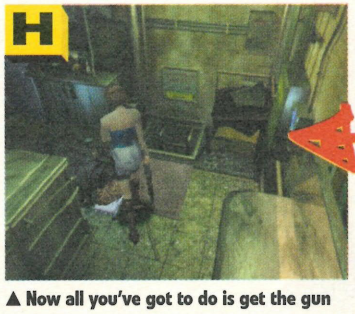
▲ Use the hook to open the trapdoor in the back of the diner



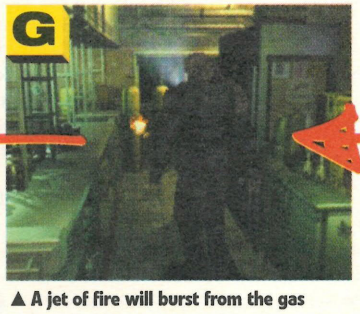
▲ Just as you're yanking on the grate, Carlos wanders onto the scene



▲ Unfortunately he's brought an unwanted guest – the Nemesis!



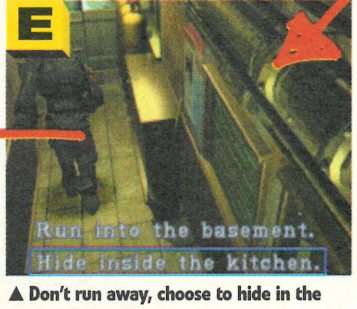
▲ Now all you've got to do is get the gun parts from his smoking corpse



▲ A jet of fire will burst from the gas bottles, torching the Nemesis alive



▲ Jill will pick up the small lantern and chuck it at the gas canisters



▲ Don't run away, choose to hide in the kitchen instead

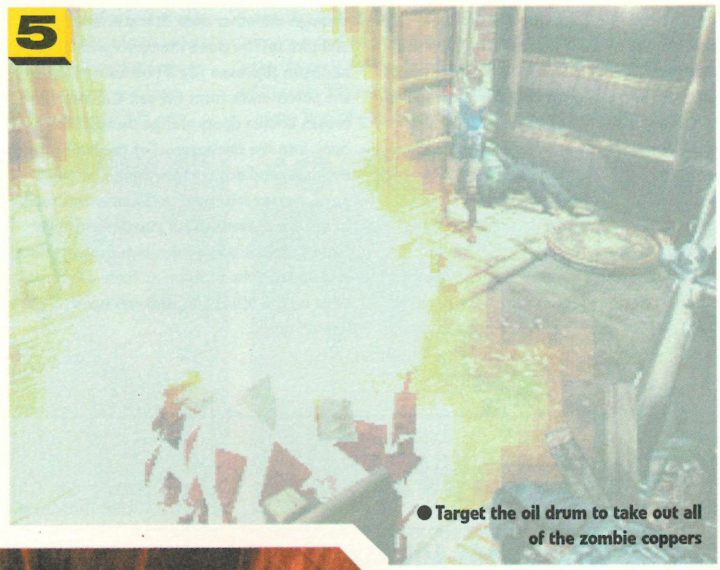
Downtown continued

ANOTHER UNEXPECTED MEETING WITH CARLOS, BUT THIS TIME HIS BROUGHT HIS BUDDIES

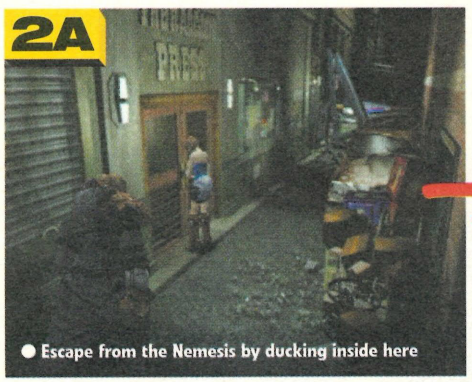
» Leave by the front door and watch the cutscene. Carlos runs off and you return back down the slope and to the right. When the scary music kicks in you know the Nemesis is back on your case – run into the storeroom (the grey door on your right) for safety, and to store the Eagle Parts and anything else. Make sure you have the blue gem with you for this bit and one free space in your inventory too. Save your game and exit, and run to your right and keep on legging it until you get to two big double doors with Press written next to them ***(Downtown 2a)***.

Once inside, push the steps over to the power switch, and climb up to restore power to the building. Pick up photo B from the phone and flick the switch to open the shutters. Now walk up the stairs, avoiding the flames as you go ***(Downtown 2b)***. Did the explosion make you jump? Thought it would. Once you've got to the top, take the green gem from the desk and also photo C and the reporter's memo from one of the desks. As you leave, the goddamn Nemesis returns and you have to dodge him to escape. Run back outside and off to the right. Instead of going left back into the door you came in, quickly run to the right and stick the two gems into the clock dial thing ***(Downtown 3)*** and the door will open. Go inside and you'll be safe from the Nemesis.

The first door on your right won't open so continue and take the left-hand passage. Kill the crawly zombie and then continue on, killing the other three zombies just around the corner ***(Downtown 4)***. Go through the metal gate at the end and follow the path round. There's a couple of green herbs if you need them but otherwise go through the brown metal door. Use R2 to target the oil drum with your pistol and blow the zombie coppers to pieces ***(Downtown 5)***.



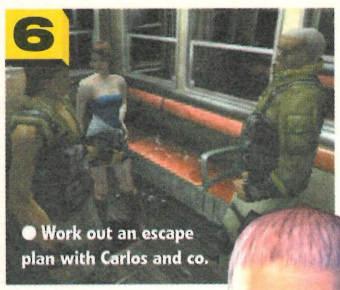
● Target the oil drum to take out all of the zombie coppers



● Escape from the Nemesis by ducking inside here



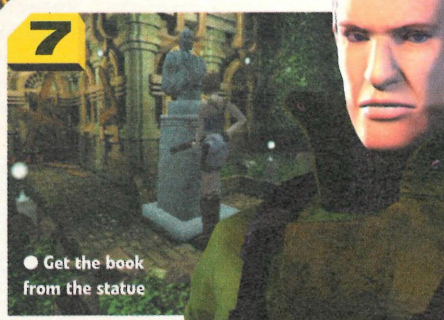
● Watch out for these lethal explosions!



● Work out an escape plan with Carlos and co.



● Use both gems on the dial to open the gate



● Get the book from the statue

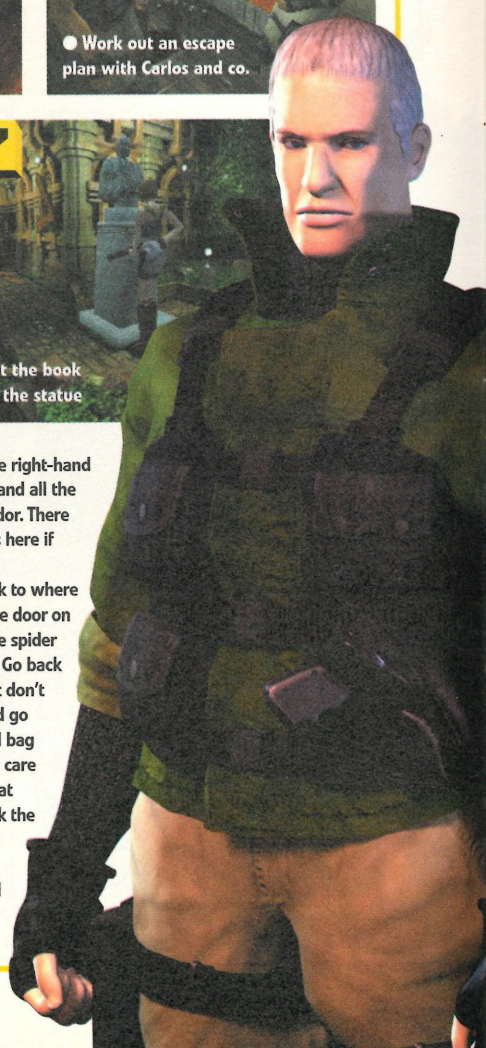


● One headshot will wipe out a zombie, guaranteed

Walk around the corner and kill the zombiés. Now enter the tram. Once inside you'll meet another member of Carlos' team and his injured colleague ***(Downtown 6)***. Walk through into the second carriage and you'll meet Carlos again. The Sarge doesn't want to know you at first, but is persuaded by Carlos to let you in on the plan. Carlos gives you a jacket with an extra two inventory slots. Also pick up the wrench from the chair. Go back through to the first carriage. If you look at the engine You'll find out what bits are knackered. The power cable is gone, but that's OK because you already have one stashed in your Item Box. The fuse is broken too, and the mixed oil has been used. What are you waiting for, let's go!

Go back through the garden towards the main clock tower entrance. A zombie bursts out of the car (yep, it scared us too) so kill it off, and the one on the floor. Walk towards the main exit and the locked door by the entrance will fly open. Four zombies stagger out and attack – wipe them all out and go through the door. Walk up to the statue and push the switch on it to get the bronze book ***(Downtown 7)***. You have to go back outside, straight through to door opposite into the storeroom. Save and exit, turning left out of the storeroom and off along the right-hand path. Go through the door and all the way to the end of the corridor. There are a couple of green herbs here if you need them.

Turn around and go back to where you came from, through the door on the left. There are two more spider mutants, so kill them both. Go back through the metal door but don't go up the big stairs. Instead go through the other door and bag the undead geezers, taking care to watch out for the one that lurches out of the car. Check the car afterwards to get some useful grenade rounds. Go through the storeroom and through the garage in the next room.



Uptown

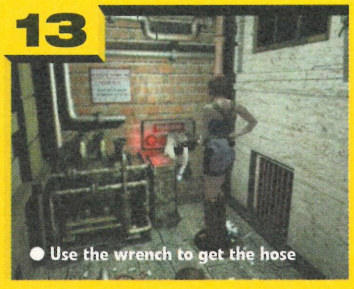
THE ZOMBIES ARE GETTING RESTLESS. BETTER USE YOUR SHOTGUN TO KEEP 'EM IN LINE THEN!

Run through the next room and you'll come out next to a load of herbs. Use them if you need to, then run past the first door and use the wrench on the hose pipe to get it from the wall ***(Uptown 13)***. Go into the door you ran past and use the drum in the corner to kill the spider things. Through the next door, pick off the three dogs ***(Uptown 14)***. Take the left path and run through the metal gate. Use the hose on the hydrant in the next room to extinguish the fire and go down the new path ***(Uptown 15)***.

Run along the first corridor and through the door at the end. Pick up the crank on the floor in the next room and kill the two monsters. There is an bomb on the corner of the wall – use L2 to target it, then let rip with a gunshot.

Go through the door and watch the cutscene. There's a fax next to the geezer and a first aid spray – get them both. Go back past the computer and pick it up the manager's report nearby. Next use the remote control and you'll see a short advert. Remember the name of the product advertised as it's the password you need to enter on the computer ***(Uptown 16)***. For us it was SAFSPRIN, but it changes each time you play. Go into the now unlocked door.

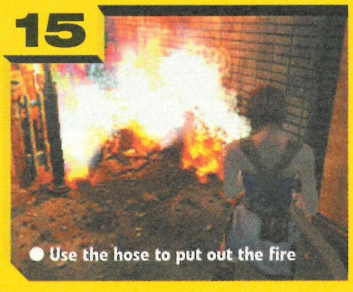
The are three gun powder ammo's here so combine them together so you can carry them all. If you combine three A sets you get the enhanced handgun bullets which are super powerful. At the back of the room is an oil additive. Pick it up and get the hell out of there.



● Use the wrench to get the hose



● Bag the pain-in-the-ass dogs



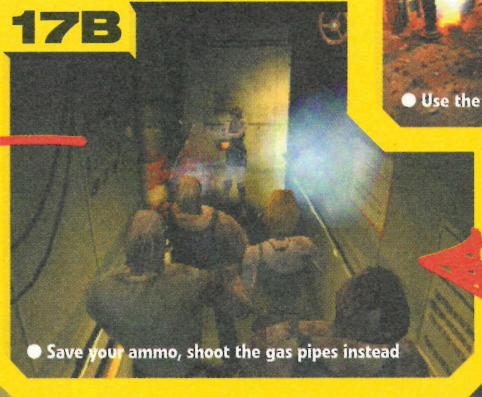
● Use the hose to put out the fire



● Enter the computer password here



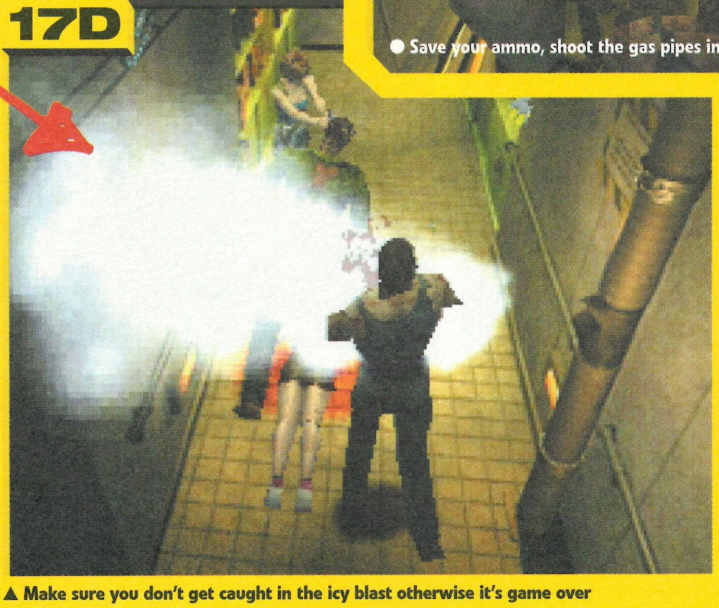
● The gas takes out all the zombies



● Save your ammo, shoot the gas pipes instead



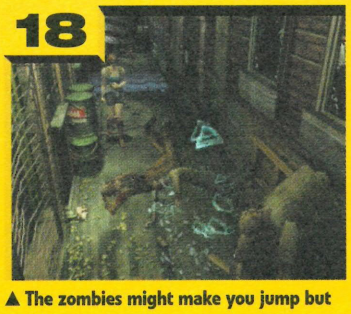
▲ Zombies attack from every direction, smashing in through the windows



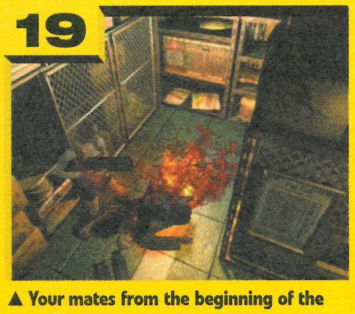
▲ Make sure you don't get caught in the icy blast otherwise it's game over

As you run back, you see a cool cutscene with loads of zombies. When they break in, don't even bother trying to kill them all. Instead use L2 target the liquid nitrogen pipes, which squirts out gas to kill the zombies off ***(Uptown 17a–d)***. Don't run past until the gas has died down. When you return to the room, Nikolai is gone and there are a load more zombies to kill. Leave and head back towards the area where you just put out the fire.

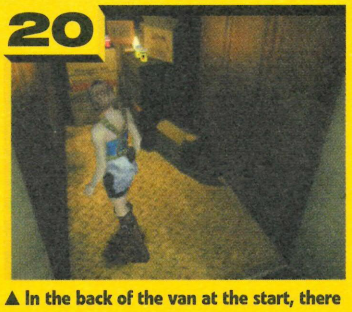
Take the path to the right this time, instead of going straight on, and go through the door at the end. Kill all the zombies and continue on ***(Uptown 18)***. Run to the split in the path, just after the next door, and turn right. Go downstairs and use the crank on the door to get three grenade rounds. If you head back to the start where the old guy locked himself in the van ***(Uptown 19)***, he's now being eaten and in the van is his diary and loads of ammo ***(Uptown 20)***. Now you're fully stocked up with gear, head all the way back to the clocktower.



▲ The zombies might make you jump but they're easy to kill



▲ Your mates from the beginning of the game has been eaten alive. Nasty



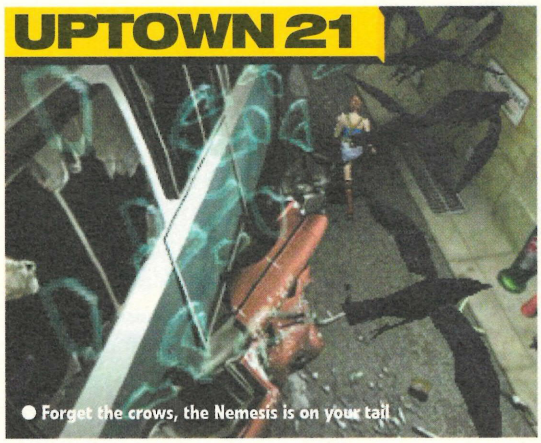
▲ In the back of the van at the start, there are loads of cool things to collect

Downtown

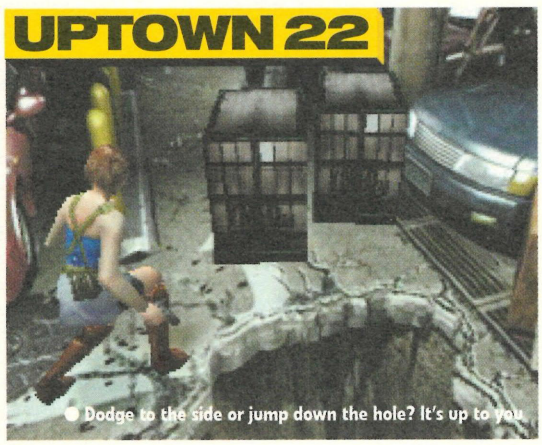
IT'S FRYING TIME TONIGHT DOWN AT THE DISUSED POWER STATION AND ZOMBIE BRAIN IS TOP OF THE MENU

Guess who's back and he's desperate to use his enormous bazooka! Just dodge past to avoid a nasty clubbing. As you run past the coach pile up, watch out for the crows which burst from the windows ***(Uptown 21)***. Don't bother killing them though, the Nemesis is still on your tail. When get to the garage, the whole room starts rumbling and a hole appears in the floor. Again, you're presented with two choices, Jump down or pull yourself up. We picked Jump Up and survived ***(Uptown 22)***. If you fall down you have to fight this weird worm creature in the sewers, before climbing a ladder to reach street level again. Continue through to the clock tower (when you get to the storeroom, make sure you pick up the bronze book).

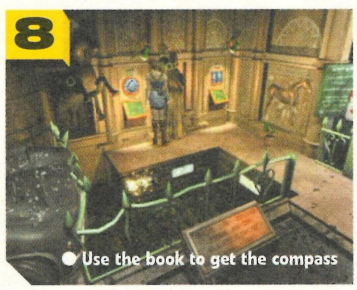
At the slope by the diner, don't turn, go straight on and use the book on the plinth ***(Downtown 8)***. Now the book's in place, take the bronze compass from te other side and head back over to the clock tower. Three dogs burst through a window (another big scare). Wipe the suckers out, that'll teach'em for making your jump.



● Forget the crows, the Nemesis is on your tail



● Dodge to the side or jump down the hole? It's up to you



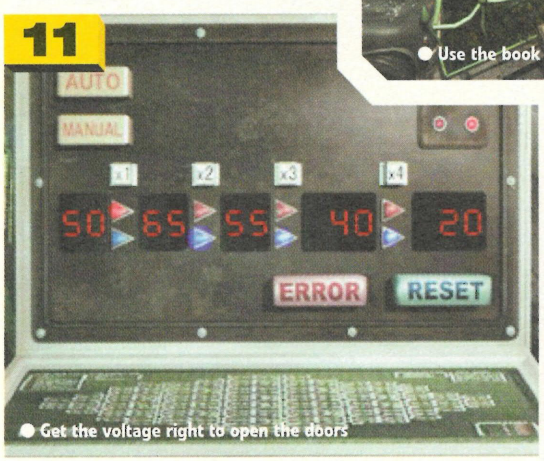
● Use the book to get the compass



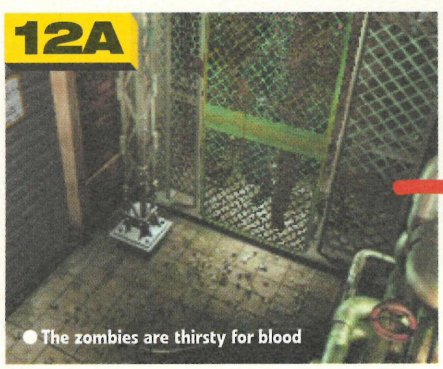
● Insert the compass to get the battery



● Wipe them out. All of them



● Get the voltage right to open the doors



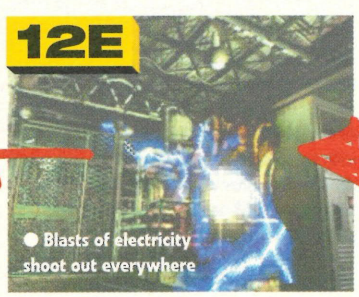
● The zombies are thirsty for blood



● That gate won't hold them back for long



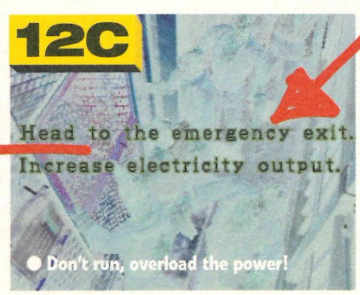
● The zombie army is fried!



● Blasts of electricity shoot out everywhere



● Jill cranks up the power output



● Don't run, overload the power!



● That is a LOT of blood

Now return to the statue where you got the bronze book from earlier and replace it with the bronze compass in instead. It'll turn around and reveal a battery ***(Downtown 9)***.

Now go to the room where you first met the spider mutants and take the set of stairs to the top. Insert the battery in the hole and ride the elevator down.

Kill all six of the zombies ***(Downtown 10)*** and search around to your left to find some handgun bullets. The metal door is locked, so go through the gate in the far corner. Go through the next door and you'll come out in a power control room. Walk over to the machine with the switch and turn it to manual mode. Walk over to the transformer. To open the left door, which is the low voltage control room, the final voltage needs to come in at around 15-25 volts ***(Downtown 11)***. To open the high voltage control room door the power level must finish between 115 and 125 volts. Go for the low first, by pressing the buttons in the following order: red, blue, blue, blue.

Once inside the room, pick up the fuse. You'll hear the sound of the zombies trying to break in. Again, you've got to make a life-saving decision. Do you run for the fire escape or overload the electricity? Don't run for it, let the zombies have it. Jill overloads the power system, sending out a blast of energy which blows the zombies' heads off in a shower of gore ***(Downtown 12a-g)***!

Downtown continued

YOU'VE GOT THE SPARE PARTS FOR THE TRAM, BUT CAN YOU ESCAPE FROM THE EVIL NEMESIS?



▲ Sit back and watch these zombies toast like marshmallows

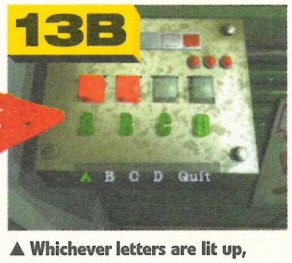
» After the awesome light show, the voltage has changed on the machine so you need to press these buttons to open the door to the high voltage room: blue, blue, red, red. Inside is the Magnum! Let's rock! Now head back up in the elevator and go to the nearest save room to get the power cable and fuse.

Head back to the tram by the Clocktower. When you go through the doors, get ready for two zombies crash through the windows. This time, take the right hand split in the path. Once you've seen the cool cutscene with Mikhail, put the power cable and the fuse into the front of the cable car. It'll save you some time and inventory spaces later. The dead guy by the door has 14 shotgun shells on him which you should pick up. Now you need to get the oil additive, the rusty crank and the wrench and head to the Clocktower again.

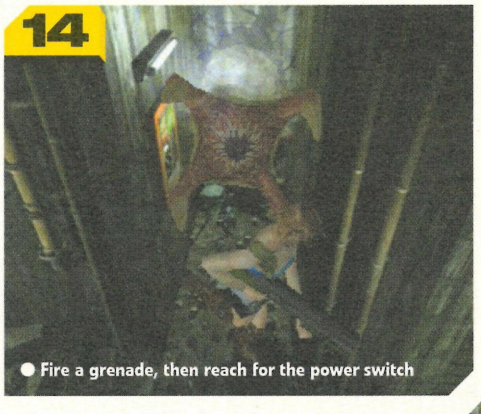
Take the right hand path this time and make your way to the petrol station. Use the rusty crank on the hole and it snaps, so use the wrench to get the shutter open ***(Downtown 13a–b)***. Carlos bursts in and tells you about the attacking zombies. Walk behind the counter and up to the cabinet. To open the lock you must press the buttons so the only lights correspond to the highlighted letter. It's a matter of trial and error, and shouldn't take too long to solve. Take the machine oil and get out of there. As you go to leave, the petrol station starts to blow up. You'll meet up with Carlos, and you get to check out the class movie sequences as you make good your escape.



▲ Use the wrench on the rusted crank, after it breaks



▲ Whichever letters are lit up, match the red light above them



● Fire a grenade, then reach for the power switch



● Lock and load the flame rounds



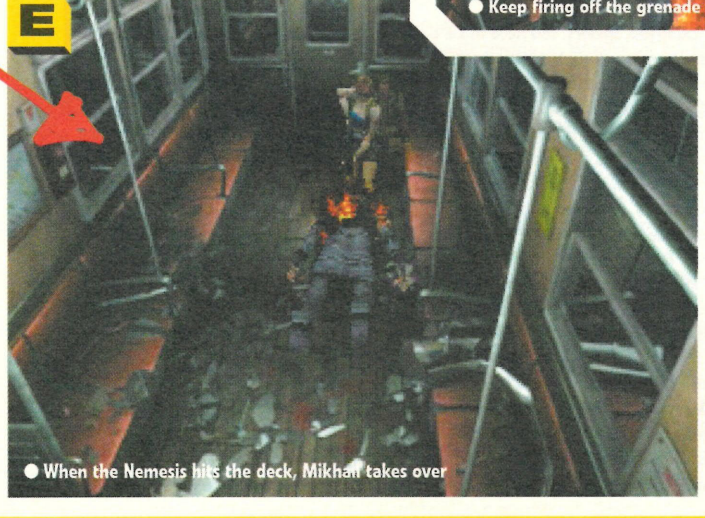
● If your energy gets low, use a first aid spray



● Keep firing off the grenade rounds



● Either dodge his attack or get ready for some serious pain



● When the Nemesis hits the deck, Mikhail takes over

Now head towards the tram and the rest of the team. As you do, the ground gives way and you'll into a small underground passage. There's a freaky worm thing down here, and four tunnels. Down two of the tunnels are switches for an emergency power supply – you need to switch both on, by lobbing a couple of grenades in the worm's mouth and flicking the power switch ***(Downtown 14)***. When you've switched both on you can operate the emergency ladder and get out of there.

In the tram, combine the oil and the additive and pour it in remaining slot. Carlos enters and gives you some flame rounds, before taking over the controls of the cable car. But when screams erupt from the back carriage you have no choice but to go and investigate. Uh-oh, it's the Nemesis again.

Make sure you have at least one first aid spray and the flame rounds loaded into your grenade launcher. You can take about three attacks from the Nemesis before you need to use the spray. You can even break out of the attack where he holds you above his head and tries to skewer you with a tentacle, providing you have enough health and you bash the buttons quick enough ***(Downtown a–e)***.

Keep pumping grenade rounds into his sorry ass – six flame rounds should be enough, plus maybe another two standard shells to make sure he's out for the count. At this point Mikhail takes over and gives his life to blow the Nemesis off the train. The brakes fail though, so you have a choice of either jumping out of the window of the moving train or using the emergency brakes.

Clocktower

MIRACULOUSLY YOU SURVIVED THE TRAIN CRASH, BUT SO DID THE NEMESIS. UH-OH...

Eventually the train comes to a halt and amazingly you're still OK. Quickly see off the crows and look behind the statue to find a load of herbs *(Clocktower 1)*. The two double doors are locked, so take the single door to your left. Once inside the building, you can't open the nearest door so go through the other on the left-side of the room. It's a storeroom, so make sure you save your progress. Pick up the tower key from the cabinet and leave.

Loads of zombies blast through the glass but a couple of well placed grenade blasts to will wipe them out pronto *(Clocktower 2)*. Go through the locked door to find Carlos. Leg it through the double doors and pick up the mine thrower from the guy on the floor, and get some instructions on how the evacuation was supposed to go. Get the clocktower map and a first aid spray from the table.

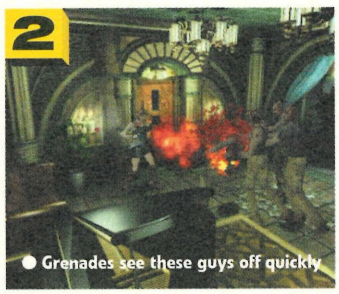
Open the lock on the double doors (which lead back out to the main yard), but stay inside for the time being and go through the small door to the right of the stairs. Kill the zombies inside and take the postcard from the desk and the grenade rounds from the table *(Clocktower 3)*.

Run through the door at the end of the corridor (the green door is locked). Go through this storeroom and you'll see a painting fall from the wall. Store the mine thrower for the time being, you don't need it just yet, and you also need the space to pick up the gun powder.

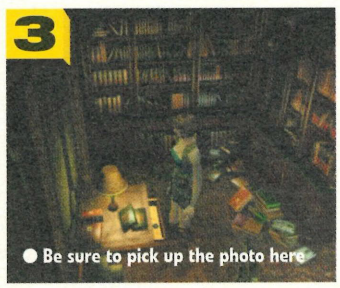
When you try to leave the room with the powder, four zombies burst from the fire and attack *(Clocktower 4)*. If you've got any enhanced handgun bullets, load them into your pistol and use them on the zombies to clear the way in next to no time. Go back into the main hall and up the stairs.



● Every time you explode a crow, re-aim the gun so it locks onto another bird



● Grenades see these guys off quickly



● Be sure to pick up the photo here



● Look out for the gunpowder in here



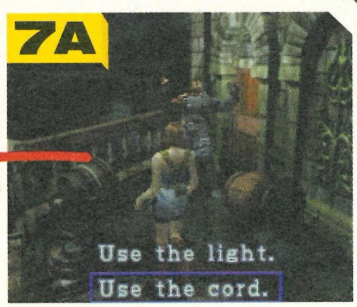
● Three spiders attack on the landing



▲ If the note is out of tune, change it



▲ Jill rips out the still live cord...



▲ Don't panic and select this option...



▲ And electrocutes Nemesis. You then get...



▲ The STI Eagle. Handy addition

Ohmigod, spiders! You have to kill the first one by yourself, but the other two can be dealt with from afar *(Clocktower 5)*. Hold L2 to lock on to the explosive pack on the wall. Watch out for the baby ones as they jump at you, and are harder to squash. Go through the door at the far end and out onto the balcony. Press the switch to light up the clock face and then use the key to bring down the ladder.

Pick up the two gun powder A's and you should have three to combine and make enhanced ammo. Grab the silver gear and go to the machine in the corner. You have to move the switches until the tune is just right *(Clocktower 6)*. Here's the correct order: A equals up, B is down, C is up, D equals down, E is up and F is up. You'll get the chronos chain which opens the green door in the main room. Save your progress before you head down there.

As you go to leave, Nemesis is back again. The two choices you have on how to deal with him are as follows: use the light, or use the cord. Use the cord and Jill rips the live powercable from the back of the light and sticks it in the water to electrocute Nemesis. He'll drop the second of the Eagle parts, to give you the complete gun. Combine the two parts to make this awesome hand cannon *(Clocktower 7a-d)*.

It uses normal bullets, so you'll have to decide if you want to keep it or stick with the normal handgun and the enhanced bullets.

Now go through the door and down the stairs, into the room with the green door. You need to combine the chronos chain with the remaining tower key to unlock the door.

Clocktower continued

JILL GETS KNOCKED UNCONSCIOUS, SO CARLOS MUST FINISH OFF THE NEMESIS

» Kill the spider and search the web for some grenade rounds. There are two more big spiders, so use the grenade launcher to see them off double quick time. In the next room search the two bodies to get the mercenary's handbook. As you walk out of the room, you'll see the picture from the postcard you found earlier. You need to pick up the three stones and place them in the trays under the pictures *(Clocktower 8)*. The puzzle is random, but you have to get the middle clock to stop at midnight for it to open and reveal the gold gear. Here are the possible outcomes:

KEY

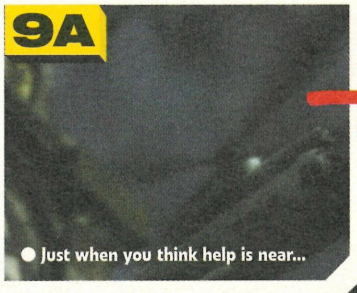
	PICTURE 1	PICTURE 2	PICTURE 3
OBSIDIAN	BACK 2	AHEAD 3	AHEAD 4
AMBER	BACK 3	AHEAD 3	AHEAD 6
CRYSTAL	BACK 1	AHEAD 1	AHEAD 2

8



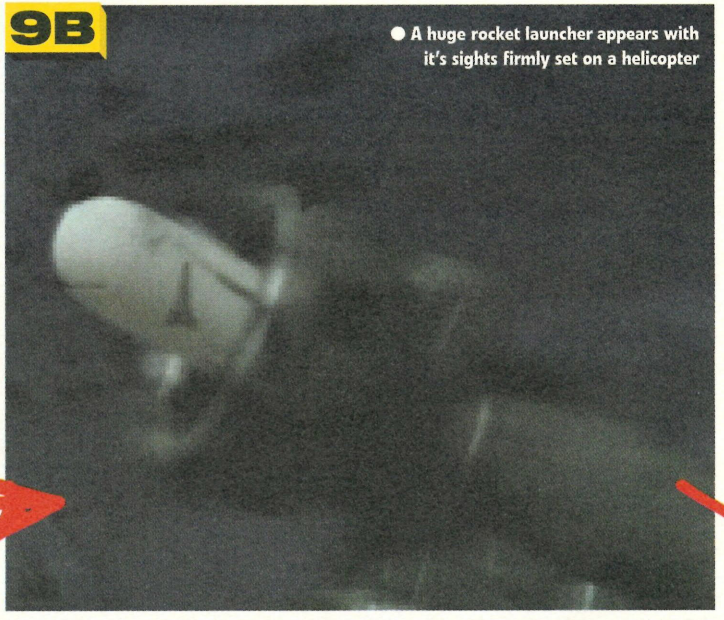
▲ Solve the puzzle using the table above and this gold gear is your reward

9A



● Just when you think help is near...

9B



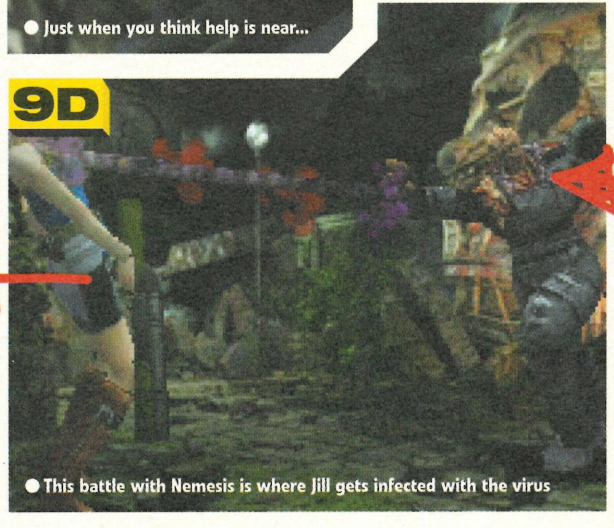
● A huge rocket launcher appears with it's sights firmly set on a helicopter

9C



● The thing behind the rocket launcher is revealed...

9D



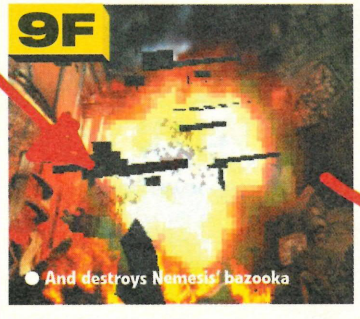
● This battle with Nemesis is where Jill gets infected with the virus

9E



● Carlos tries to help you out

9F



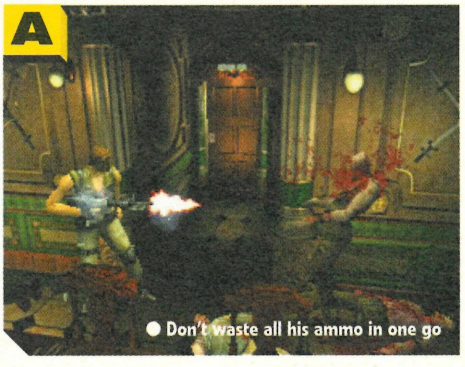
● And destroys Nemesis' bazooka

9G



● After the battle though, Jill is poisoned

A



● Don't waste all his ammo in one go

B



▲ There is an oil drum here which you can use to dispose of zombie flesh easily

Go through to the next room to get the MT Rounds, then head back outside to the garden section. You need to pick up any green herbs you've left over because they're vital for the big battle coming up. Head to the top of the clocktower. Once there, combine to two cogwheels and put it into the machinery near the storage box. This sets the clocktower chiming. Go back into the Tower itself. As you do, a cutscene kicks in *(Clocktower 9a–g)*.

The Nemesis appears again and blows the chopper out of the sky. He then turns on you and Carlos intervenes. You then have to battle it again. Our advice is to run into the centre of this garden, to the left of where you are given control Jill, and simply blast away at the Nemesis with the grenade launcher. He'll attack constantly, but if you whack the shoot button quick enough you'll dodge a lot of his attacks, leaving you free to lob grenades without worry. Don't forget to whack the buttons (all of them) as soon as the git lifts you above it's head, or if you're on the deck to get up quicker. It takes about 13-15 grenade rounds to kill him off. But be warned: you'll knock him down after about 8-10 shots, but he's not finished off just yet so keep firing with everything you've got. After a short scene you're now back in the Chapel and you've got control of Carlos.

Kill the four zombies in the next room and continue into the next hall. Kill the next lot of zombies *(a)* and go into the main hall, where you need to head over to the door opposite. Go through the green door and into the small room at the back, where you can now push the bell out of the way. In the next outside scene, kill the zombies (use the barrel to take them all out at once) and head left into the hospital *(b)*.

Hospital

THINGS REALLY START TO HOT UP NOW CARLOS IS IN CONTROL. CAN HE FIND THE CURE FOR JILL IN TIME?

Kill both the spiders *(Hospital 1)* and go along the path they've just come from to get red herbs. Go into the save room and pick up the first aid spray. Continue and get the handgun bullets from the locker, the director's diary from the dead body and the tape recorder from the desk. Activate the voice recognition machine by the door in the corner and use the tape recorder on it to open the lift *(Hospital 2)*.

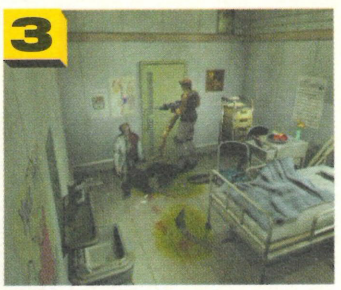
Go to the fourth floor and kill the zombies. Go down the first corridor on your left and into the first room. A load of weird worm things attack you *(Hospital 3)* and there are a couple of green herbs on the floor. Also check the dead guy by the door for a password. The room adjacent to this is locked, so head to the end of the main corridor and into the door at the end. Here you'll meet Nikolai again *(Hospital 4)*. You get another excellent little scene before you should search the back of this room to get Photo D and the sickroom Key.



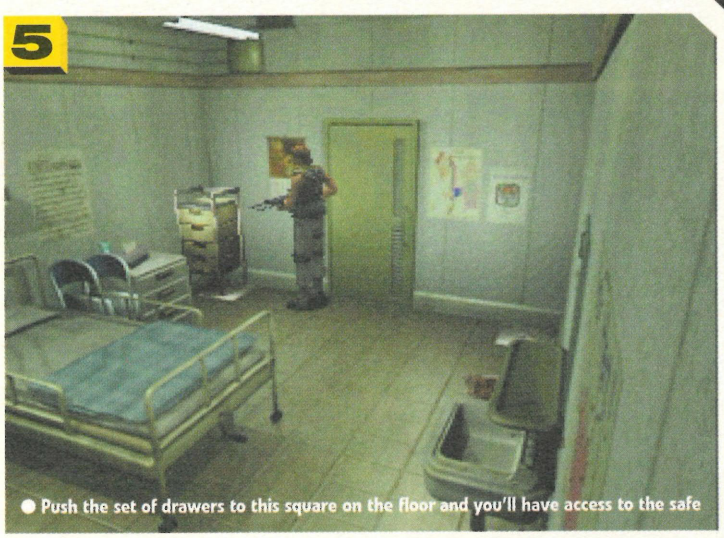
● The first Hunter decapitates a zombie!



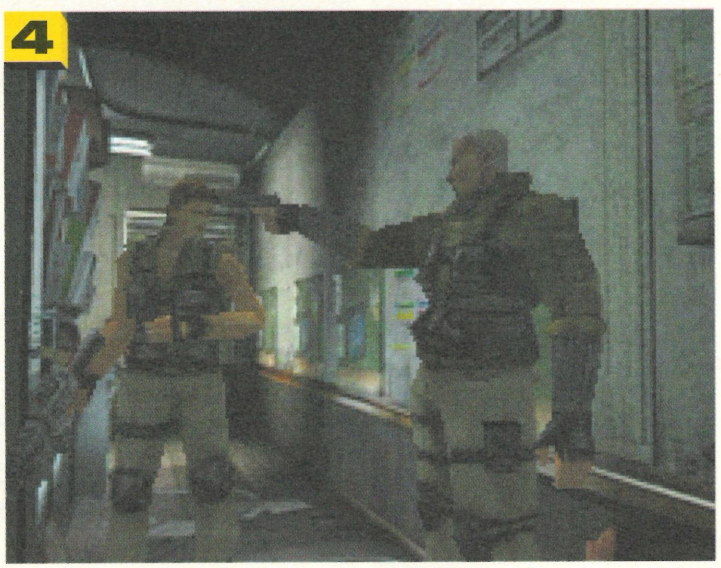
▲ Play the tape recorder in front of this



▲ Search the guy by the door for a code



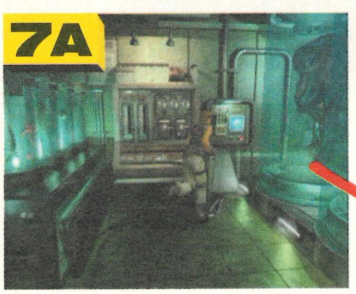
● Push the set of drawers to this square on the floor and you'll have access to the safe



▲ Nikolai is a nasty piece of work as you find out throughout the course of the game



▲ Hunters are no match for a machine gun



▲ Turn the power on at this terminal



▲ Get out before you're blown away



▲ Solve the puzzle to get the vaccine

Go back to the door that's locked and use the sick room key to get inside. Discard it when asked. You need to push the drawers over one of the metal plates, the one directly opposite the drawers when you first entered. Look above if you can't do it *(Hospital 5)*.

A safe opens and you need to punch in the password you just got from the dead guy to get the vaccine base. Now head to the basement floor of the hospital. Run to the end of the corridor and enter the room and you'll hear the familiar tapping of spider claws *(Hospital 6)*. Stand still and let them have it (there's two of them) before getting the handgun bullets from the cabinet. Go through the door at the back of the room and pick up the medium base from the side, and also the note from the desk.

Go to the flashing light by the two pods holding the spiders *(Hospital 7a–b)* and switch the power on. The water will drain away. Now put the medium base in the machine next to it and hit the switches in this order: I, III, A.

This'll make the vaccine medium you need to combine with the vaccine base that'll cure Jill. Leave the hospital. Chances are you're low on ammo after all the gunfights so far, so run past any bad guys you encounter. There should only be a couple of spider nasties at the most, anyway.

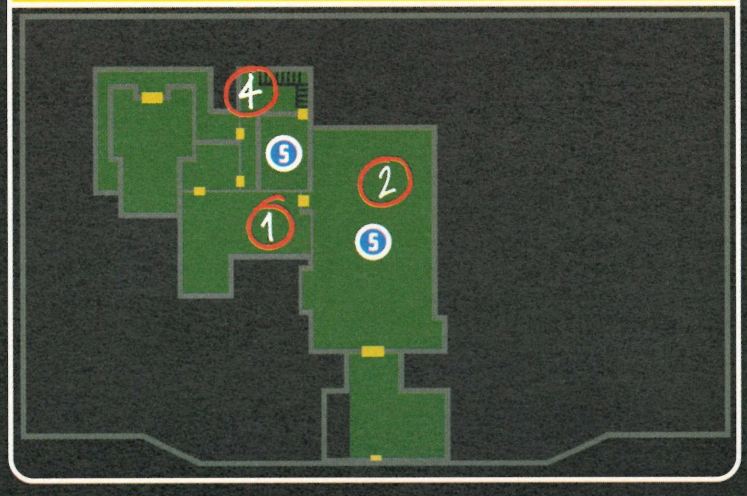
When you get to the lobby there's a time bomb on the wall *(Hospital 8)* and you only have a couple of seconds to get out. When you do, watch the cutscene where the entire hospital goes up in smoke. Cool! Now head back to Jill in the Chapel.

PULL-OUT MAPS

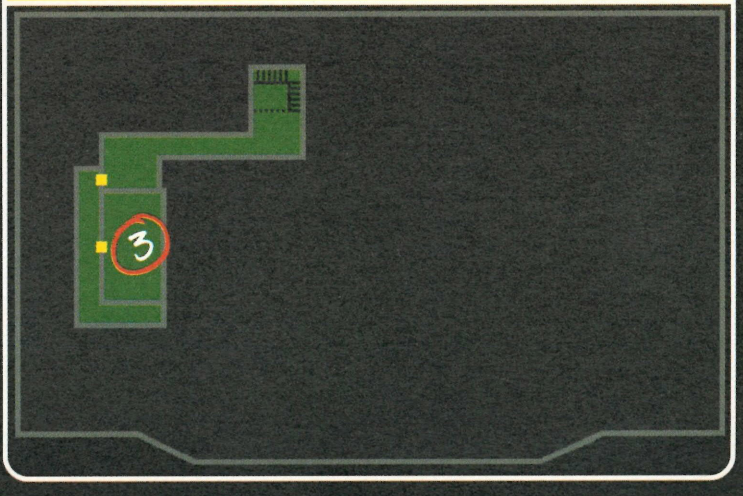
UPTOWN



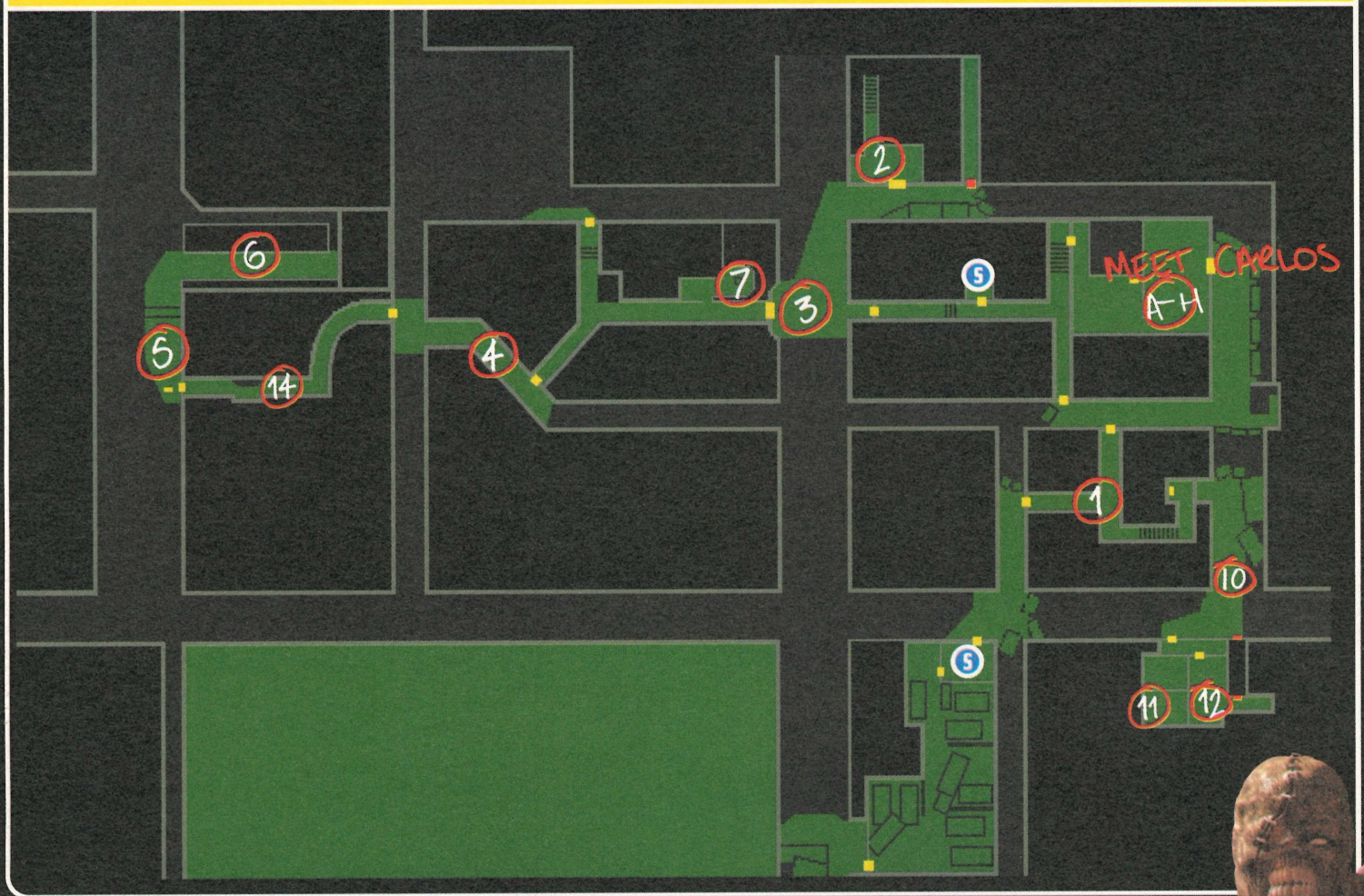
POLICE STATION 1F



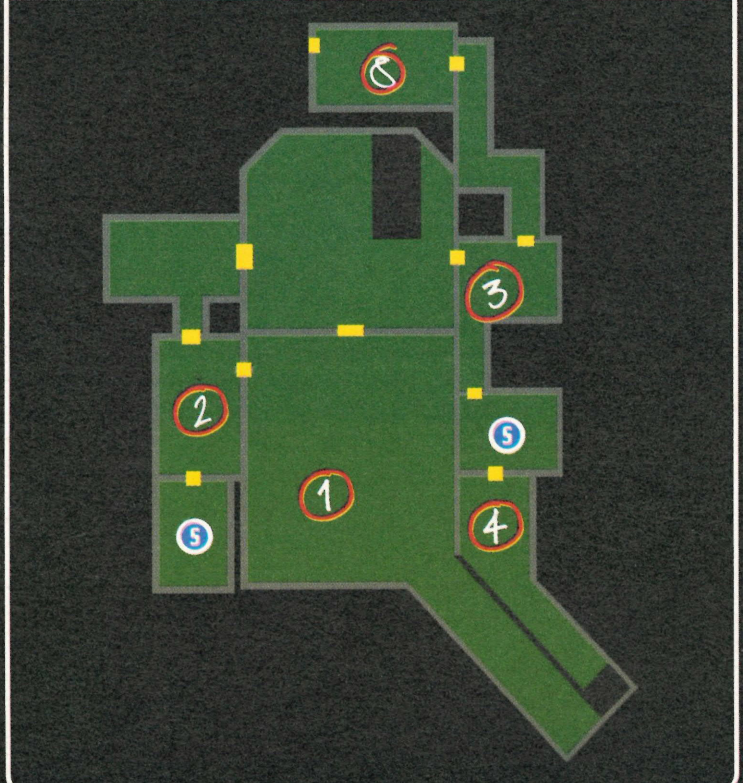
POLICE STATION 2F



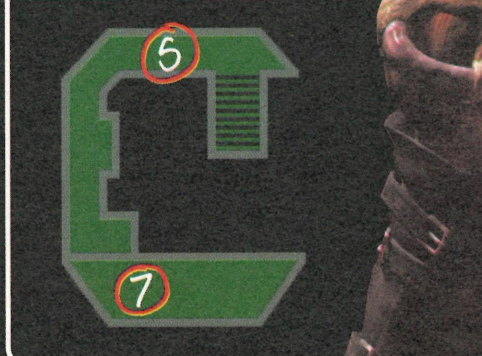
DOWNTOWN



CLOCK TOWER 1F



CLOCK TOWER 2F

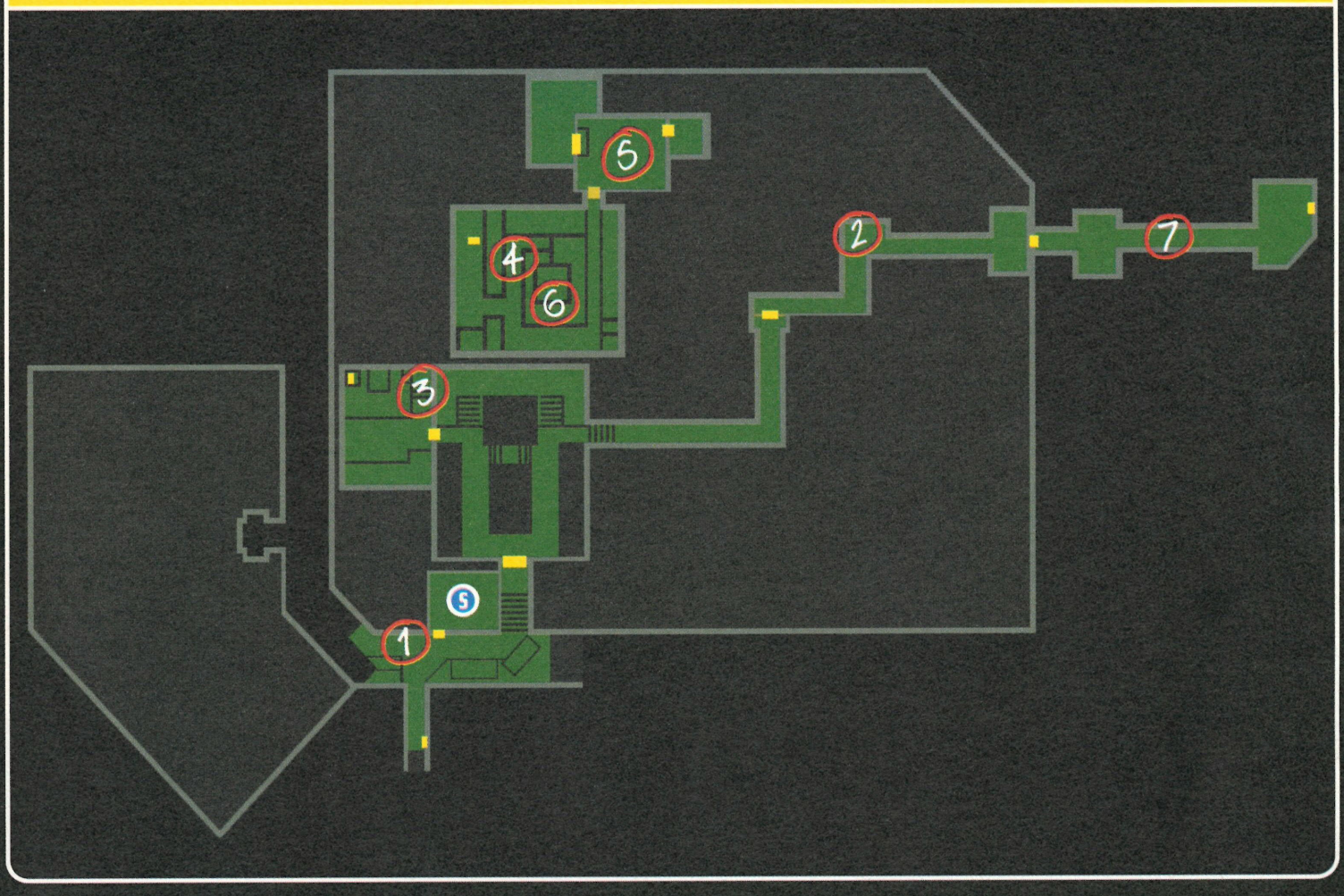


CLOCK TOWER 3F

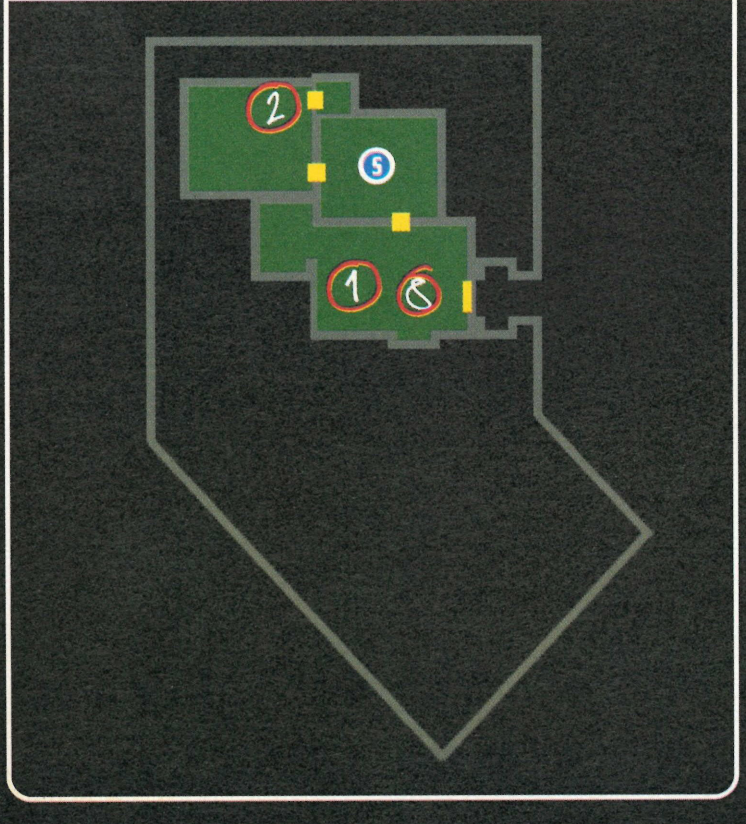




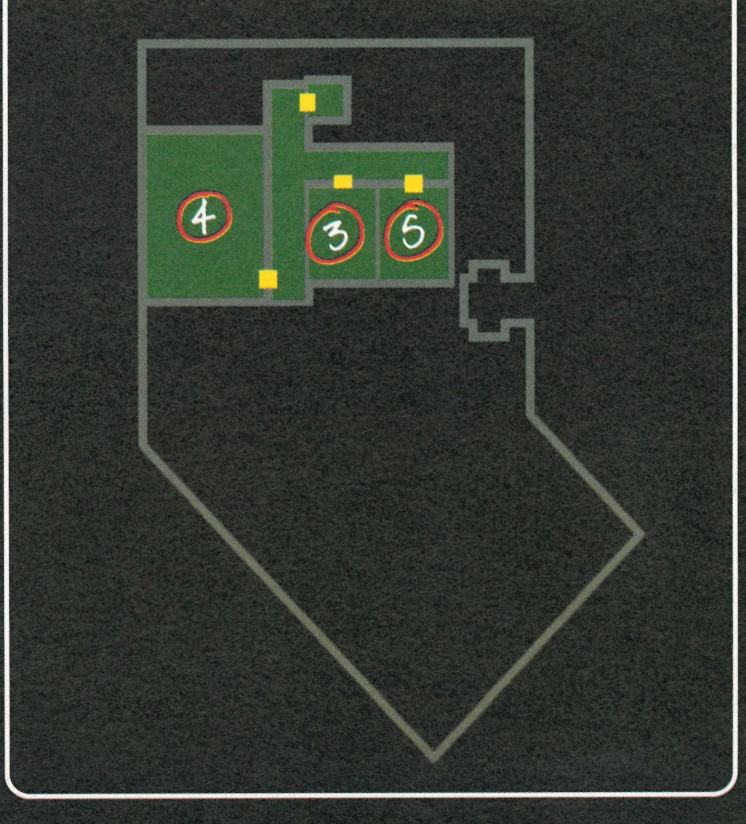
PARK



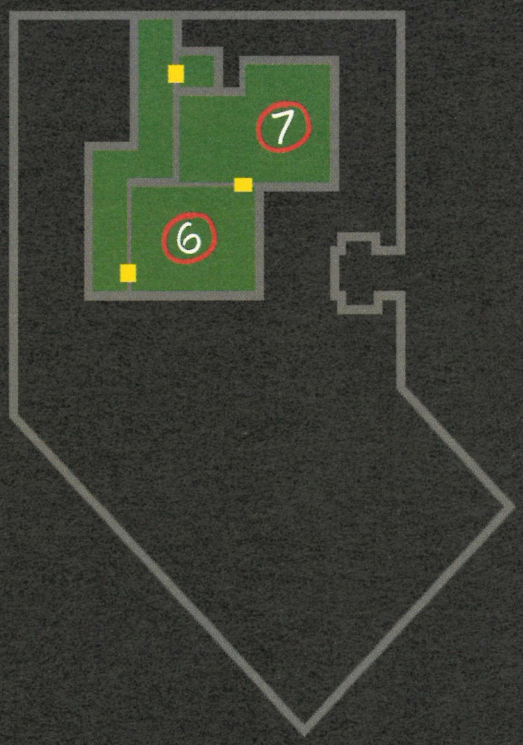
HOSPITAL 1F



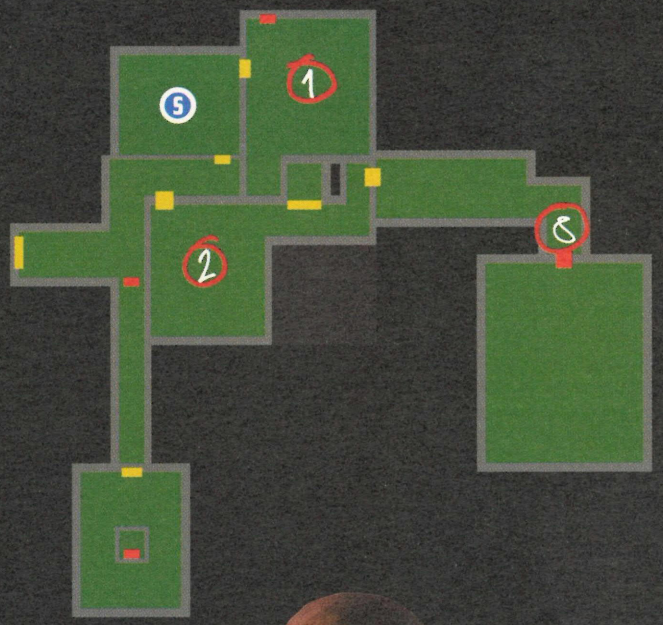
HOSPITAL 4F



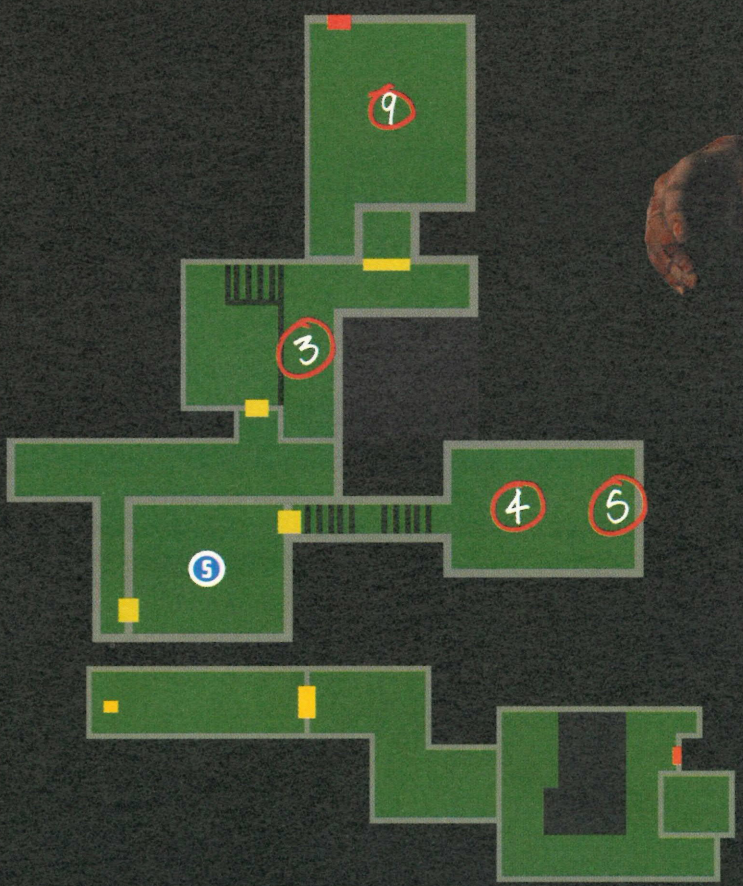
HOSPITAL B3

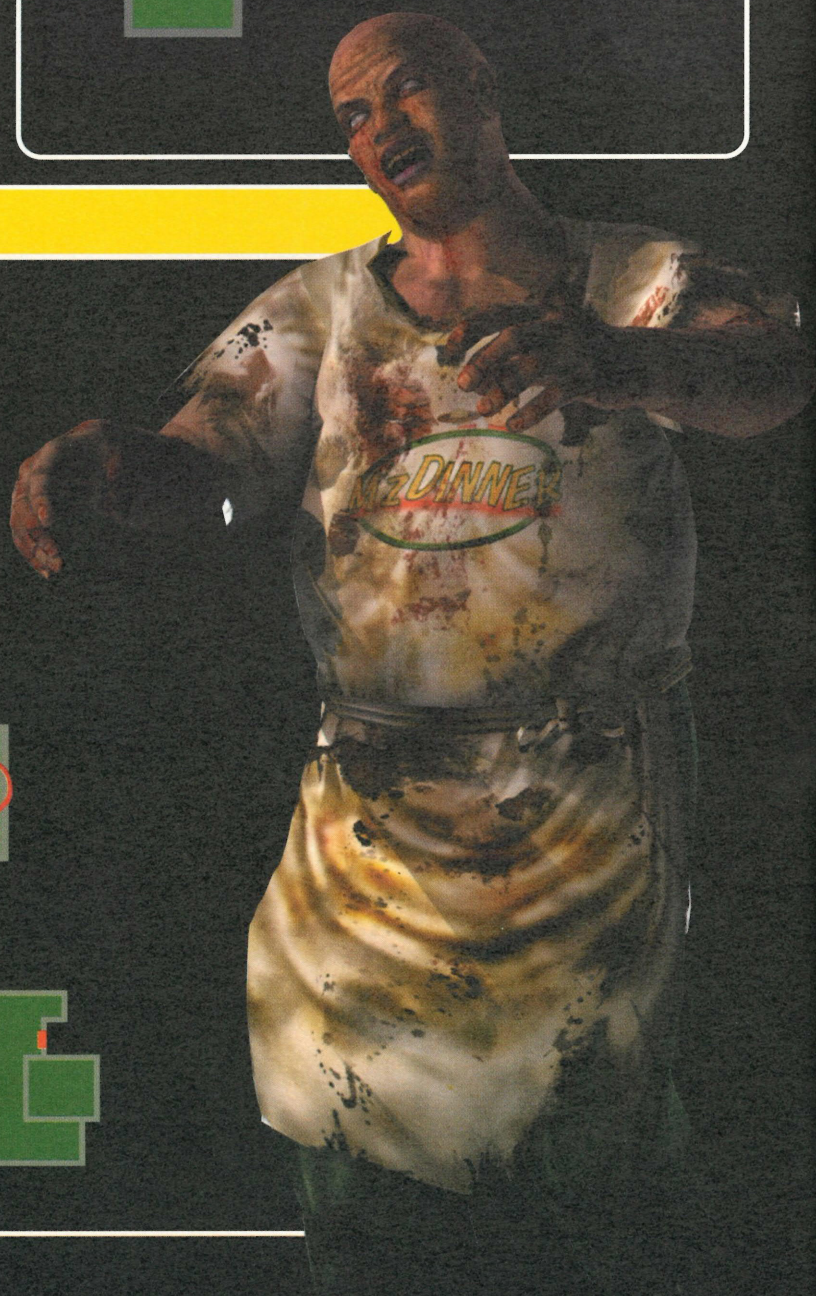


DEAD FACTORY 2F



DEAD FACTORY 1F





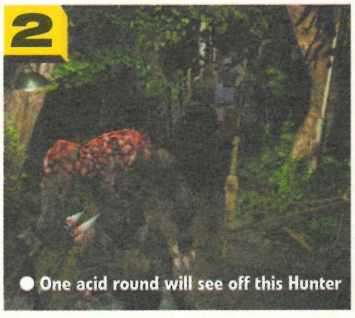
Park

YOU'RE NEARING THE END OF THE GAME, BUT THIS IS DEFINITELY NO WALK IN THE PARK...

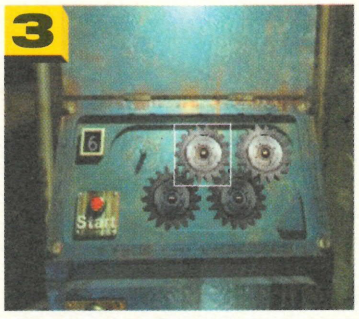
Jesus, does this guy ever give up? Yup, the Nemesis is back and now he's mutated, with loads of weird tentacles and stuff. When you regain control of Jill, save the game, get the lockpick and leave. The Nemesis will be waiting so run past him (it's far easier than fighting) and head back to the hospital where you just met Carlos. Use the lockpick on the door and go in. Grab photo E from the desk and the park key hanging on the key rack. Head over to the park, which is to the left of the room as you exit.

Go into the park and take the right-hand path, killing any of the worm things that leap out. Take the steps down on the right to enter another section of the park. Pick off the zombies on the bridge and continue along. The next section holds three spiders, but there's a drum at the second corner if you want to take a chance and take a potshot at that ***(Park 2)***. The dead guy next to the drum has the park key. The other corpse at the end of the path has some Magnum rounds on him.

Head back to the first section of the park and take the other path on the opposite side. Go through the gate and use any of the herbs if you need to. Go along the small path to a fountain machine that controls the flow. Move the cogs so you have two black on the top and two white at the bottom. ***(Park 3)***. Climb down the ladder. Run past the worms and climb up the ledge, then the ladder. Kill the zombies ***(Park 4)*** and use the key to access the cemetery



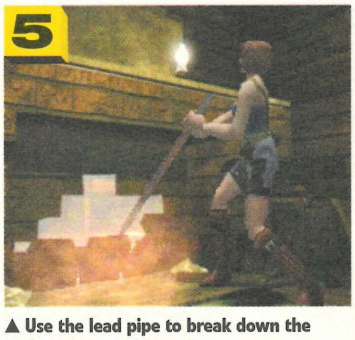
● One acid round will see off this Hunter



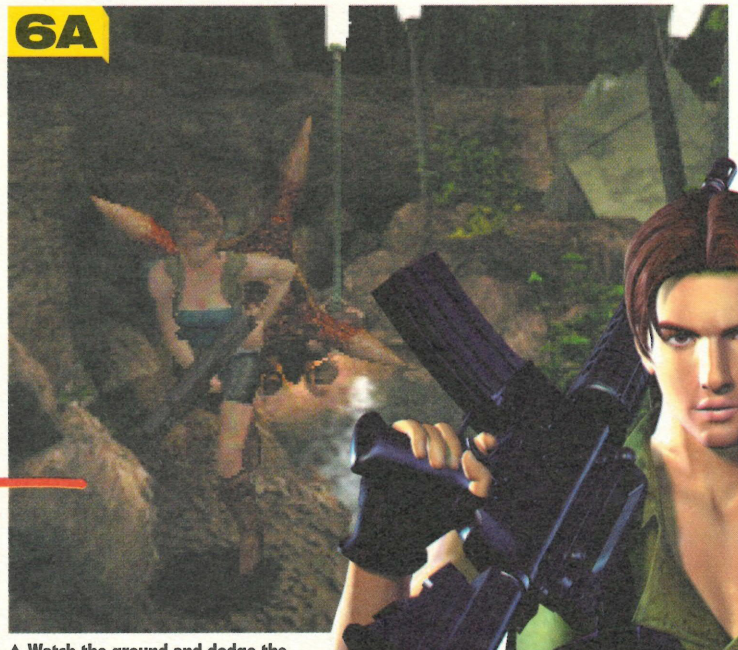
▲ You have six moves to get the gears into this position. All you need is common sense



▲ Zombies are hidden underneath the leaves, so keep an eye out for them



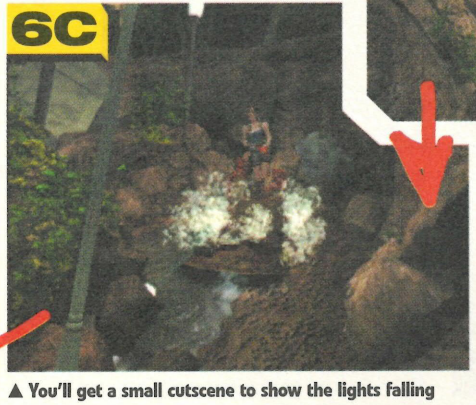
▲ Use the lead pipe to break down the fireplace and go through to a new area



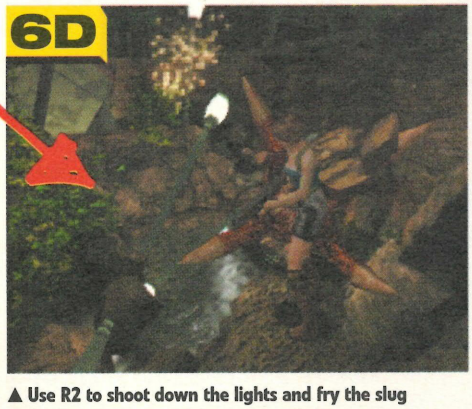
▲ Watch the ground and dodge the worm when it appears



▲ Fire off shots as it rears up, but then run!



▲ You'll get a small cutscene to show the lights falling



▲ Use R2 to shoot down the lights and fry the slug

Scoop up as much gun powder as you can carry and combine it to make ammo. Pick up the iron pipe from the cupboard and drop off anything you don't need in the storeroom next door. Save if you haven't done so for a while and pick up the lighter from the storage crate. Go back to the fireplace outside and use the lighter to burn the wood. Discard the lighter and use the iron pipe to bash through to a secret room on the other side of the wall.

Pick up the supervisor's report and the park key from the table and the fax from the noticeboard. There's some grenade rounds on a shelf, and as you leave you'll hear a short radio message. Crawl back through ***(Park 5)***. After the brief sequence, exit back to the graveyard.

Then you get to face the giant worm thing you saw earlier. Use all the space you can to avoid the worm, and keep dodging his attacks from as long as possible. You can see where it's going to appear by the dirt churning up the ground, so steer well clear.

Stay around the small pool of water, so you've got lots of space either side to run down. It'll burst forward from the floor before following you. Use this time to get a couple of grenade rounds in. Then it'll rear up for a strike, so run back further to avoid getting hit. Keep doing this, firing off the odd round and running, until you see the small sequence with the two lights dislodging.

Run back round to the water, use R2 to home in on the lights and shoot them down into the water. All you have to do now is lure the worm into the water where it will electrocute itself, allowing you to escape ***(Park 6 a–d)***.

Head back to the main park section and down the stairs on the right-hand side of the room. Blow away any zombies which get in your way and run right the way through the two sections, before using the park key on the chained up gate. After it's unlocked, go through.

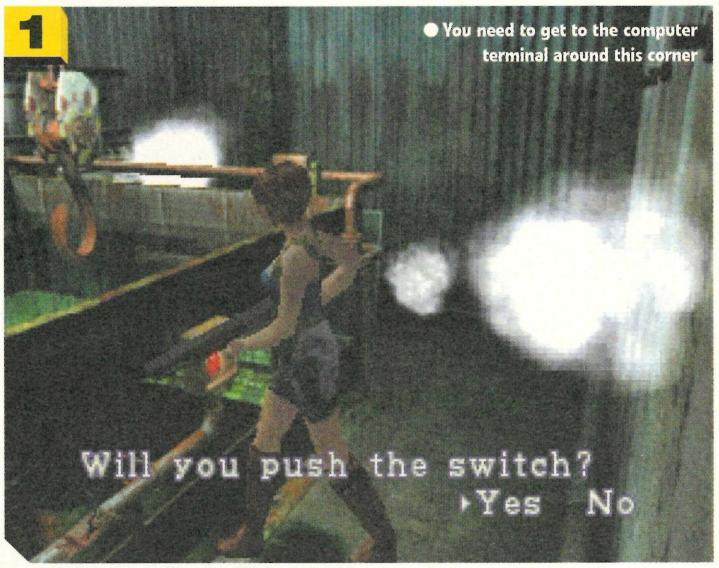
More bad news though. As you cross the bridge, the Nemesis appears again and you have make a decision. Choose to push him off for the time being and continue on.



Dead Factory

DEATH IS ALL AROUND, BUT YOU'VE STILL GOT A LUST FOR LIFE. GIVE THE NEMESIS HELL!

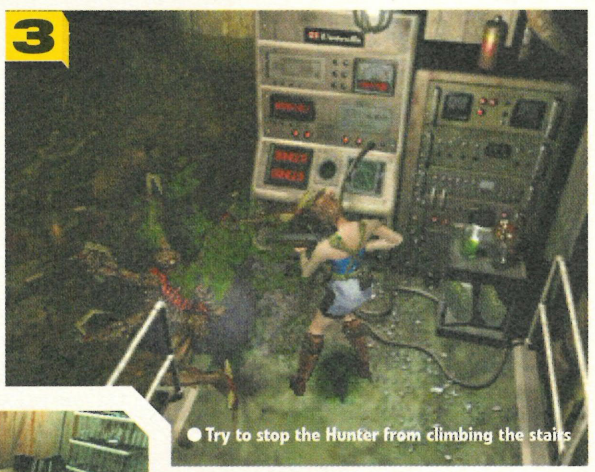
Once inside the factory, run to the end of the room, ignoring the two doors because they are both locked. Inside the save room you'll get a short scene with Carlos telling you about the plans to nuke the city. Pick up the first aid spray, the facility key and the manager's diary and save. Go through the other door in this room and walk up to the steam jets – you'll see a flashing panel nearby. Push the button and it'll turn off the first jet and switch on the next one, enabling you to run around the corner. Now push the first panel you come across and then the second *(Dead Factory 1)*. Run back around the room, to the opposite side where you'll now find two panels you didn't have access to before. Hit both of them, starting with the left one, and run back again. You're now able to get to the power supply by hitting the final two switches to turn on the power. Leave the room, kill the two spiders and use the facility key on the door to go through.



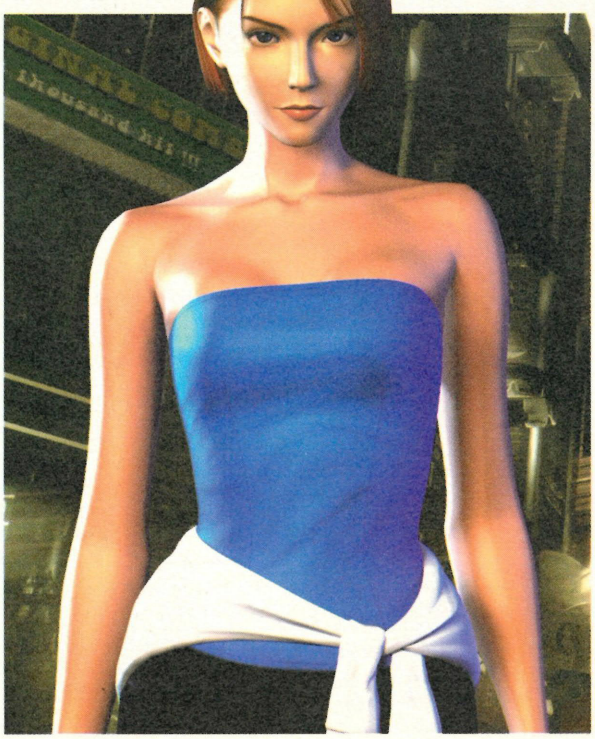
● You need to get to the computer terminal around this corner

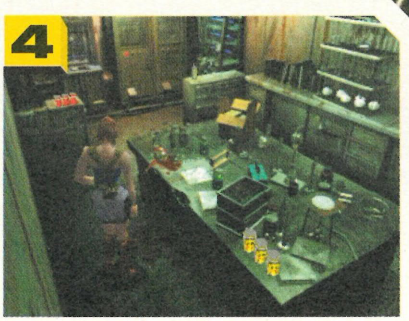


● You know the score by now, Chunks!

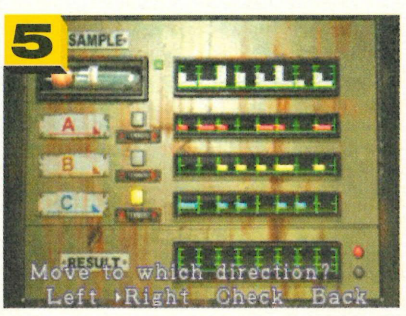


● Try to stop the Hunter from climbing the stairs





▲ This room contains a feast of gunpowder. Use it wisely, otherwise you'll get mauled later on



▲ This is how to solve this puzzle. Make sure the red, yellow and blue lines match this picture

Take the map from the wall and the system disc from the desk in front of you. Kill the zombies *(Dead factory 2)* and use the herbs to cure any wounds. Go to the lift in the corner. Before you hit the button to go down, equip the shotgun or grenade launcher and get ready. As soon as you exit the lift on the next floor, get ready for two Lickers *(Dead factory 3)*. There's a third waiting at the bottom of the small staircase, so beware of him. Grab the two lots of shotgun shells and go down the stairs and through the door. Run past the small worm things and into the save room.

Pick up the security manual and take the water sample from the flashing light next to you. Create some free space in your inventory because there's a load of gunpowder and a first aid spray to get *(Dead factory 4)*. At the back of the room is a machine – insert the water sample into it. Move the three fields (a, b and c) so they combine to match the sequence at the top. In case you get stuck, here's the positions of all three *(Dead factory 5)*.

Once you've OK'd the water supply, pick up as much ammo and health as you can carry, get back into the lift and go up to the second floor. Now go through the door to the left of where you came out. Inside, walk to the end and you'll finally see Nikolai croak it, but you don't see what killed him.

Dead Factory continued

THE NEMESIS HAS MUTATED INTO A GIANT DEMON. HOW DO YOU KILL HIM? WE'LL SHOW YOU

» Insert the system disk and you'll go through the door to face the mutated Nemesis again *(Dead factory 6a–f)*.

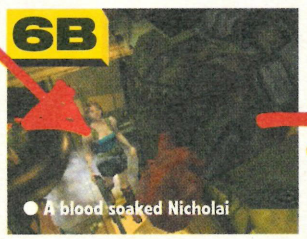
The Nemesis is tough, but is easily beaten. Start pumping shotgun blasts into his hide. The Nemesis will take a swipe but he hits the valve and a load of toxic waste pours onto him.

Unload rounds into the Nemesis until he's facing you. Try and run past without taking damage and shoot off some more. Use R2 to target the valves to open them. If you're quick enough you'll trap the Nemesis in between yourself and the toxic waste, causing him to back off into the overspill. Keep unloading shells, and as soon as he hits the deck (you should always fight in front of the valves and pipes containing the waste) open another of the valves to burn him some more.

Again, keep shooting – one more blast of toxic waste from the pipes is enough to see it off. You then get a cutscene of the whole room being dumped into the waste disposal. Head back into the save room on the second floor and into the steam room at the back. Use the card you picked up after the Nemesis fight to operate the elevator and go down. Get the grenade rounds and use the facility key on the locker at the back to get the rocket launcher *(Dead factory 7)*.



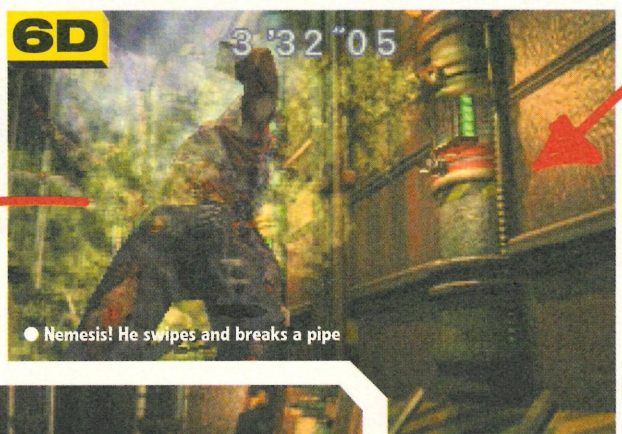
▲ After all his shifty dealings, Nicholai gets a satisfyingly painful death



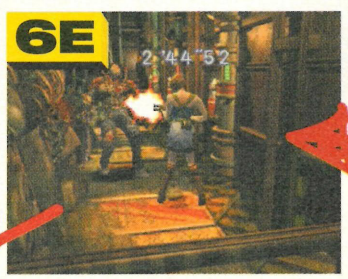
● A blood soaked Nicholai



● Guess who's behind here?



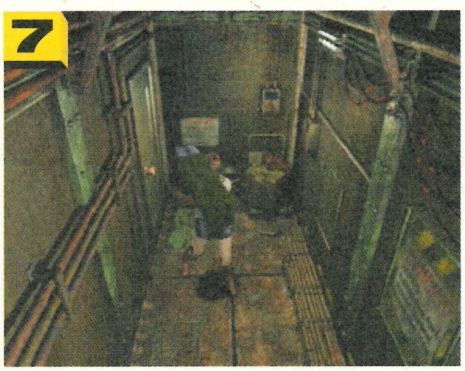
● Nemesis! He swipes and breaks a pipe



▲ Start with a couple of shotgun shots



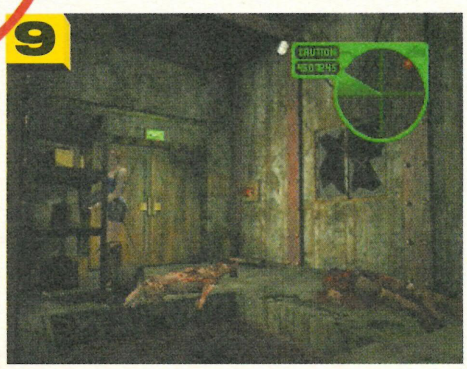
● Then use R2 to home in on the sewage pipes and spray Nemesis with the gunk



▲ Save this for the final battle with Nemesis



▲ No need to waste time now. Aim for the head



▲ Some last minute shotgun shells are hidden here

Head over to the only room in the factory you haven't been in yet and use the card on the door. Kill all of the zombies in here *(Dead factory 8)* and continue. You'll receive a transmission from Carlos. Listen to the message, and when you regain control of Jill go behind the stairs and search the cabinets near the door for some Magnum rounds and a first aid spray.

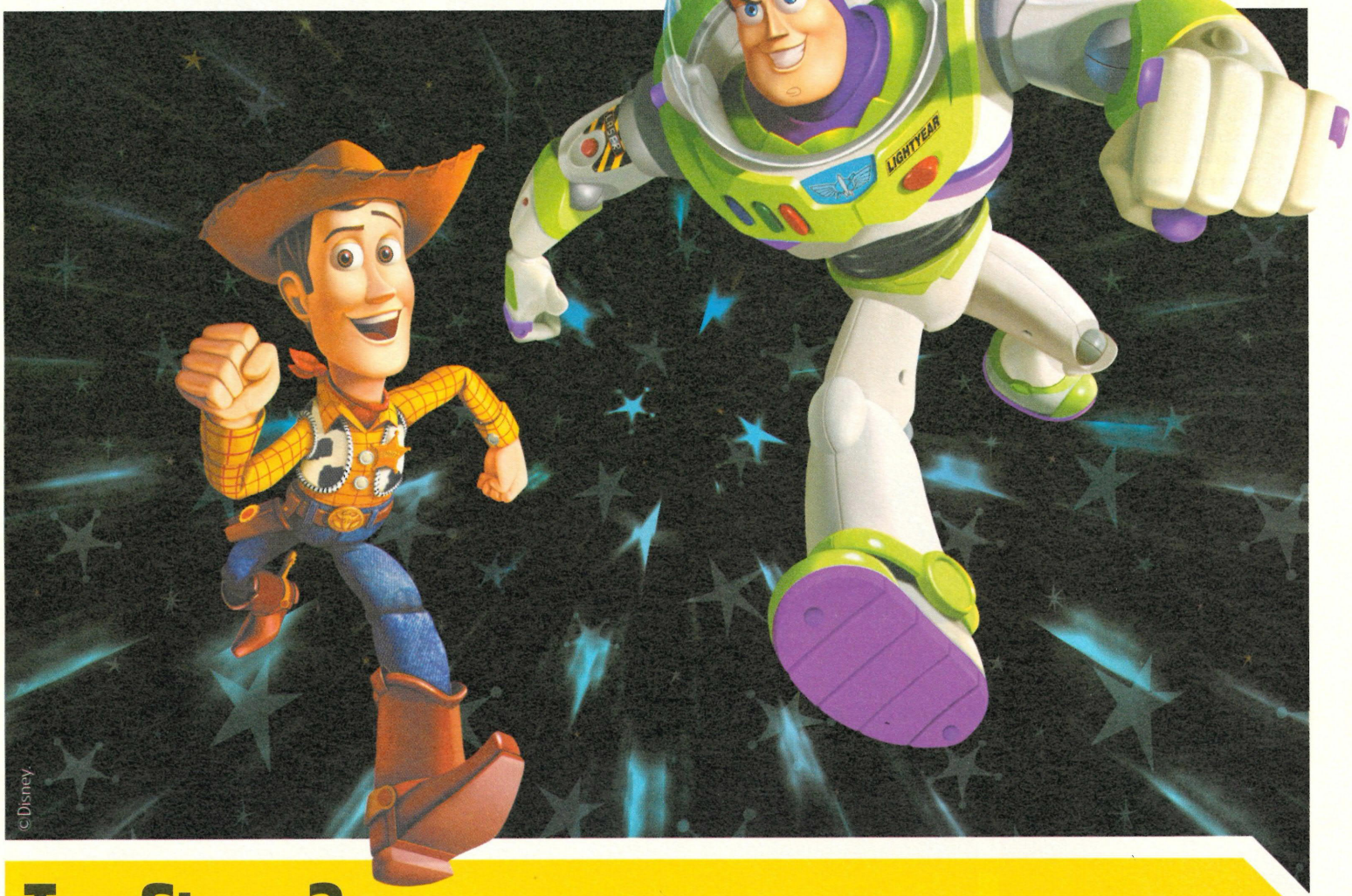
Go down the stairs and kill the zombies. Pick up the incinerator manual from the wall next to the ladder. There are also two lots of shotgun shells by the exit door of this room. Run through the next room and just after the ground shakes, pick up the classified photo file from the floor to get the last of the files *(Dead factory 9)*.

Run through the double doors and you're dumped right in the middle of the final battle. Leg it to the other side of the room and turn on the machine next to the other piece of kit marked number 3. This will kickstart the power. Push the three large batteries into their slots. As soon as number one goes in, the Nemesis appears and this time he's evolved into a huge bastard mutant. You have to push all three batteries in the holes while avoiding the flailing limbs of the Nemesis and its acid gob.

Once all three are in, the laser charges up. All you have to do now is get the Nemesis caught in the laser and BOOM, he's history. And because the freak is so slow, it's a lot easier than it sounds. As you try to escape for the last time, the Nemesis comes crawling back around the corner, but now it's nothing more than a slug. You're given the two choices – pick Exterminate the Monster for the coolest end sequence ever. The Nemesis is dead at last.

TIPS AND CHEATS YOU NEED TO BEAT TOP GAMES

TIPS&CHE

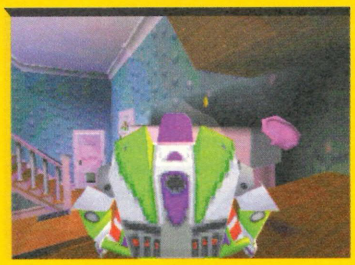


Toy Story 2

ACCESS ALL LEVELS AND HIDDEN EXTRAS

GET THE EAR EASILY

To get Mr Potato Head's ear on the first level, stomp on the chair to catapult Buzz across the room. Rather than jumping to the next platform, drop off on to the shelf below. Easy.



▲ It's dead easy to get Mr Potato Head's ear when you know how

INVINCIBILITY TRICK

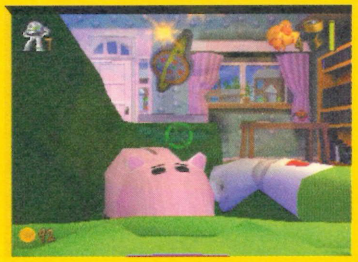
When little Buzz is about to die, quickly exit the level, then return to straight away. It's difficult to get right every time, but succeed and you'll be invincible.



▲ When Buzz is about to kick the bucket, pause and exit the level for invincibility

WOODY'S SECRET

On the first level, collect a hundred coins and go see Hamm. He'll show the way to Woody's Workshop, where you get tips to beating later levels, plus cheats to make the game easier.



▲ Collect enough coins and Woody's Workshop is yours for the taking

OUTRUN RC

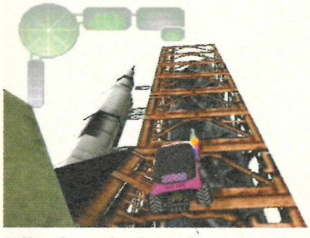
On the second level, you can easily beat RC without using jet boots. Just step in front of the motor every time he tries to overtake. He'll crash into Buzz's legs and stop briefly.



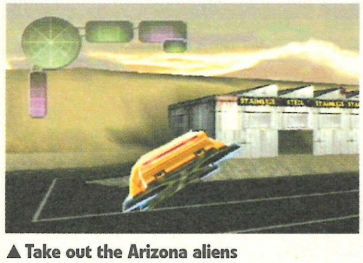
▲ Who needs the rocket boots to outrun RC when you can cheat like this?

Vigilante 8: 2

NEAT EXTRAS AND CRAZY CODES



▲ Use the rocket boost for awesome speed



▲ Take out the Arizona aliens

ROCKET BOOST

Get an instant boost by picking up three homing missiles. Then tap ⇧⇧⇧ and fire the machinegun to launch a rocket that sticks to your car, boosting it's speed.

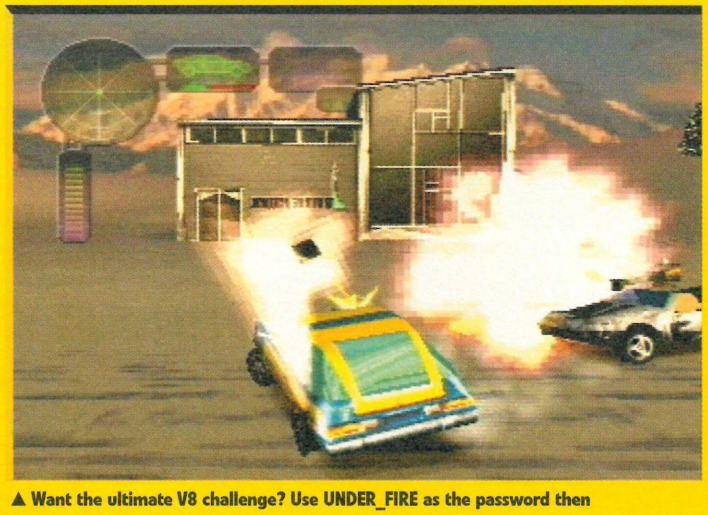
INVADING ALIENS

In the Arizona arena, blow up the observatory then wait near the crater. A meteor will smash into the ground. Nuke the rock and an alien will pop out, firing off laser beams. Kill this sucker and another will appear, then another, and another...

COOL CHEATS

To enter passwords, go to the Options menu, highlight Game Status and hold L1 and R1, and press ⊗⊗.

CHEAT	CODE
UNDER_FIRE	ATTRACTS ENEMIES TO YOUR CAR
QUICK_PLAY	SPEEDS UP THE ACTION
GO_MONSTER	ALL CARS HAVE ENORMOUS WHEELS
JACK_IT_UP	RIDICULOUSLY HIGH SUSPENSION
GO_RAMMING	INCREASES RAMMING DAMAGE
DRIVE_ONLY	DISABLE WHEEL ATTACHMENTS
OLD_LEVELS	PLAY ON ORIGINAL VIGILANTE 8 LEVELS
GO_SLOW_MO	HALVES THE SPEED OF THE GAME
RAPID_FIRE	CRANKS UP YOUR WEAPONS' RATE OF FIRE
NO_GRAVITY	DUH, GETS RID OF GRAVITY
BLAST_FIRE	SUPER MISSILES
MIXES_CARS	USE SAME CARS IN MULTIPLAYER
LONG_MOVIE	VIEW ALL END SEQUENCES



▲ Want the ultimate V8 challenge? Use UNDER_FIRE as the password then

Gran Turismo 2

BIG MONEY FAST

Win a GT league, rally or special event and you're awarded a bonus car – sell it on for cash, then repeat to make big money

MIRROR MODE

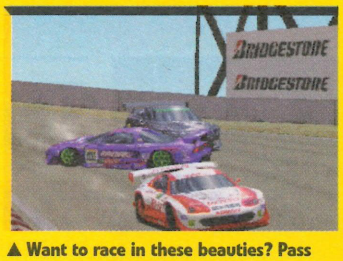
To race the tracks back-to-front in Arcade mode, win all the tracks on the hardest difficulty. The number of tracks is instantly doubled.

SUPER SPORTS CARS

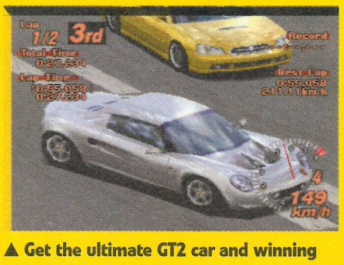
In the GT mode, pass the first five licences and you're able to race in these powerful road monsters in arcade mode.

ULTIMATE GT CAR

The Suzuki Esgundo special edition is the best car in GT2. Costing two million credits, you'll find it in the Suzuki section of the East City.



▲ Want to race in these beauties? Pass the first five licence tests then



▲ Get the ultimate GT2 car and winning races is a complete cinch



▲ Run up to the keeper, pretend to shoot then nip around him at the last minute

ISS Pro Evolution

SCORE USING THE FAKE SHOT

This fake shot is dead handy when you want to run the ball past the keeper. Press ■ as normal to power up the shot, but press and hold ⊗ just after you press the shoot button. It takes a bit of practice, but get it right and your player will draw the goalie out and then shimmy rather than shoot, allowing you to fool the keeper, take it round the side and score with ease. This one is perfect for impressing your mates with.

MADCATZ ACCESSORIES FOR PLAYSTATION, N64, PC AND DREAMCAST

Ehrgreiz

NEW COSTUMES AND EXTRA BATTLES

NEW OUTFITS

When choosing your fighter, hold ⇧ on the Dpad and their costume will change.

EXTRA BOUTS

To access two additional battles you must beat Sasuke in less than 3 minutes 20 seconds. A door (which looks like the Gold Saucer from Final Fantasy 7) wil open and you get to slug it out with Cloud and Tifa before going on to battle Djanjo.



▲ Get Cloud's red costume by holding up on the Dpad, while choosing your character

SECRET FIGHTER	ACCESSED BY
KOJI	BEAT THE GAME USING ANY MALE FIGHTER
CLAIR	BEAT THE GAME USING ANY FEMALE CHARACTER
YUFFIE	BEAT THE GAME USING CLOUD
VINCENT	BEAT THE GAME USING TIFA
ZAX	BEAT THE GAME USING ALL THE FF7 CHARACTERS
DJANGO	BEAT THE GAME USING ALL THE EHRGEIZ CHARACTERS

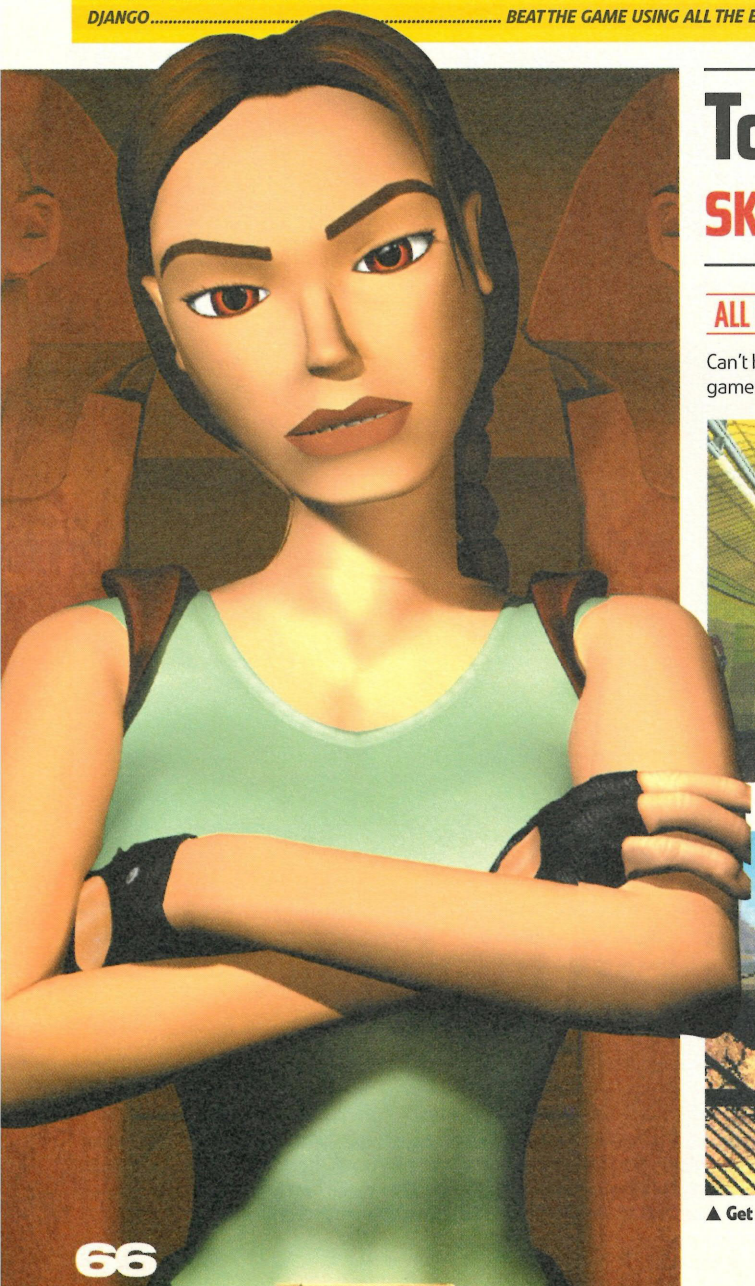
South Park Rally

RACE AS MR GARRISON

Play the Championship mode as Chef and beat the first two levels without using a single continue coin. Now Mr Garrison should appear on the character select screen.



▲ Race as Garrison by winning the first two races

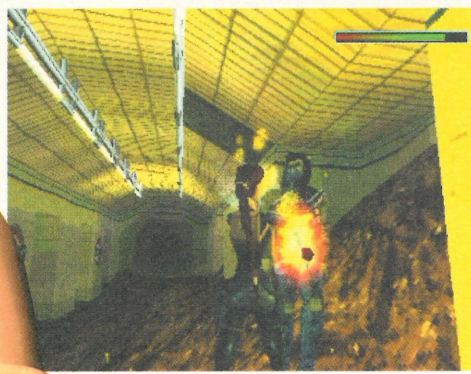


Tomb Raider 3

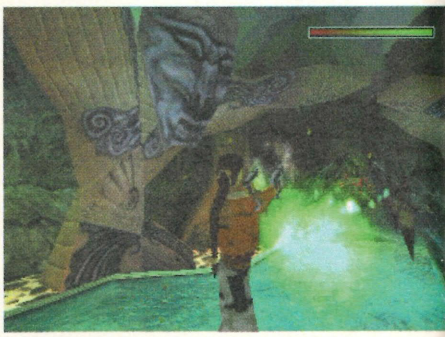
SKIP LEVELS, GET ALL WEAPONS

ALL SECRETS AND KEYS

Can't be arsed looking for every last bit in the game? Don't then, just press the following code DURING the game: L2 L2 L2 L2 L2 R2 L2 L2 L2 R2 L2 R2 L2 L2 R2 L2 L2 R2 L2 L2



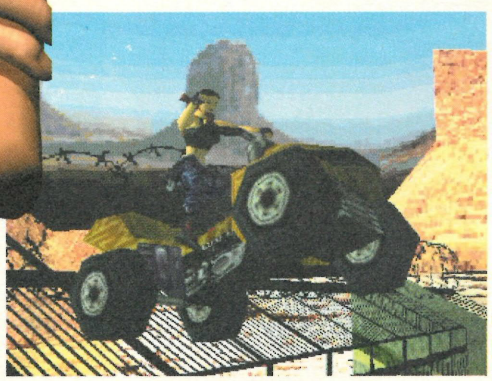
▲ The bad guys are a breeze with all weapons



▲ Every secret is yours when you cheat

ALL WEAPONS, MEDIKITS, FLARES AND SAVE CRYSTALS

To tool Lara up with every gun and a load of cool goodies, while playing press:
L2 R2 R2 R2 R2 L2 L2 L2 L2
R2 L2 R2 R2 L2 R2 R2 L2 L2
R2 L2 L2 R2



▲ Get to the quad bike bit fast with the level skip

LEVEL SKIP

To leap from one level to the next, while playing press: L2 R2 L2 L2 R2 L2
R2 L2 R2 L2 L2 L2 L2 R2 L2
R2 R2 R2 R2 L2
Note: this will not work if you've changed the game's control settings.

WWF Smackdown

ACCESS SECRET WRESTLERS

To open up new wrestlers, play through the season mode for the following number of years and access them from the create wrestler option.

YEARS	WRESTLER
ONE	IVORY
TWO	PRINCE ALBERT
THREE	JACQUELINE
FOUR	VISCERA
SIX	MIDEON
SEVEN	GERALD BRISCO
EIGHT	PAT PATTERSON



▲ Play as white-haired freak Ivory



▲ Prince Albert: metal head

Asteroids

Activate all these cheats on the title screen, when Start is flashing, by holding SEL and pressing the following button combos. You'll hear a noise if you get it right.

CLASSIC ASTEROIDS

Enter ● ■ ● ▲ ■ ■ ■

UNLOCK FOURTH SHIP

Press ▲ ● ● ▲ ■ ● ■

LEVEL SELECT

Tap ■ ▲ ● ▲ ▲ ■ ●.Then in the game press SEL and ST► simultaneously , choose the level and zone you want and press L1

99 LIVES

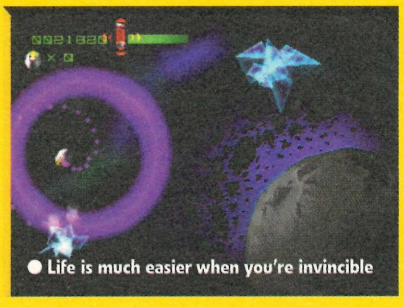
Press △ ✕ ▽ ▲ ◁ ■ ▷ ●

INVINCIBILITY

Enter ▽ ▽ △ △ ● ■ ▲



● Classic asteroids doesn't look so hot



● Life is much easier when you're invincible

Thrasher: Skate & Destroy

COOL BOARDS

Enter your name as 'rockstar', using any character, and you get a new board. Playing as Axl, enter 'zaxis' to skate as a snowman. As Cyrus, type in'marduk' and you get a board with the Copenhagen logo on it

BUMBLE BEE SUIT

Choose the hatless Roach and type 'beesuitguy' for your name. You now can skate as this weird-looking boarder who can pull off superfly ollies and sweet 540s. Not sure about the outfit though.

UNLOCK ALL LEVELS

Get access to every skate park and freestyle arena by entering the following combo on the main menu screen: ■ ▲ L1 R2 ● ✕ ▲ ▷ ▷ ◁. Sorted.



● Cool skills, shame about the outfit

Metal Gear Solid

COOL COSTUMES AND KICK ASS GEAR

UNLIMITED AMMO BANDANA

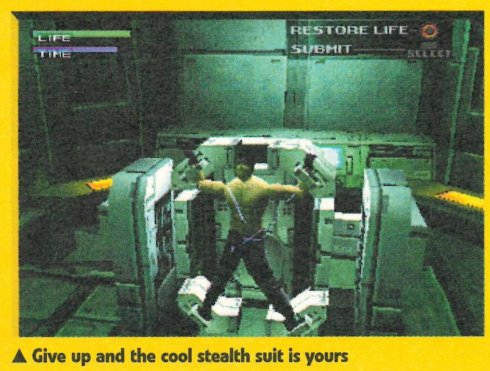
To get the bandana which gives you infinite ammo, make sure you don't give up when being tortured by Ocelot. Then, when you finish the game and restart, you're kitted out with the bandana.



▲ Don't give in and you'll get the infinite ammo headband

STEALTH SUIT

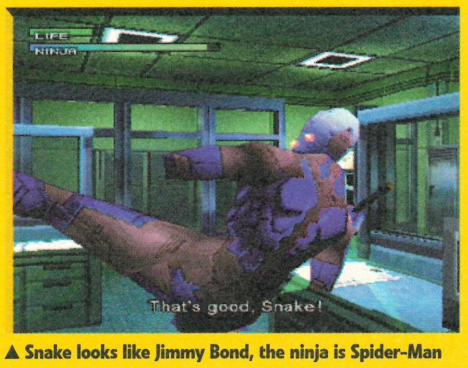
If you give in during the torture sequence with Ocelot you're given a stealth suit which makes you completely invisible. This makes life as a top secret spy so much easier.



▲ Give up and the cool stealth suit is yours

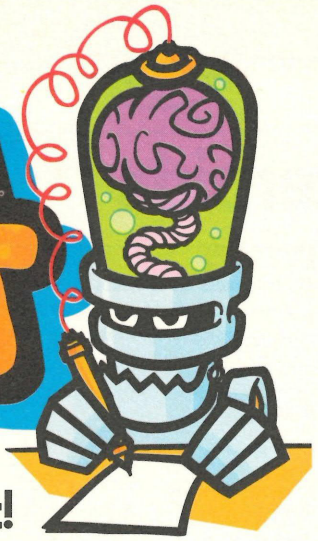
TWO NEW COSTUMES

Complete Metal Gear Solid twice and when you start for the third time Snake will be dressed in a tuxedo. Also the ninja's costume changes, to a red and blue Spider-Man-style outfit.



▲ Snake looks like Jimmy Bond, the ninja is Spider-Man

Q+A



Got a PlayStation problem? We'll sort it!

BREATH OF FIRE 3

Hi, I'm in the lighthouse where you have to fire up the boiler, but I don't know how to light it. Please help me.
Joe Bazeley, St Columb Major

plus You need to go to the main valve room, but first you must get the Flame Chrysm which is found in one of the chambers leading off from the valve room. When you got the Flame Chrysm, stick it in the boiler before pulling the lever on the left-hand side. And that's it. Easy, huh?

DINO CRISIS

On Dino Crisis, what's the port door code?
Cath Allen, Neath

plus The password's WATERWAY. If you've got the DDKs you're sorted.

FINAL FANTASY 7

Look, I'm really stuck on Final Fantasy 7. I've done everything my walkthrough says I'm supposed to, but I'm still stuck in the wall market – I can't get a wig or a dress. How do you get them?
William Roddy, Sale

plus Go to the part of the wall market and go in the shop on your left. Done that? now go to the north bit of the wall market and into the bar on the left, and talk the guy into making you a dress. When asked what type you want, ask for something that's soft and shimmers. You've got the dress. As for the wig, go south-east from the bar and into the gym. Enter the squat contest and press ■ ⊗ and ● in that order. Win you'll get the blond wig.

DRIVER

I'm playing Driver. I've past the tests and can do the first level, but I keep wrecking my cars and the cops always get me. Help!
Scott Gallagher, London

plus Get the cops off your tail with these cheats. Tap in the codes on the main menu and access them from the cheats menu. For invincibility, press L2 L2 R2 R2 L2 R2 L2 L1 R2 R1 L2 L1 L1 you'll hear a chime if you got it right. Try this to wipe out all the rozzers: L1 L2 R1 R1 R1 R1 L2 L2 R1 R1 L1 L1 R2 .

INTERNET TIPS SITES

- **PSX GAMER**
  http://www.psxgamer.co.uk/home.htm
- **GAMEFAQS**
  http://gamefaqs.com
- **CHEATMASTERS ONLINE**
  http://www.cheatmasters.ndirect.co.uk/cheats.html
- **GAME SAGES**
  http://www.segasages.com
- **PSX NATION**
  http://www.psxnation.com/
- **GAMES MANIA**
  http://www.gamesmania.com/cgibin/english/news/default.htm
- **ABSOLUTE PLAYSTATION**
  http://www.a-p-i.net/absoluteplaystation/tips/acheats.htm
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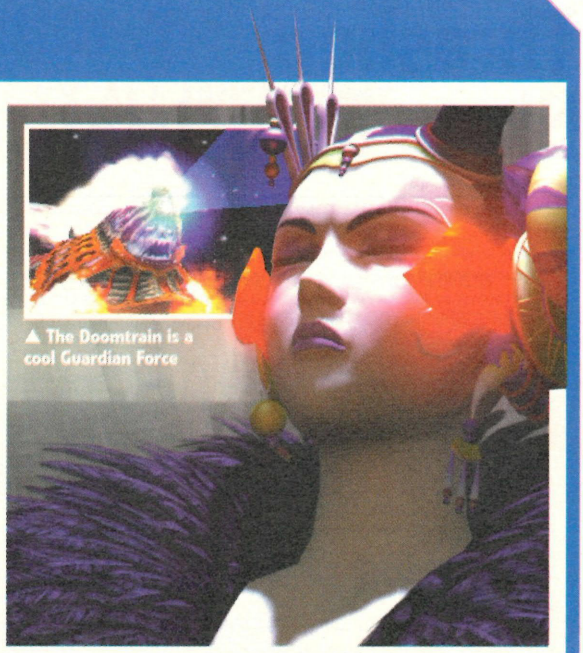
FINAL FANTASY 8

On disc four of Final Fantasy 8, how do you defeat the rock hard Adel boss, without killing Rhinoa? If you reckon you're good, tell me how to do it.
Matt Lowman, Lincs

plus It's a tricky one this, but stick with it and you'll kill her off pretty quickly. First off, assign one of your team members as the designated healer for Rhinoa – whenever she takes a hit, cast Regen on her. Use Aero all the time, but never Holy – you'll die dead fast otherwise. Other than that, keep on pounding Adel 'til she does down.

Please help! On Final Fantasy 8, you get Solomon's Ring from Tears Point. But what's it for?
Charles French, Scotland

plus Solomon's Ring is used to summon the Doomtrain Guardian Force, but you need a few things to actually get it to work. When you've got the Ring, collect six steel pipes from Wendigos, six Remedy + from Alexander's Med LV Up ability, and six Malboro tentacles from Malboro's. When you've got the lot, use Solomon's Ring and the awesome new Guardian Force is yours.



▲ The Doomtrain is a cool Guardian Force

▲ She's got a FF8 headache, but you won't with these tips

GOT ANY QUESTIONS?

If you're stuck, or you just 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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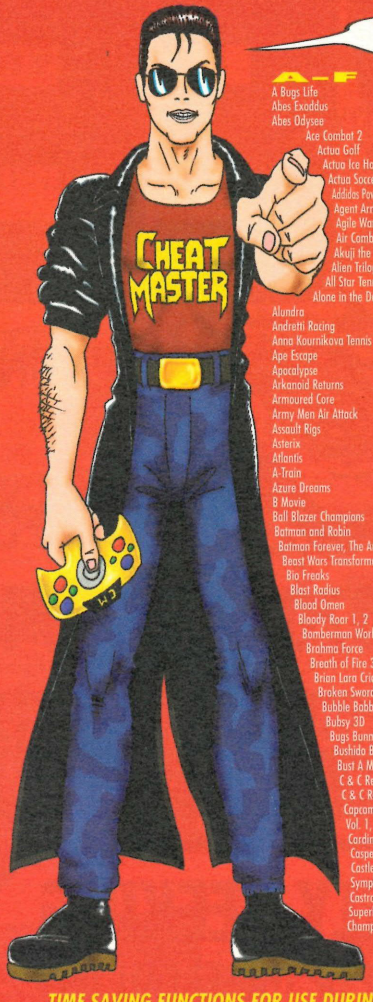
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Breath of Fire 3
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Broken Sword 1, 2
Bubble Babble
Bubsy 3D
Bugs Bunny Lost in Time
Bushido Blade 1, 2
Bust A Move 2
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Fishermans Bait
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Formula Karts
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Future Cop: LAPD

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Gex
Gex 3 Deep Cover Gecko
Gex 3D
Ghost in the Shell
Global Domination
Goal Storm
G-Police 1, 2
Gran Turismo 1, 2
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Grand Theft Auto London 1969
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ISS Pro 98
J McGrath Super Cross 98
Jersey Devil
Jonah Lomu Rugby
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Kingsfield
KKND Krossfire
Klonoa
Knockout Kings 2000, 99
Krazy Ivan
Kula World

L-P

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Legends of Legaiai
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Libero Grande
Lifeforce Tenko
Livewire
Loaded
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Metal Gear Solid Original
Metal Gear Solid Special Missions
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Mission Impossible
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Monkey Hero
Monopoly
Monster Trucks
Mortal Kombat 3, 4
Mortal Kombat Mythologies Sub Zero
Mortal Kombat Trilogy
Moto Racer 1, 2
Motor Head
Myst
N20
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Nanotek Warrior
Nascar 1,98, 99, 2000 & 50th
Anniversary
NBA Live 96, 97, 98 & 99 - 98
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Need For Speed Road Challenge
NHL '97, '98 & 99
NHL Face-off '97, 98, & 99
Nightmare Creatures
Ninja
No Fear Downhill Mountain Biking
Nuclear Strike
ODT
Off World Interceptor Extreme
Olympic
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Overboard
Pac Man World
Pandemonium 1, 2
Parasite Eve
Phantom Menace:Star Wars
Pitball
Pitfall 3D
Player Manager '98
Pocket Fighter
Point Blank 1, 2
Pool Hustler
Pool Shark
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Power Move Pro Wrestling
Premier Manager 99, 98
Primal Rage
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Q-U

Quake 2
Rage Racer
Raging Skies
Rainbow Six
Rally Cross 1, 2
Rapid Racer
Rapid Reload
Rascal
Ray Storm
Ray Tracers
Rayman
Rebel Assault 1, 2
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Re-loaded
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Resident Evil Directors Cut
Re-volt
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Rival Schools
Riven: Sequel To Myst
Road Rash
Road Rash 3D
Rock & Roll Racing 2
Rogue Trip
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R-Type Delta
Rugrats
Rushdown
Sampras Extreme Tennis
Samurai Showdown 3
Scars
Shadow Gunner
Shadowman
Shadowmaster
Shellshock
Silent Hill
Silhouette Mirage
SimCity 2000
Sled Storm
Small Soldiers
Snow Rider 98
Soul Blade
South Park
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Spice World
Spider
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Spot Goes To Hollywood
Spyro 1, 2
Star Fighter 3000
Star Gladiators
Star War: Master of Teras Kasi
Steel Reign
Street Fighter Alpha 2, 3
Street Fighter Collection
Street Fighter Ex Plus Alpha 1, 2
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Suikoden
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Supercross 2000
Swagman
Syndicate Wars
Syphon Filter
T'ai Fu
Tarzan
Tekken 1, 2, 3
Tempest X3
Tenchu
Tennis Arena
Test Drive 4, 5, Off Road
Tetris Plus
The Lost World
Theme Hospital
Theme Park
Three Lions
Thrill Kill
Tiger Shark
Tiger Woods
Time Commando
Time Crisis
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V-Z

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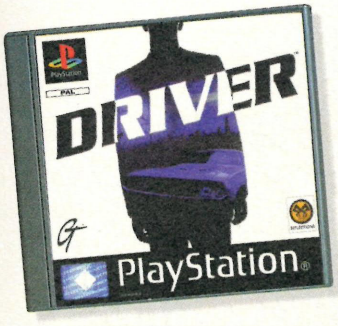
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CENTRAL

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1. DRIVER

Looks like Driver could prove to be the most swopped game in the history of Exchange Central. Check out what you could get for it.

YOU CAN SWOP IT FOR ANY OF THESE

Silent Hill, Tomb Raider 2, Spyro 2, Tomorrow Never Dies, Destruction Derby 2, Tekken 3, Shadowman, Metal Gear Solid, Rollcage.



2. TEKKEN 3

Every lunchtime Rob and Jaime have a bout on Tekken 3 in the Plus office to decide who's making tea. That's Tekken 3 for you. It's a way of life.

YOU CAN SWOP IT FOR ANY OF THESE

Street Fighter Ex Plus Alpha, Final Fantasy 7, Driver, Soul Blade, Tenchu, Warzone 2100, Music, Resident Evil 2, Sled Storm, Tenchu, NFL Blitz.



3. METAL GEAR SOLID

At last count around 30 copies of this blockbuster had passed through Exchange Central. That's because it's the best stealth 'em up around.

YOU CAN SWOP IT FOR ANY OF THESE

Gran Turismo, Tomb Raider 3, FA Manager, Tekken 2, V-Rally 2, Dead or Alive, FIFA 99, Soviet Strike, Jonah Lomu Rugby, WWF Warzone.



4. SILENT HILL

Abducted children, a town torn between reality and nightmare, twisted psychological torture. Sounds great. Must be why so many want it.

YOU CAN SWOP IT FOR ANY OF THESE

C&C Retaliation, Driver, Music, Apocalypse, Gran Turismo, Soul Reaver, Metal Gear Solid, LMA Manager, X-Files, Duke Nukem TTK, G-Police.



5. SYPHON FILTER

Not as stealthy as Metal Gear Solid but plenty more action packed. Some said it looked a bit duff but it's a screamer to play. Still in demand.

YOU CAN SWOP IT FOR ANY OF THESE

Final Fantasy 7, C&C Red Alert, Kula World, Apocalypse, Rollcage, UEFA Champion's League, Crash Bandicoot 3, Tomb Raider 3, Driver.

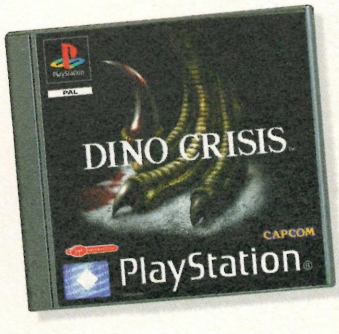


6. ISS PRO 98

Once upon a time this was the pinacle of Station football. Now ISS Evolution has taken over, but this is still a great game with tons to offer.

YOU CAN SWOP IT FOR ANY OF THESE

Tony Hawk's Skateboarding, Gran Turismo, FA Manager, Die Hard Trilogy, Return Fire, Omega Boost, WipEout 2097, TOCA 2, Point Blank.



7. DINO CRISIS

The dudes behind Res Evil gave us this fang-filled horror epic. Brilliant graphics, tough puzzles and a nail-biting atmosphere. Give it a go.

YOU CAN SWOP IT FOR ANY OF THESE

ISS Pro 98, Soul Blade, Grand Theft Auto, Final Fantasy 7, Sled Storm, Star Wars: The Phantom Menace, Time Crisis, Point Blank 2, Quake 2.

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ESSENTIAL 101: 9/10

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ESSENTIAL 101: 10/10

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ESSENTIAL 101: 8/10

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All orders made for items bearing "Cheat Card Offer" will recive a bonus £20 Password Card!





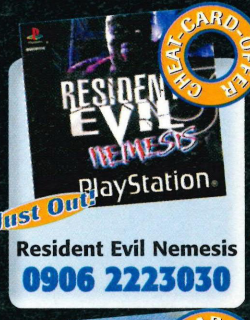
Just Out!

Metal Gear Solid Platinum
0906 2223012



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WIN A PS2!

Be one of the first to own Sony's awesome new console. We've got three up for grabs in our amazing PS2 competition.

0906 2223033

All entries must be received by June 10th 2000. Calls cost £1 per minute and the maximum call cost is £3.00. Winners will be notified by post. Send a SAE for full competition rules to Game:24/7 Ltd, PO Box 293, Leeds, LS2 7AG. Ask the billpayer's permission.



Metal Gear Solid Special Missions
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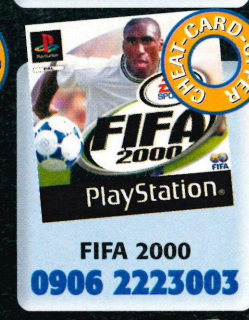
Just Out!

Ehrgeiz
0906 2223035



CHEAT-CARD-OFFER

Army Men Sarge's Heroes
0906 2223011



CHEAT-CARD-OFFER

FIFA 2000
0906 2223003



CHEAT-CARD-OFFER

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Track & Field 2
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Just Out!

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0906 2223032



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Resident Evil 2
0906 2223303



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0906 2223024



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CHEAT-CARD-OFFER

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0906 2223316



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Recoil Light Gun & reload pedal
0906 2223318



CHEAT-CARD-OFFER

Official F1 Jordan Wheel & Pedals
0906 2223029

Want to get your hands behind the wheel of a F1 Jordan speadster? Well now you can. Sort of. No other wheel has Va-Va-Voom quite like this. The most authentic F1 controls. The most outstanding effects. Style and class no other wheel can live with.



CHEAT-CARD-OFFER

Just Out!

Toy Story 2
0906 2223020

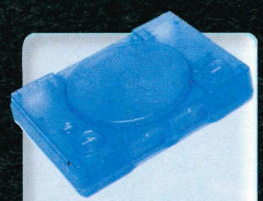
WIN AN AIBO!

We've got one of Sony's amazing 'furry' friends from the future up for grabs!! This virtual pooch with a price tag of over £1000 could be yours!

0906 2223040

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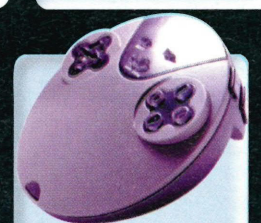
Colour Shell
0906 2223027

Funk up your little grey box with this super-snazzy see-through cover. Available in green, blue, purple and pink! (state when ordering)



Cheat Card
0906 2223315

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!



Air Pad
0906 2223313

Unique Motion reflex Technology responds to every movement - now you can lean into bends and twist your way out of trouble.

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PlayStation

CRAVE ENTERTAINMENT

ASCII

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ABE'S ODDYSEE

PRICE £19.99 | PLAYERS 1 | 9

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



ABE'S EXODDUS

PRICE £29.99 | PLAYERS 1-2 | 9

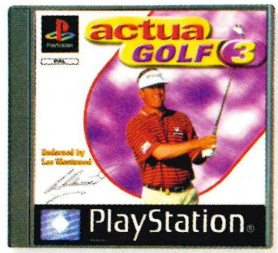
Better puzzles than Oddysee and hours of laughs, especially when you get the poor old slaves to start slapping each other. Excellent stuff.



ACE COMBAT 3

PRICE £39.99 | PLAYERS 1-2 | 8

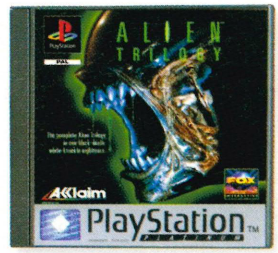
Hands down the best flight sim around. Moves like a tracer round and has the missions to keep you coming back. Controls are a bit tricky though.



ACTUA GOLF 3

PRICE £39.99 | PLAYERS 1-8 | 9

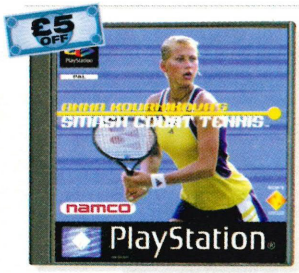
The best golf game with an innovative Dual Shock pad control system. All the real golfers are here. A class multiplayer game too.



ALIEN TRILOGY

PRICE £19.99 | PLAYERS 1 | 7

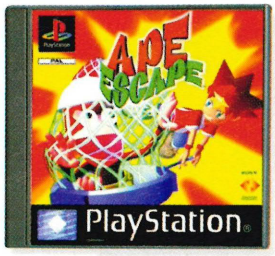
Doom-style first-person blast 'em up. Boasts big-ass weapons to collect and tons of acid-spitting aliens to blow to shreds. Graphics look a bit blocky.



ANNA KOURNIKOVA'S SMASH COURT TENNIS

PRICE £34.99 | PLAYERS 1-4 | 9

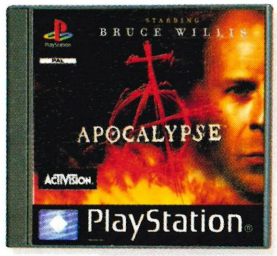
The greatest tennis game to hit PlayStation. It's playable in one-player, but it's best with three mates. Cute cartoony graphics are the icing on the cake.



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 | 8

Amazingly, Bruce Willis saves the world again in 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's. It's great in two-player, too.



BROKEN SWORD

PRICE £19.99 | PLAYERS 1 | 8

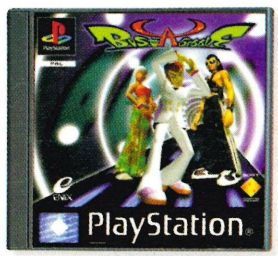
A point-and-click adventure with rock-solid puzzles and neat graphics. Superb fun, but it can be frustrating as hell unless you're dead patient.



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.

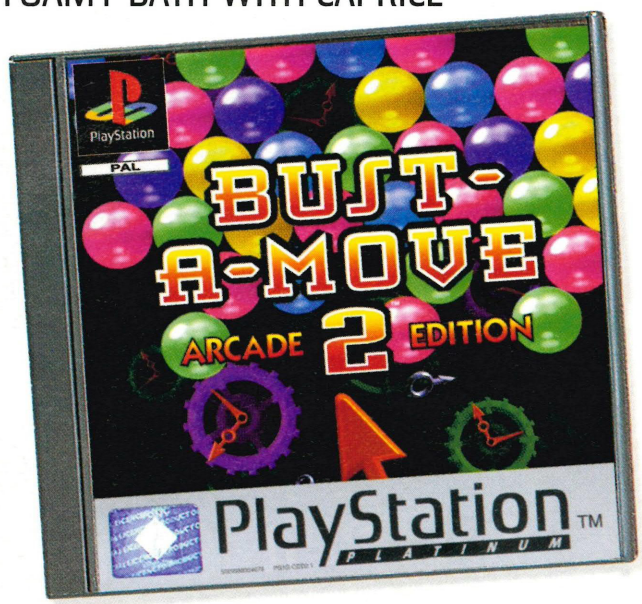


BUST-A-GROOVE

PRICE £34.99 | PLAYERS 1-2 | 8

Dancing game where you get to choose your dancer, hit the floor and pull off some slick moves in the ultimate boogie battle. Mental Japanese fun.

'THE BEST FUN YOU CAN HAVE WITH BUBBLES SHORT OF TAKING A NICE FOAMY BATH WITH CAPRICE'



BUST-A-MOVE 2

PRICE £19.99 | PLAYERS 1-2 | 9

One of those hideously addictive games that don't look up to much but are impossible to put down. Aim your bubble gun to burst the coloured bubbles at the top of the screen quicker than your opponent. Battle the computer, do the puzzles, or play a mate.



CHAMPIONSHIP MOTOCROSS

PRICE £39.99 | PLAYERS 1-2 | 8

Cane huge, snorting dirt blasters around the globe in the most realistic motorbike racer on the Playstation, no question.



CIVILISATION 2

PRICE £39.99 | PLAYERS 1 | 8

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



COLIN MCRAE RALLY

PRICE £39.99 | PLAYERS 1-2 | 9

Mr Mcrae may have faded over the years but the rally game with his name on it is still the best. Looks cool, plays great.



COMMAND AND CONQUER: RED ALERT

PRICE £19.99 | PLAYERS 1-2 | 9

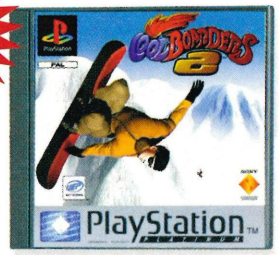
Lovingly build up your army and then unleash it on your foe in a frenzy of real-time strategy. Great two-player link-up lifts it above the competition.



COLONY WARS RED SUN

PRICE £39.99 | PLAYERS 1 | 9

Star Wars style space blaster with brains. Play through tons of missions in space and on planet surfaces. Looks great and the plot keeps you guessing.



COOL BOARDERS 2

PRICE £19.99 | PLAYERS 1-2 | 8

An easy-to-use trick system makes this the snowboard game to own. The graphics could be smoother but it plays a treat one or two player.



CRASH BANDICOOT 2

PRICE £19.99 | PLAYERS 1 | 9

A damn good platformer that looks very cool. Boasts loads of variety and tons of secrets and hidden extras. Addictive platform action for only £20.



CRASH BANDICOOT 3

PRICE £34.99 | PLAYERS 1 | 9

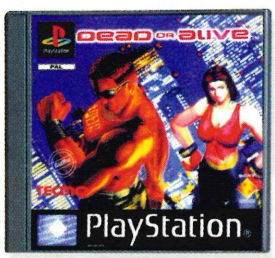
Better graphics and greater variation than Crash 2, this looks nice and is great fun to play. Shame it's so short – you'll finish it in a day or two.



CRASH TEAM RACING

PRICE £39.99 | PLAYERS 4 | 8

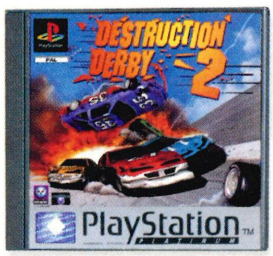
Classic kart action from Crash and the gang. Blast your mates off the tracks as up to four players skid, jump and powerslide round the courses.



DEAD OR ALIVE

PRICE £39.99 | PLAYERS 1-2 | 8

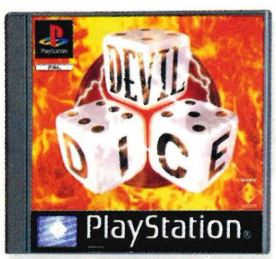
A very fast beat 'em up with sharp graphics, gut-punching action and sweet combos. Better still, all the girls have enormous hooters. This game's seductive.



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

An addictive though brain-taxing 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 | 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.

'HONG KONG: BLACK MAGIC STAINS THE AIR AND THE UNDEAD HAVE RISEN. FIGHT THE FEAR'



FEAR EFFECT

NEW

PRICE £39.99 | PLAYERS 1 | 10

A game that breaks new PlayStation ground. Plays like a vicious horror film directed by John Woo. It's all Chinese demons, Oriental black magic, and smoking guns. You control three mercenaries but beware - the action cuts between them in the blink of an eye.



DINO CRISIS

PRICE £39.99 | PLAYERS 1 | 9

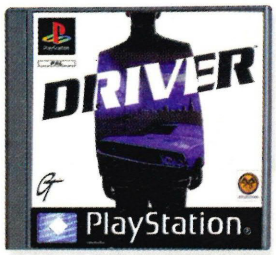
Resident Evil meets Jurassic Park in this puzzle-packed suspense adventure. Visually it rocks, but its the T-Rex battles that will really make your sphincter loosen.



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 | 9

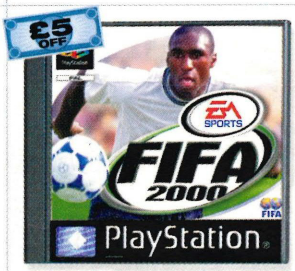
A stunning Starsky and Hutch era driving game. Imagine Grand Theft Auto crossed with Gran Turismo, with funky 70s music. Awesome.



DUKE NUKEM: TIME TO KILL

PRICE £39.99 | PLAYERS 1-2 | 8

Tomb Raider meets Doom in a violent corridor shoot 'em up boasting fast action and tons of bad guys to target practice on.



FIFA 2000

PRICE £39.99 | PLAYERS 1-8 | 7

Latest version with the teams, leagues and players from the current footy season. It's fast but far too easy to score.



FINAL DOOM

PRICE £19.99 | PLAYERS 1-2 | 8

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



FINAL FANTASY 7

PRICE £19.99 | PLAYERS 1 | 9

A huge game with a cool plot, great characters and battles. You'll need to put aside six months to play it. But at £20, it's serious value for money.



FINAL FANTASY 8

PRICE £39.99 | PLAYERS 1 | 9

Sprawling role-playing blockbuster that plods at first but give it time and you'll be hooked for months. Some of the most extravagant battles ever.



FORMULA 1 97

PRICE £19.99 | PLAYERS 1-2 | 9

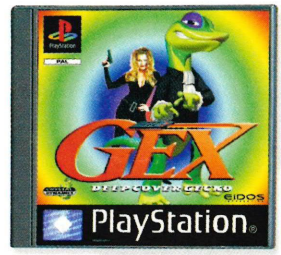
All the genuine drivers, teams and motors from the '97 season. Hot graphics and slick play are a plus. Big let down is the clunky two player mode, though.



G- POLICE 2

PRICE £39.99 | PLAYERS 1 | 8

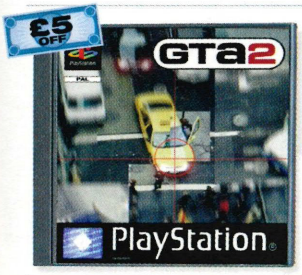
Pilot kick-ass vehicles in this futuristic cop game. Controls take some getting used to, but stick with it and much crim fragging action will ensue.



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.



GRAND THEFT AUTO 2

PRICE £19.99 | PLAYERS 1 | 8

Rammed with better looks, crime and immorality, GTA2 supersedes the original with a vengeance. Marred only by repetitive missions.



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.



GRAN TURISMO 2

PRICE £39.99 | PLAYERS 1-2 | 10

You'll probably never see a better racing game on your PlayStation. Enormous range of cars, great handling, great visuals. A total treat.

'110 METRES IN UNDER 8 SECONDS. THE COST? BROKEN FINGERS'



INTERNATIONAL TRACK & FIELD 2

PRICE £39.99 | PLAYERS 1-4 | 9

Classic no-brainer finger tapping madness. The formula may not have changed since Daley Thompson got his gold medal but it still delivers some of the best multiplayer laughs around. The graphics have been tweaked and there are plenty of events to get your teeth into, but it will give you blisters and sucks in one player.



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.

'DADDY - WHY DOES REAL FOOTBALL LOOK PANTS COMPARED TO FOOTBALL ON MY PLAYSTATION?'



ISS PRO EVOLUTION

PRICE £39.99 | PLAYERS 1-4 | 9

This is simply the best football game ever released. That's because it looks, plays, and feels more like real footy than any other. There are loads of tricks, it's easy to get into, and everything moves slicker than Rivaldo himself. Who cares if the players have silly names?



LEGACY OF KAIN: SOUL REAVER

PRICE £39.99 | PLAYERS 1 | 9

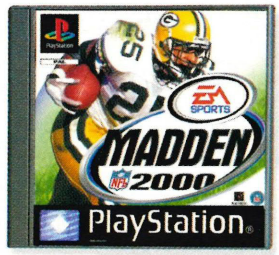
Skewer zombies and slay vampires in this monster Tomb Raider-style adventure that looks superb and plays brilliantly.



LMA MANAGER

PRICE £39.99 | PLAYERS 1 | 9

The latest and best football management game on the PlayStation's. Footy games are rarely this great or absorbing.



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 you coming back.



MEDIEVIL

PRICE £19.99 | PLAYERS 1 | 8

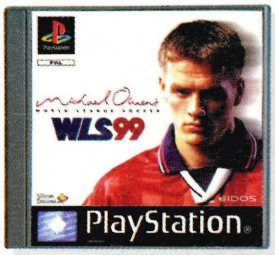
Nightmare Before Xmas-style cartoon adventure stacked with neat puzzles, camp characters, and cranium-fizzing graphics. A surprising hit and great at £20.



METAL GEAR SOLID

PRICE £39.99 | PLAYERS 1 | 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 far too soon.



MICHAEL OWEN'S WLS 99

PRICE £39.99 | PLAYERS 1-2 | 8

Though a bit of a bitch to master, WLS does have probably the most moves to pull off in any 'Station footy game. Boasts all the proper league teams and players too.



MICRO MACHINES V3

PRICE £19.99 | PLAYERS 1-4 | 9

Race mini motors across table tops in one of the most addictive games around. Get three mates and a multitap, and you're guaranteed a top night in.



MOTORHEAD

PRICE £39.99 | PLAYERS 1-2 | 8

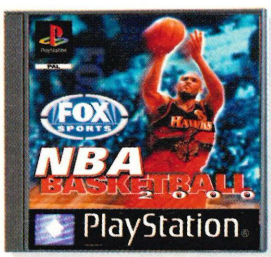
Ridge Racer-style handling and mind-blowing speeds make this sci fi sportscar racer a blast in one or two player. The graphics are kind of basic though.



MUSIC 2000

PRICE £39.99 | PLAYERS 1-4 | 9

Updated version of last year's dance music game. There are 3,500 samples to mix into your own tunes, and you can even sample from your own CDs.



NBA BASKETBALL 2000

PRICE £39.99 | PLAYERS 1-8 | 7

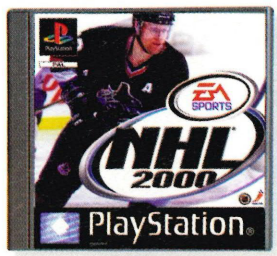
Slick hoop action with all the new teams and players. It's crammed with TV-Style camera angles and commentary and up to eight people can join in.



NEED FOR SPEED 3

PRICE £39.99 | PLAYERS 1-2 | 8

This arcade racer's mix of top motors and winding tracks is a blast. It feels as fast as any other racer on PlayStation's but not quite as sharp as Ridge Racer 4.



NHL 2000

PRICE £39.99 | PLAYERS 1 | 8

The NHL series is the original and best when it comes to ice hockey. This has all the players, superb looks, and awesomely smooth gameplay.



NIGHTMARE CREATURES

PRICE £39.99 | PLAYERS 1 | 8

Gothic horror adventure where demons run riot on the streets of Victorian London. Tomb Raider-ish action with a little more hack and slash.



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 | 8

Pure arcade action as you take on an endless series of boss robots, with enough weaponry to vapourise entire galaxies. Leave your brain at the door.



POINT BLANK

PRICE £34.99 | PLAYERS 1-2 | 9

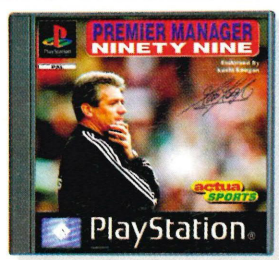
Get a lightgun for this cartoon-style shooting gallery game. Looks childish but tons of fun. Great in one-player but best with a mate to battle with.



POINT BLANK 2

PRICE £34.99 | PLAYERS 1-2 | 9

More variety than the first so your lightgun sharp-shooting skills are pushed to the limit. Even better multi player options make for an awesome post-pub 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. Being updated now, though.



PRO PINBALL: TIMESHOCK

PRICE £29.99 | PLAYERS 1-4 | 8

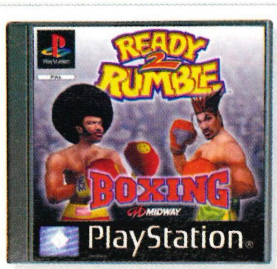
The only pinball game you should own. Realistic ball movement makes this a cracker despite featuring only one table.



QUAKE 2

PRICE £39.99 | PLAYERS 1-4 | 9

The definitive first person corridor shooter. Ultra-violent action, brooding atmos, and an army of sci-fi psychos to frag.



READY TO RUMBLE

PRICE £39.99 | PLAYERS 1-2 | 9

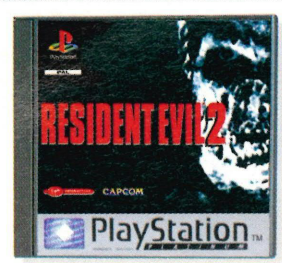
Arcadey boxing effort which injects a much-needed bit of fun into the punch-ups. Full of combos and super-attacks.



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 £19.99 | 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.

'AN ENORMOUS INDESTRUCTIBLE WALKING CORPSE WITH A TASTE FOR YOUR GUSHING RED LIFEBLOOD'



RESIDENT EVIL 3

PRICE £39.99 | PLAYERS 1 | 10

The scariest of the three, thanks to the constant attentions of the Nemesis, a huge dead dude who won't stop till he's ripped your head off. You get more zombies, more guns, and a whole lot more blood than the others and it's full of those killer moments you bought a PlayStation for in the first place. Randomly placed items means good replay value.



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

Gran Turismo 2's only real competition. This looks absolutely amazing, handles nicely, and has got cars coming out of its ears. One of the best.



ROLLCAGE

PRICE £29.99 | PLAYERS 1-2 | 8

Cane sci-fi cars with monster-truck tires 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 let down though.



SLED STORM

PRICE £39.99 | PLAYERS 1-4 | 9

Annoy your mates by nipping in and out of hidden shortcuts as you cane 400 horsepower snow-mobiles over mountain courses. A lot of fun and a minor classic.



SOUL BLADE

PRICE £19.99 | PLAYERS 1-2 | 8

Use swords, knives and bloody great clubs to batter each other stupid in a fast-moving beat 'em up. Some great bizarre characters but plays a bit basic though.



SPYRO THE DRAGON

PRICE £34.99 | PLAYERS 1 | 8

Nauseatingly cute but this platformer plays smoothly, looks super sharp and has tons of levels. Surprisingly large amount of fun not just for little sister.



STREET FIGHTER EX PLUS ALPHA

PRICE £19.99 | PLAYERS 1-2 | 9

Cool looking 3D beat 'em up with slick, lightning fast animation. Many consider this the ultimate to master. Only the harcore will survive here.

'IT'S THE OLD GANG, BUT THE ASS KICKING MOVES ARE ALL NEW'



STREET FIGHTER ALPHA 3

PRICE £39.99 | PLAYERS 1-2 | 9

The biggest and best 2D version of the Street Fighter ever released. Ryu and the gang slug it out in classic style with knuckle-knotting combos galore. All the original SF2 characters show up but this time tooled up with som impressive all-new special moves.



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.



SYNDICATE WARS

PRICE £39.99 | PLAYERS 1-4 | 7

Lead four android secret agents armed with huge guns through a succession of futuristic cities wreaking havoc as you go.



SYPHON FILTER

PRICE £39.99 | PLAYERS 1 | 9

This spy thriller isn't that great to look at, but has fine-tuned gameplay, heavy-duty weapons and tip-top firefights to boot.



TEKKEN 2

PRICE £19.99	PLAYERS 1-2	9

Plays fast and sweet. This hasn't got the looks of Tekken 3 and nor is it quite as high-octane, but it's still a rocking beat 'em up that delivers plenty of clout.



TENCHU: STEALTH ASSASSINS

PRICE £19.99	PLAYERS 1	8

Ninja slash 'em up where you slip into Japanese houses and slit people's throats. There's plenty of sneaking around and sword fights, too. Class.



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 is almost identical to the arcade original.

'I KNOW JUJITSU, KENDO, TAE KWON DO, AND A WHOLE LOT OF OTHER STUFF YOU AIN'T NEVER HEARD OF'



TEKKEN 3

PRICE £19.99	PLAYERS 1-2	10

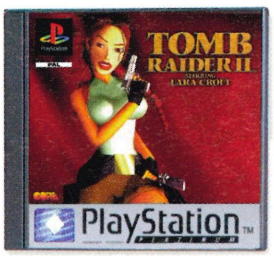
Nobody messes with Tekken 3. Unbeatable at Platinum price, this brilliant 3D beat 'em up oozes class. It's packed with hard characters, brimming with graphical touches, and boasts more than 1,500 wicked moves. Yeh, count 'em. A conversion from the arcade, this even crams in extras like training and quest modes.



TOCA TOURING CARS 2

PRICE £39.99	PLAYERS 1-2	9

Twitchy handling and slippery courses make this one hell of a challenge. But master it and it plays sweetly and looks great. Tons of tracks and cars too.



TOMB RAIDER 2

PRICE £19.99	PLAYERS 1	9

Rock-solid sequel which favours non-stop gunfights over difficult puzzles. Sprawling locations and tough puzzles make it harder to finish than 1.

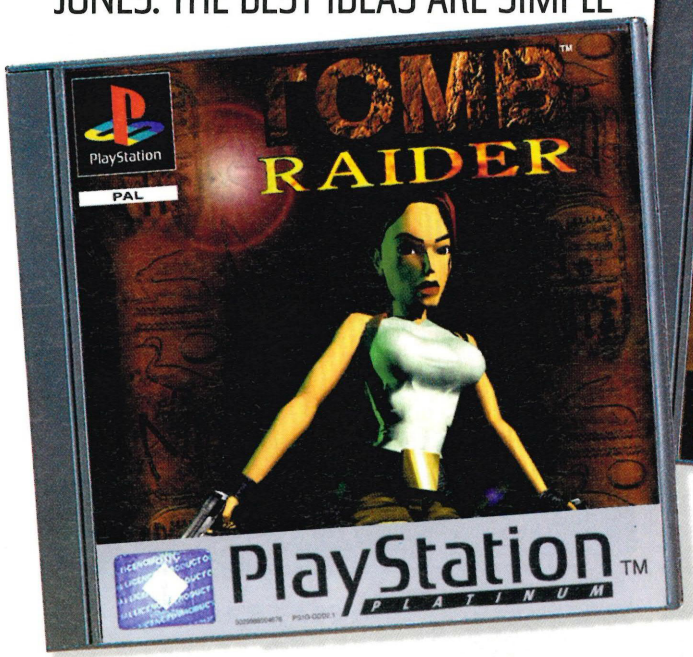


TOMB RAIDER 3

PRICE £19.99	PLAYERS 1	9

The worst Tomb Raider, but a class act still. More variety over 1 and 2 but little else. Some of the puzzles just frustrate but still a fine game.

'A BEAUTIFUL BABE DOES INDIANA JONES. THE BEST IDEAS ARE SIMPLE'



TOMB RAIDER

PRICE £19.99	PLAYERS 1	10

The one that started it all is the perfect mix of action and puzzles. The locations go from clinging and claustrophobic to jaw-droppingly impressive. The Egyptian atmosphere and blinding gameplay make this a real treat and without doubt the best of the first three.

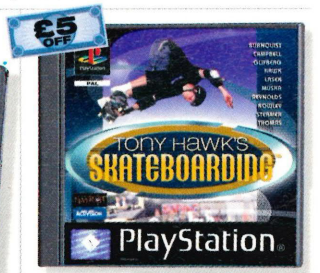


'CAP THE UNDEAD IN THE FESTERING BOWELS OF DARK, UNEXPLORED PYRAMIDS'

TOMB RAIDER 4

PRICE £39.99	PLAYERS 1	10

Welcome return to the brain-teasing puzzle-filled Egyptian tombs of the original classic. Same formula but better ingredients. Top graphics up the already tense atmos, the puzzles are a bit more devious, and Lara's looking better than ever.



TONY HAWK'S SKATEBOARDING

PRICE £39.99	PLAYERS 1-2	9

A rocking stunt laden treat that looks cool and is a cinch to get into though tough to put down. No racing, just pure trickstyle and two player caps it off nicely.



TWISTED METAL WORLD TOUR

PRICE £19.99	PLAYERS 1-2	7

Charge around battle arenas in tooled motors blasting other cars. It looks a bit old these days but the gameplay's still fresh.



UM JAMMER LAMMY

PRICE £39.99 | PLAYERS 1-2 | 8

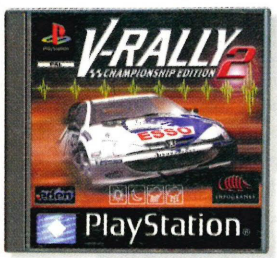
Parrapa sequel where the raps of the original are replaced by guitar licks. The tap-in-time-with-music bit stays the same, but now there's a neat two-player jam.



VIGILANTE 8

PRICE £39.99 | PLAYERS 1-2 | 9

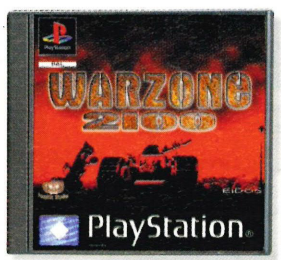
Cars with huge guns fight it out in bizarre battle arenas. Blast away in the best driving shooter around that offers many laughs in two player deathmatch mode.



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.



WIPEOUT 2097

PRICE £19.99 | PLAYERS 1-2 | 9

Super-fast anti-gravity racer that streaks through sci-fi cities to a kick-ass soundtrack. Sweet neon lit graphics and link-up mode makes it a top late-nighter.



WIP3OUT

PRICE £39.99 | PLAYERS 1-2 | 9

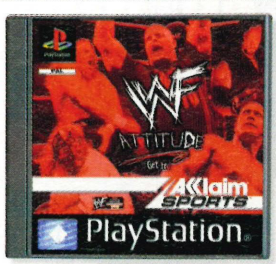
Very similar to its predecessor, although the tracks are better and it's slightly faster than before. The graphics are great, and the soundtrack is wicked.



WORMS

PRICE £19.99 | PLAYERS 1-2 | 8

Get four of you together and unleash some great weapons and even better laughs. But pointless in one-player mode.



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.

DROP OUTS

IT TAKES A LOT TO STAY AT THE TOP AND THERE'S NO MERCY SHOWN TO HAS-BEENS IN THE 101. WHEN A GAME CAN'T CUT THE MUSTARD, IT'S GOT TO GO. HERE'S WHO WE'VE CALLED TIME ON THIS MONTH

SOVIET STRIKE

The days of this kind of semi-3D shoot 'em up are surely numbered. What were once killer state of the art graphics no longer look up to much in the world of Gran Turismo 4 and Metal Gear Solid. And the gameplay is beginning to feel old. Big brother Nuclear Strike can carry the flag for helicopter shooters in the 101 for now.



COLONY WARS VENGEANCE

The arrival of Colony Wars Red Sun does to Vengeance what it did to the first one - makes it look a bit dated and boring. Everything about Vengeance has been improved. The graphics are faster and more detailed, the missions more interesting, the plot more engrossing, and the action more hair raising than before.



PLATINUM PERFECTION

TWENTY QUID IS NOT A LOT OF MONEY FOR A TOP PLAYSTATION GAME. ESPECIALLY WHEN IT'S ONE OF THE BEST EVER RELEASED

METAL GEAR SOLID

The only requirement for a game to make it on to Platinum is that it sold well at full price. So most of the titles are good ones. But it's not every month that an absolute classic gets the £20 makeover. And make no mistake, MGS is one of those cast-iron gems. As if you need telling. Who hasn't taken Solid Snake on his bout of world-saving espionage? Who hasn't dueled with the pistolero Revolver Ocelot, dodged the deadly aim of Sniper Wolf, or traded body blows with Liquid Snake? Well, if for some reason you've been in the bath for the last few years or stranded doing homework on a remote island then now's the time to catch up on what you've been missing.



YOUR ESSENTIAL 101 VIEWS

FANCY MOUTHING OFF ABOUT THE ESSENTIAL 101? WE ALWAYS LISTEN TO WHAT YOU'VE GOT TO SAY. SO IF SOMETHING'S STEWING YOUR STEAK ABOUT IT, LET US KNOW AND WE'LL PUBLISH YOUR OPINIONS

DEAR PLUS

I READ YOUR MAG LOADS AND I THOUGHT THE ESSENTIAL 101 WAS A GOOD IDEA WHEN YOU BROUGHT IT ON.

THAT WAS UNTIL I SAW THE AMOUNT OF BEAT 'EM UPS IN THERE. DO YOU REALLY THINK THAT ANYONE WHO'S ALREADY BOUGHT TEKKEN 3, STREET FIGHTER EX AND SOULBLADE SHOULD THEN GO OUT AND GET DEAD OR ALIVE, TEKKEN 2, SF ALPHA 3 AND BLOODY ROAR 2?

I THINK NOT BILL-WEEDS !!

APART FROM THAT, THOUGH, THANK YOU FOR NOT GIVE HALF OF YOUR MAGAZINE OVER TO PRINTING BORING LISTS OF EVERY GAME EVER LIKE YOU USED TO AND EVERYONE ELSE STILL DOES.

IT I WAS ... INUD ..

BUT ANYWAY, THE ESSENTIAL 101 IS COOL AND APART FROM ONE OR TWO TIMES, I ALWAYS AGREE WITH WHAT YOU GIVE EACH GAME. BUT HAVE YOU THOUGHT OF GIVING LISTS OF GAMES IN EACH CATEGORY LIKE: FOOTBALL, RACING, FIGHTING ETC ETC. I WOULD LIKE TO KNOW WHAT YOU THINK IS THE BEST GAME IN EACH ONE.

THANKS FOR DOING A GREAT MAG FOR A GREAT CONSOLE, I WOULDN'T BUY ANYTHING ELSE.

HAPPY TIM, BRIGHTON

Dear Plus,

I'm a bit of a strategy nut and it's good to see that some of the old classics still get the cred they deserve in your Essential 101. You won't get a more intense game than C&C Red Alert and for pure mindless violence Sydicate Wars delivers more bodies for your money than Doom ever did. Don't los the strategy from the 101, lose all those crap racing games instead.

A Reader, Bolton.

AVOID LIKE YOU'VE NEVER AVOIDED BEFORE

FLOATING IN PLAYSTATION'S CESS PIT THIS MONTH ARE THESE DEAD OTTERS. FLUSH 'EM AWAY BOYS, FLUSH 'EM AWAY!

TINY TANKS

Tiny Tanks. An example of a crap idea made into a crap game by people should know better. Tanks are OK but funny little talking ones aren't. You won't enjoy this pants panzer pizzle.



SOUTH PARK RALLY

Rubbish tracks, fiddly controls and a joke that's worn thinner than Bruce Willis' barnet. Next time anyone says 'Southpark' and 'game' together, grasp their eyelids and yank them till blood comes out.



GRANDIA

Soon it will be illegal to release games like these . And those who do will be put in shoe boxes for causing undue boredom. Guide little blue-haired men round a magical land in this masterwork in tedium. Oh god.



GREAT VALUE MORE PAGES MASSIVE FREEBIES

THE MOST EXCITING GAMES MAG ON EARTH



NEW LOOK

BIGGER

Computer and Video Games has page after page of the latest games, brilliant tips, and is packed with adrenaline-inducing fun

BETTER

Our reviews are the best in the business with straight talking, honest opinions. If a game's good we'll say so, if it isn't we'll tell you that too

VALUE

If that's not enough Computer and Video Games is the best value you'll find, at only £1.99. What more could you want from a games magazine every month?

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NEXT MONTH

MAY ISSUE OF PLAYNATION ON SALE APRIL 21

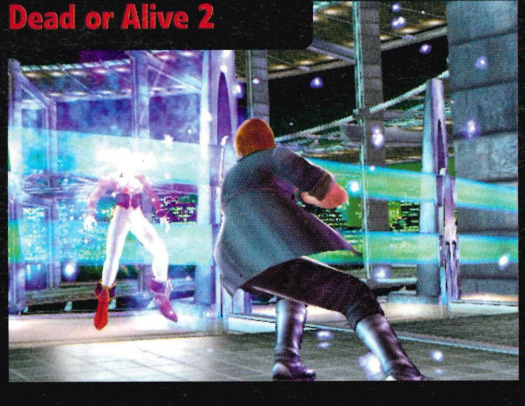
FROM THE MAY ISSUE, PlayStation plus ENTERS THE NEXT GENERATION AND BECOMES...

PlayNa

PlayStation2



Dead or Alive 2

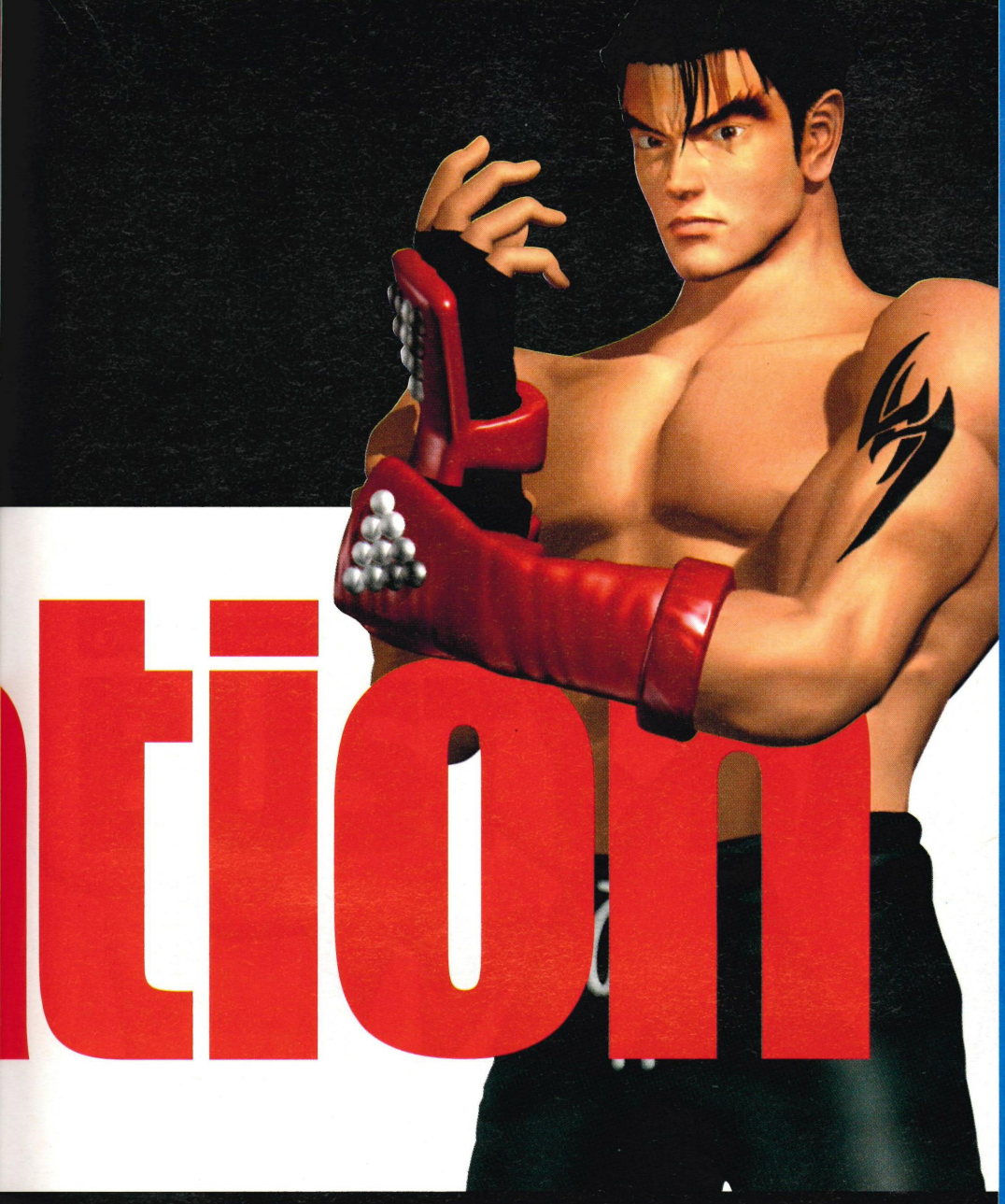


Driver 2



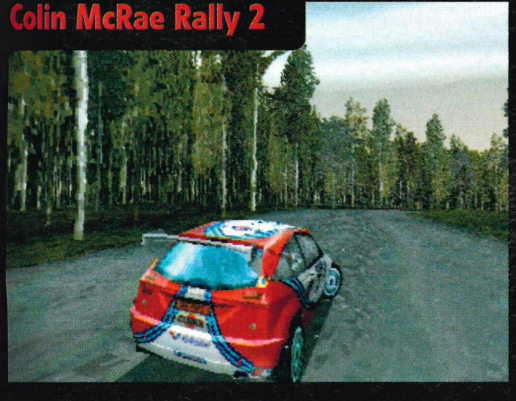
TEKKEN TAG FIRST PLAY ✶ ULTIMATE FEAR EFFECT GUID
MORE BLINDING BABES ✶ EXCHANGE YOUR GAMES FO

PLAYNATION: GETS YOU UNDER THE SKIN



tion

Colin McRae Rally 2



Syphon Filter 2



✷ SWEET MONEY-OFF VOUCHERS
FREE ✷ COOL COMPETITION PRIZES

OF PLAYSTATION 1 AND 2

INSIDE THE MAY ISSUE OF

PlayNation

ULTIMATE PS2 LOWDOWN

IS IT ANY GOOD? PLUS ARE THE GAMES BETTER THAN YOUR PS1 COLLECTION?

SAVE CASH! ESSENTIAL 101 MONEY-OFF VOUCHERS

NETTING A BARGAIN

WHERE TO LOG ON FOR SOME SERIOUS SAVINGS

REVIEWED

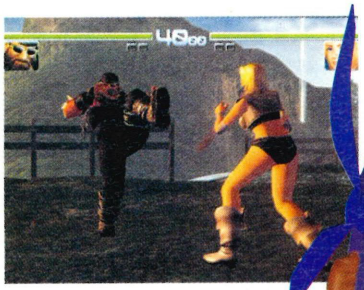
COLIN MCRAE RALLY 2
MICRO MANIACS
F1 2000
SYPHON FILTER 2
MEDIEVIL 2
RALLY MASTERS
NEED FOR SPEED: PORSCHE CHALLENGE
STREET SK8TER 2
GHOUL PANIC

AND LOADS MORE!

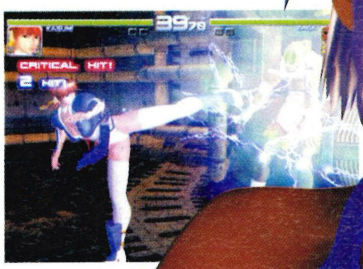
COMING

APRIL 2000

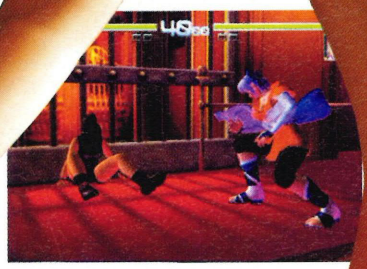
YOUR BACKSTAGE PASS TO PLAYSTATION 1 & 2



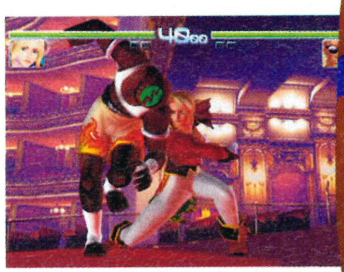
▲ Fighting styles range is huge



▲ Lingerie and electrified fences play key roles



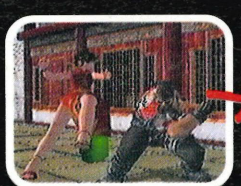
▲ Beat people against walls to maim 'em



▲ The action moves at massive speeds

ROOFTOP RUCKUS!

The action bounces from rooftop to rooftop in this no-holds-barred sequence here. Fighters fall 100ft but they keep on scrapping.



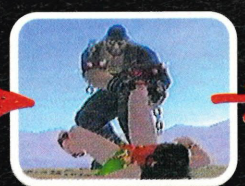
▲ Brick shithouse-built thug trips our sexy heroine



▲ But she fluidly spins the move into a throw



▲ They square up again. She lunges forward



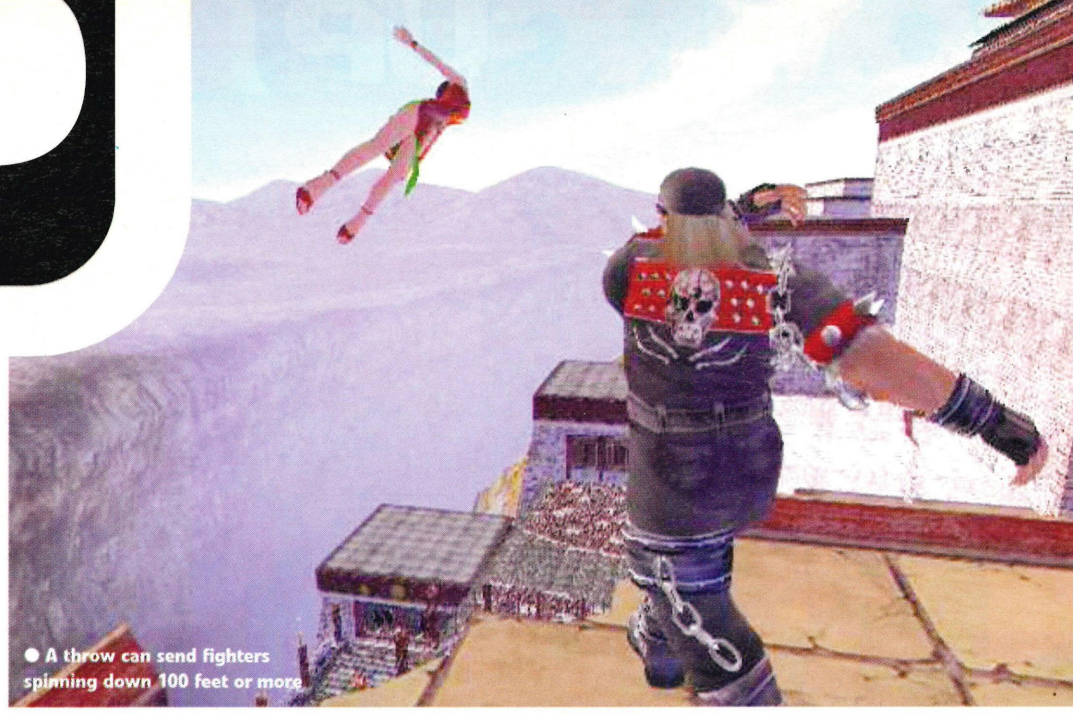
▲ But the goon's grabbed her foot. He starts spinning



▲ He spits her out over a 100ft drop



● All the moves flow like poured molten wax



● A throw can send fighters spinning down 100 feet or more

BUSTY BABES IN DEATH PLUNGE

OUT MAR

> DEAD OR ALIVE 2

Clean white knickers and kung fu kickers dominate in a beat 'em up where a 100-foot fall won't stop you scrapping

Dead or Alive 2 is an ultra-sharp PlayStation 2 fighter where tag teams of busty ladies and muscly goons go kung fu crazy on top of big buildings. When it hits Japan's shelves on March 30, it's going to rewrite the rules for what a fighting game can do.

Fight on top of a castle and you'll get battered off a turret onto roofs a hundred feet below. Whichever way your fighters end up going, you'll be leaping, rolling or smashing your way into new arenas. You'll even find yourself smashing each other into deadly obstacles like electric fences and huge induction coils. The world's your battleground here.

The action flies from rooftiles to paving stones with babes spin-kicking fat men in the face. It's more like a swashbuckling movie fight sequence than a fighting game. The control system's easy to use, so you can pull off dazzling moves with one touch, but there's a lot of timing in there, so button bashers will lose out. You'll need split-second reflexes to hit back with a counter-move when someone rips into you with a deadly combo attack.

And the action gets even more intense when you hit the Tag button. You can switch between fighters if you're getting low on energy, or call on your partner to administer the kiss of death after an awesome combo attack.

You'll watch helplessly as your fighter plunges through a flimsy roof onto a concrete platform, then lies there stunned as your opponent's tag partner drops down next to him and cracks him across the side of the head with a steel toe-capped boot, sending him spinning into an electric fence juiced with 1,400 volts. Awesome!



● The scenery's a big part of these battles. Don't mess with the huge electric coil!



▲ She spirals down towards the platform below

▲ But her attacker swiftly jumps down after her

▲ He drops down next to her while she's stunned

▲ But she feints and ducks his attack

▲ And it's her turn to eject him off the edge

▲ While he's falling, she jumps off in pursuit



'SPIDEY STRUGGLES WITH HIS EVIL ALTER EGO VENOM ON THE WINDY PILLARS OF SAN FRAN'S GOLDEN GATE BRIDGE'

SPANDEX PANT

WEAR A SILLY COSTUME AND SWING

> SPIDER-MAN

OUT MAY

Up 'til now, PlayStation hasn't done justice to those brave men and women who choose to wear Lycra underpants on the outside in their never-ending fight against crime. Spider-Man is the first game to give you a real 3D feeling of your superhero's unearthly powers. You climb walls, you swing between rooftops, you Tarzan-swing on ropes of spider-web. You can even feel your spider-sense tingle.

The action's stupid, over-the-top comic-book stuff, with Spidey using a lasso on enemies mid-ruck and a lot of the action taking place high on the rooftops with our Spandex-clad hero hanging upside down off girders. You even get to rescue the squealing Mary Jane from the clutches of tights-wearing X-Files reject Carnage.

What's cool here is the way Spider-Man fights. Everything in the game's about testing your super-powers. You can splat people with sticky bits of web, perform cunning aerial swings to drop in behind them, or even run up walls to escape. You've got various levels of web-based super attack as well, and when you're locked in a deadly struggle against a superpower-popping villain, the action really does look like it's straight out of the cartoon TV series.

Bits to watch out for include Spidey's struggle with his evil alter ego Venom on San Francisco's Golden Gate bridge, and his vertigo-inducing scramble across the walls of Doctor Octopus's underground super-villain hideout.



● Spider-Man creeps over a glass roof while his unsuspecting enemies go about their business far below



● Swing between buildings on ropes of spider silk



● There's loads of rooftop action

STICKY SITUATIONS

Most superhero game characters tend to just be bruisers in capes with a strong left hook and not much else in the way of superpowers. Not Spidey.

Clock the arsenal of web-based utilities that Spider-Man can call up with the flick of his wrist. This game is by the same people who did Tony Hawk's Skateboarding, so all Spidey's aerial acrobatics are vertigo-inducing. And his web attacks are class too. Check these out.



▲ Smaller villains end up trussed up in sticky strands of web before they even know Spider-Man's on the scene



▲ If Spider-Man's in danger you'll feel your Spider Sense tingling through the vibrations of your Dual Shock



▲ If you're looking to cause massive damage, just pick up fridges and other huge objects and chuck 'em around



▲ Gravity doesn't worry Spider-Man. Sneaking into buildings is easy when you can walk along the side of them

S & SPIDER SENSE

FROM ROOFS IN THIS SUPERPOWERED ACTIONER



● Spider-Man ensnares Scorpion in his deadly net



● Spider-Man turns to traditional thuggery when he gets up close



GREETING
MASTER O

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● Everyone in FF11 could connect to you by phone line

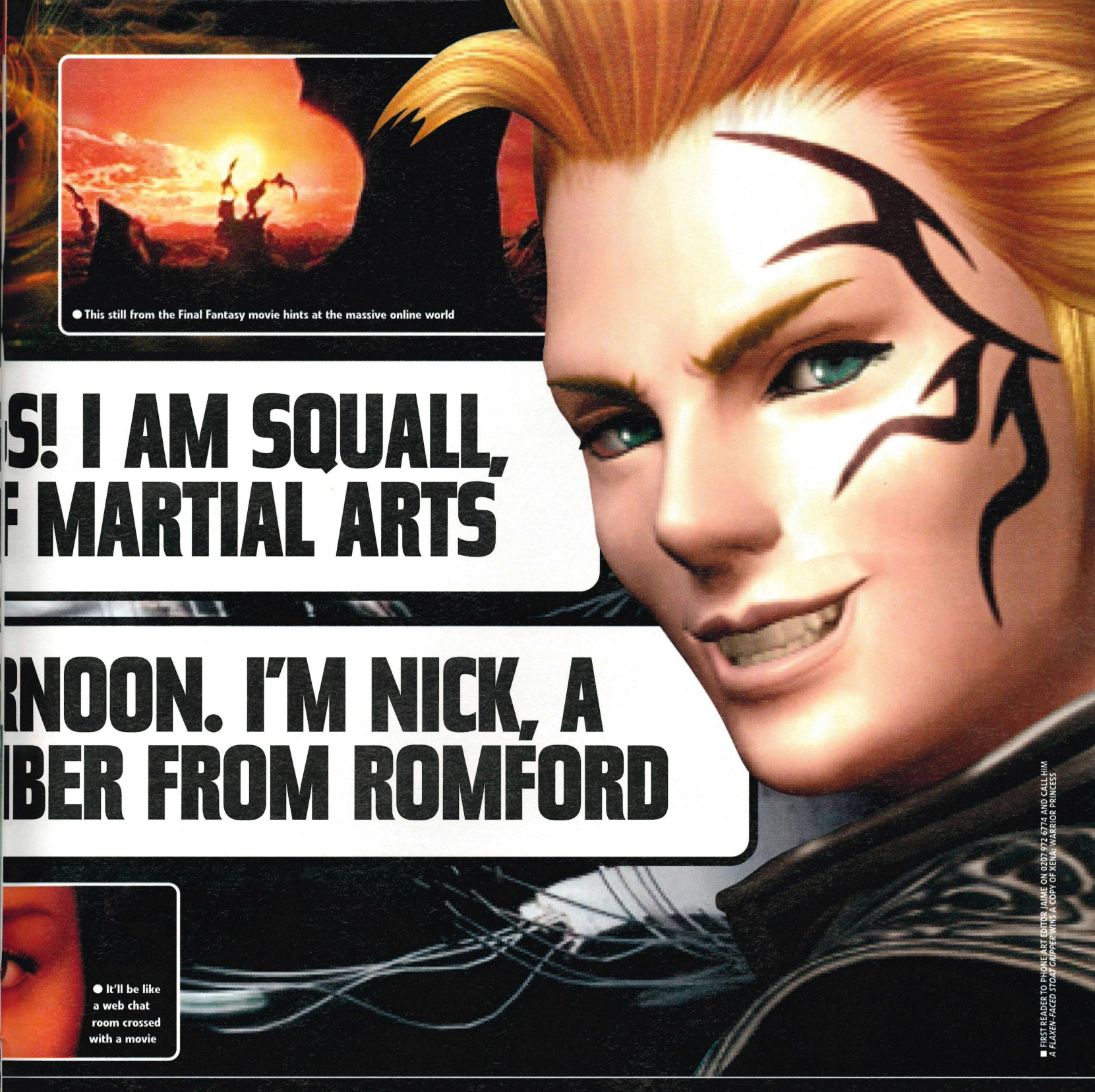
FINAL FANTASY 11
WHERE YOU MEET

At this month's PlayStation2 Festival, few mentioned PS2's internet capabilities. Why?

Well, the perfectionists at Sony won't commit to what PS2 can do until broadband connections are as common as BSkyB dishes.

Only then will fat wads of data for games, music, movies and e-commerce gush around the globe lightning fast.

One stormin' benefit from this will be massive multiplayer deathmatch games or footy games where everyone controls a different player. It'll also



● This still from the Final Fantasy movie hints at the massive online world

S! I AM SQUALL, F MARTIAL ARTS

RNOON. I'M NICK, A IBER FROM ROMFORD

● It'll be like a web chat room crossed with a movie

■ FIRST READER TO PHONE ART EDITOR JAIME ON 0207 972 6774 AND CALL HIM A FLAXEN-FACED STOAT GRIPPER WINS A COPY OF XENA: WARRIOR PRINCESS

ON PS2 WILL CREATE AN ONLINE PLAYGROUND PEOPLE, BECOME A STAR AND EVEN START WARS

allow you to email and surf the net without any delays. This should begin from January next year.

Final Fantasy 11 is set to be the first and biggest game name to take advantage of this super-powered connection to create its own universe. It'll be a multiplayer world where the adventures are made by the thousands of people who log into it.

There will be few rules, no set adventures. You'll be able to talk to others online using a plug-in microphone, nip down to a virtual pub for a catch-up, assassinate enemies, and even build your own castle.

Anybody who has a PS2 will be able to log-on and play. And if you quit the game to meet flesh-and-blood mates, your character will sleep until you rejoin.

Online worlds aren't new. A game like Everquest attracts players so into the virtual world they'll buy in-game items, such as a magic swords, for real dosh. Like, up to fifty quid's worth of real money. But up 'til this year, you needed a £2,000 PC to get in on the action. Crap modems have meant the action moves slowly. But with PS2, the action will move as fast as the Final Fantasy series, but with the bonus of everyone you meet being a living individual either in the next town, next door ornext continent.

Online worlds are already so in-depth you can get jobs in there, making items for other people. You can gather together a group of toughnuts to go and attack an in-game dungeon, or fight other players. You can build yourself a house – but there's always the chance some tyke will burgle it.

It's become so hardcore that even wars explode across them. Last October, a band of disgruntled Ultima Online addicts kicked off a war that spread through it like wildfire, killing almost everyone. You can still lose your temper and get shirty with each other. Except you're armed with magical weapons and armies of loyal thugs. Final Fantsy 11 is going to be a weapon's grade epic on PS2.



● 'I'm bustin' for a slash': a sloppy Ninja plays Poke-yer-man after getting trapped

STAR IN YOUR OWN KU

> TENCHU 2

OUT NOV

You're a cold-blooded Ninja killing machine in the follow-up to Essential 101 scorcher Tenchu, a game with the flavour of an ultra-violent martial arts flick

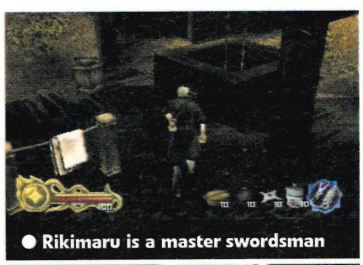
Tenchu 2 puts you in the silent shoes of one of ancient Japan's premier killing machines, the Ninja. You creep across roofs. You drop behind your victims like a predatory cat. You slice through unsuspecting necks with the precision of a master butcher. Doing well is down to killing entire households without them even realising they've got an uninvited guest.

Everything in this game is about stealth. You're not an invincible macho man who can soak up sword slashes and spear-thrusts without getting hurt: get into a toe-to-toe swordfight and one or two hits will turn you into wormfood.

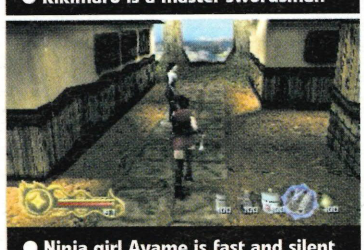
Survival's all about assassinating your enemies before they even know you're there, and with a make-your-own-mission mode in here, you've got limitless opportunities to practise being an invisible, silent, cold-blooded killer.

You can set traps, use poison darts, hurl deadly shuriken and even conceal the bodies of your victims. But you're up against highly intelligent opponents who can hear the tiniest creak on the roof tiles, and who notice when their mate goes round a corner and doesn't come back. Getting through to your targets is not easy.

There are 12 missions in the basic game, all stitched together by a kung fu film-style plot. You'll find yourself sneaking through Japanese houses and palaces to steal treasures, assassinate nobles and guard princesses from evil samurai. The plot and the gameplay change depending on which of the game's three ninjas you choose, so if you felt short-changed by the original Tenchu's ten missions, this one offers loads more playing time. Once you've mastered the level editor, you have limitless game life at your fingertips. And it's Joy Central when you allow a mate to explore a setting that you've created – and in which he cops it!



● Rikimaru is a master swordsman



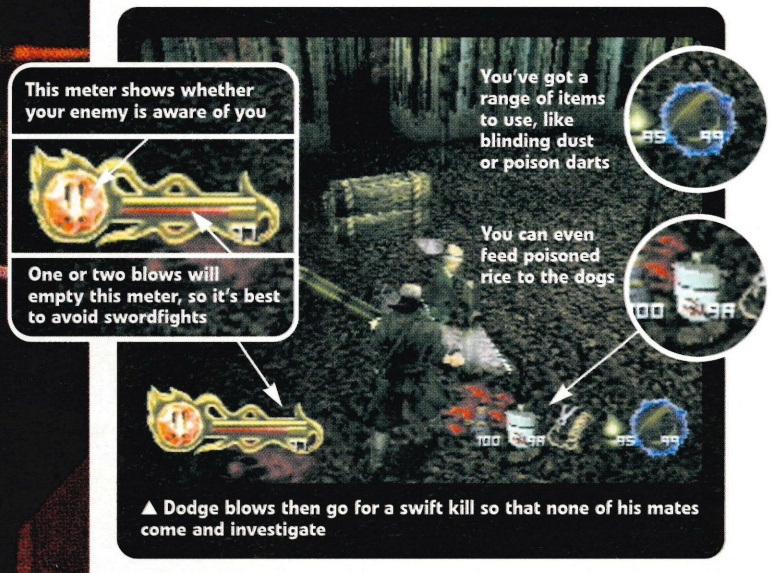
● Ninja girl Ayame is fast and silent



NG FU FILM!

BE SILENT, BE INVISIBLE

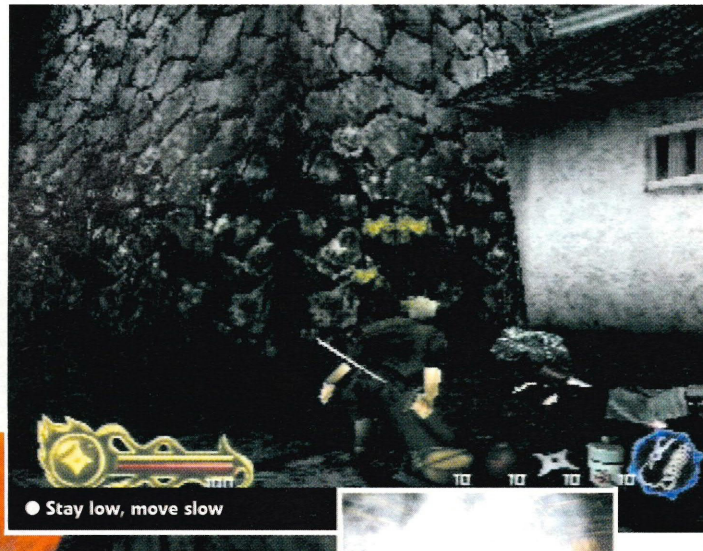
You start every mission with an arsenal of Ninja tools that'll help you stay unseen. You've got a meter that shows when the enemies are getting suspicious. But staying out of sight isn't easy.



▲ Dodge blows then go for a swift kill so that none of his mates come and investigate

MISHIYOGA-STYLE SWORDSMANSHIP

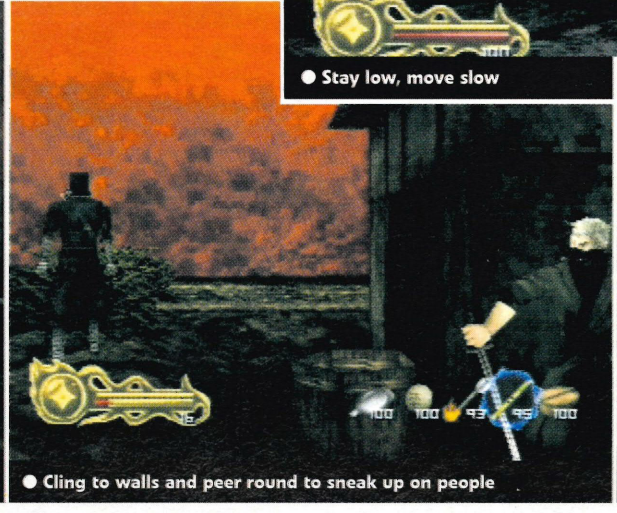
What makes Tenchu 2 stand out from the crowd is the way you can make every mission your own. There's an infinite number of routes you can take, an infinite number of ways to take on the enemy. If you're in the mood, you can even kill the innocent, or poison your target's dog. Fighting is a free and easy affair, too. The swordfighting is as slick as any you've seen in a videogame. It really looks like a martial arts film setpiece when two of you start parrying and slashing with razor sharp katanas. But the true master won't let it get that far. Stealth kills are the meat and drink of this game. Tiptoe up behind someone, draw your sword and 'Snrrrrk!' Sweet.



● Stay low, move slow



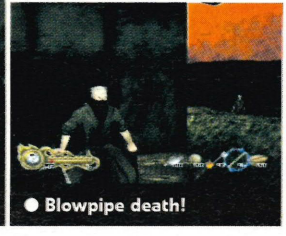
● The setpiece swordfights at the end of each level are awesome



● Cling to walls and peer round to sneak up on people



● Smoke grenades!



● Blowpipe death!

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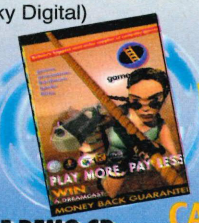


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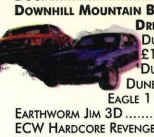
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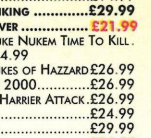


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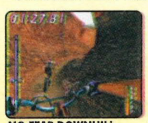


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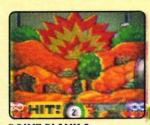
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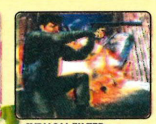


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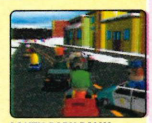


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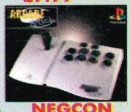
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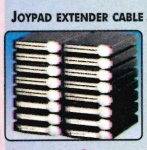


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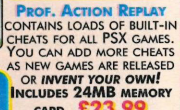
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BULLET IN THE HEAD!

OUT APR

> SYPHON FILTER 2

Super-soldier Gabe Logan goes head on with a bunch of terrorists in this headshots-a-popping spy sequel

Syphon Filter 2 lets you go nuts with more top-end military hardware than any PlayStation game you'll ever play. Night-vision rifles, tear gas grenades, heavy machineguns, sniper rifles, flamethrowers and pump-action shotguns are all part of the fun, and there's tons more. With 20 action-packed levels, there's enough flak-jacketed goons to ensure every one of your tools of destruction gets a full field test.

You can even turn the game's frightening arsenal on your mate in a deadly two-player deathmatch mode. And in both one- or two- player, it's weaselly, devious play that really pays off. Tiptoeing around, casing out the territory then sneaking up behind people with your combat knife drawn. But thanks to Syphon Filter's varied aiming modes, you can still win deathmatches and beat levels by going Rambo, breaking cover and running out with your MG blazing from the hip.

There's two targetting systems in here, and you've got to tailor your approach to what your enemies are up to. Flak-jacketed baddies must to be shot in the face, so you have to manually aim your shots. In open areas, it pays to put your guns on auto-target and go for an SAS-style assault: running, ducking, rolling and shooting.

Every one of the game's worldwide levels needs a different approach. You'll face snipers, enemy vehicles and vicious, bullet-spitting terrorist bosses in environments from Alpine hillsides to the tops of speeding trains. This has it all.



▲ Run out guns blazing!



▲ Use bombs to blow up rocks



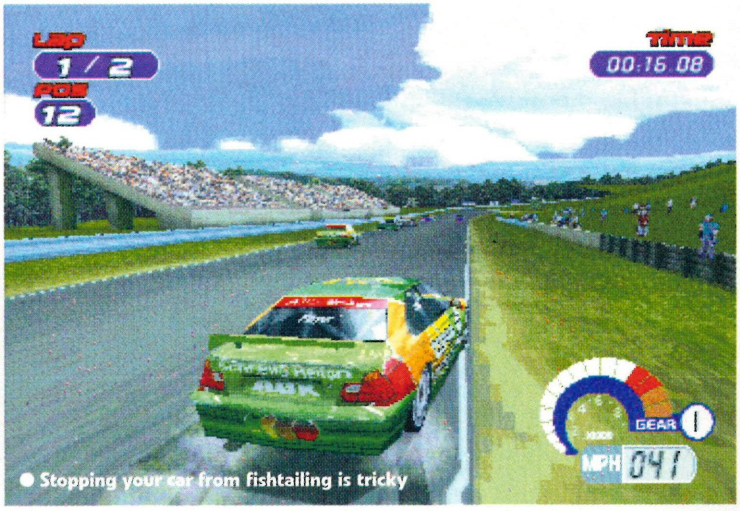
▲ The sniper rifle is perfect for racking up long-range kills



▲ There's tons of variety



▲ Torch blokes and they scream in agony



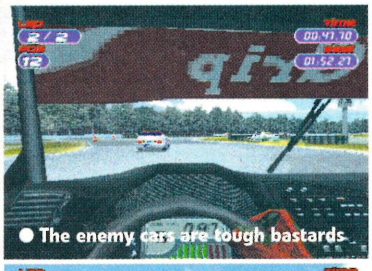
● Stopping your car from fishtailing is tricky

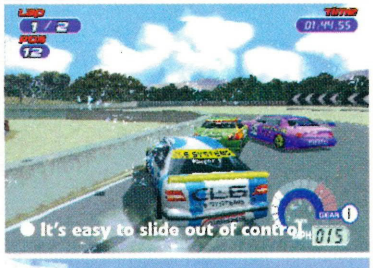
TOUGH TRACKS, TOUGHER CARS

> TOCA WORLD TOURING CARS

OUT MAY

Cane souped up land cruisers around some of the world's most famous circuits


● The enemy cars are tough bastards


● It's easy to slide out of control


● Battle for first place

TOCA: World Touring Cars is a five-star treat for petrolheads. It's got ultra-realistic handling. It's got crashes that sound and feel agonising. It's got a full selection of 40 beefed-up touring cars from around the world. And you get to race them on 23 of the world's best race tracks, including tyre-punishing F1 tracks like Monza and Hockenheim.

TOCA: WTC has visuals set to stun and gameplay guaranteed to kill. But it's not easy to get into. In fact, it's so in-depth that when you get to grips with the handling of the motors it's like passing a real driving test.

You get to run road tests on Audi TTs, Mitsubishi GTOs, Mazda RX7s and tons more. You're up against opponents who'll jostle, overtake and ram. And as soon as you touch bumper, you'll see (and hear) another reason why WTC's way ahead of the pack: the crashes.

It's so in-depth that if you mess up you can break axles, burst tyres and crack steering columns. Brush against another motor and the metal shrieks. Go head on into someone and both cars will be totalled in a mass of splinters and torn panelling. How cool is that?


● Hit gravel and you're gone


● Realistic car damage!

RELEASE DATES

SO WHEN DO ALL THESE HOT NEW GAMES HIT THE SHELVES? HERE'S SOME DATES FOR YOUR DIARY

✔ OUT NOW

ECW HARDCORE REVOLUTION
Dated, lumpy and slow wrestling action that tries to shock you and fails. You've seen this all before

✔ OUT NOW

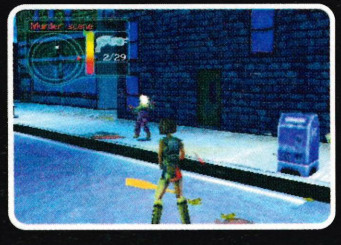
SUPERBIKE 2000
Superbike racer which doesn't look too bad, but the bikes crawl along like someone's put sugar in their petrol tanks

✔ OUT NOW

CRICKET 2000
A cricket sim so easy it feels more like rounders. An insult to the manly sport of prancing around in white sweaters

✔ OUT NOW

URBAN CHAOS
One hard-ass cop takes on an entire city's worth of criminal scum armed with a pump action and a hard left hook. Cool!



✔ OUT NOW

UEFA CHAMPION'S LEAGUE
An insult to the Europe's finiest. The very best footballers are reduced to lucky shots and running the ball around idiot keepers

31 MARCH

NFS: PORSCHE CHALLENGE
Go mental with the entire catalogue of Porsches, from the 50s to the present day in this zippy racer. Review next issue

31 MARCH

STREET SK8ER 2
Far-out skating game where you can flip your skater 100 feet into the air with ease. Review next issue

31 MARCH

ROLLCAGE STAGE 2
One of the maddest racers you'll ever play. Race monster trucks at supersonic speeds while shooting off missiles



07 APRIL

SYPHON FILTER 2
Just look over to the other side of the page. This one's looking like a stone classic. Massive review next issue

14 APRIL

WWF SMACKDOWN
Stone Cold Steve Austin and the gang sweat it out in the best wrestling game ever to hit PlayStation

14 APRIL

GHOUL PANIC
Shoot comedy ghouls with your G-Con lightgun in this ghostly version of Point Blank. Review next issue

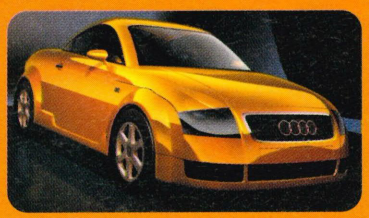
21 APRIL

MEDIEVIL 2
A skeleton knight platforms his way through tons of goofy ghosts in this sharp-looking adventure. Review next month

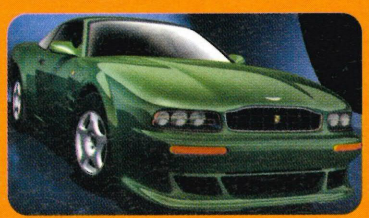
We've checked all of these up with the publishers: but be warned, games do slip off their dates. These aren't 100% definite. If a game you're looking for isn't on there, don't despair: it just means they haven't decided on an exact date yet. We'll always give you the most up-to-date and accurate info there is, guaranteed.

MAD, BAD MOTORS

These are just a few of the awesome sets of wheels you'll be able to test to destruction in Vanishing Point



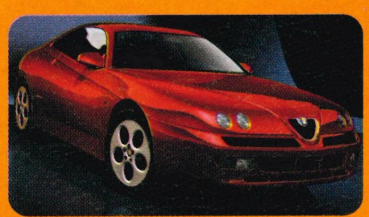
▲ This is your first chance to trash an Audi TT by skidding it round obstacles and blasting off over huge jumps



▲ Each vehicle has been accurately modelled. This Aston Martin feels lardy but powerful, even when chasing balloons!



▲ Like all the cars here, this Focus uses the actual vehicle dimensions, set-up and specs. If you liked GT2, you'll go nuts for this



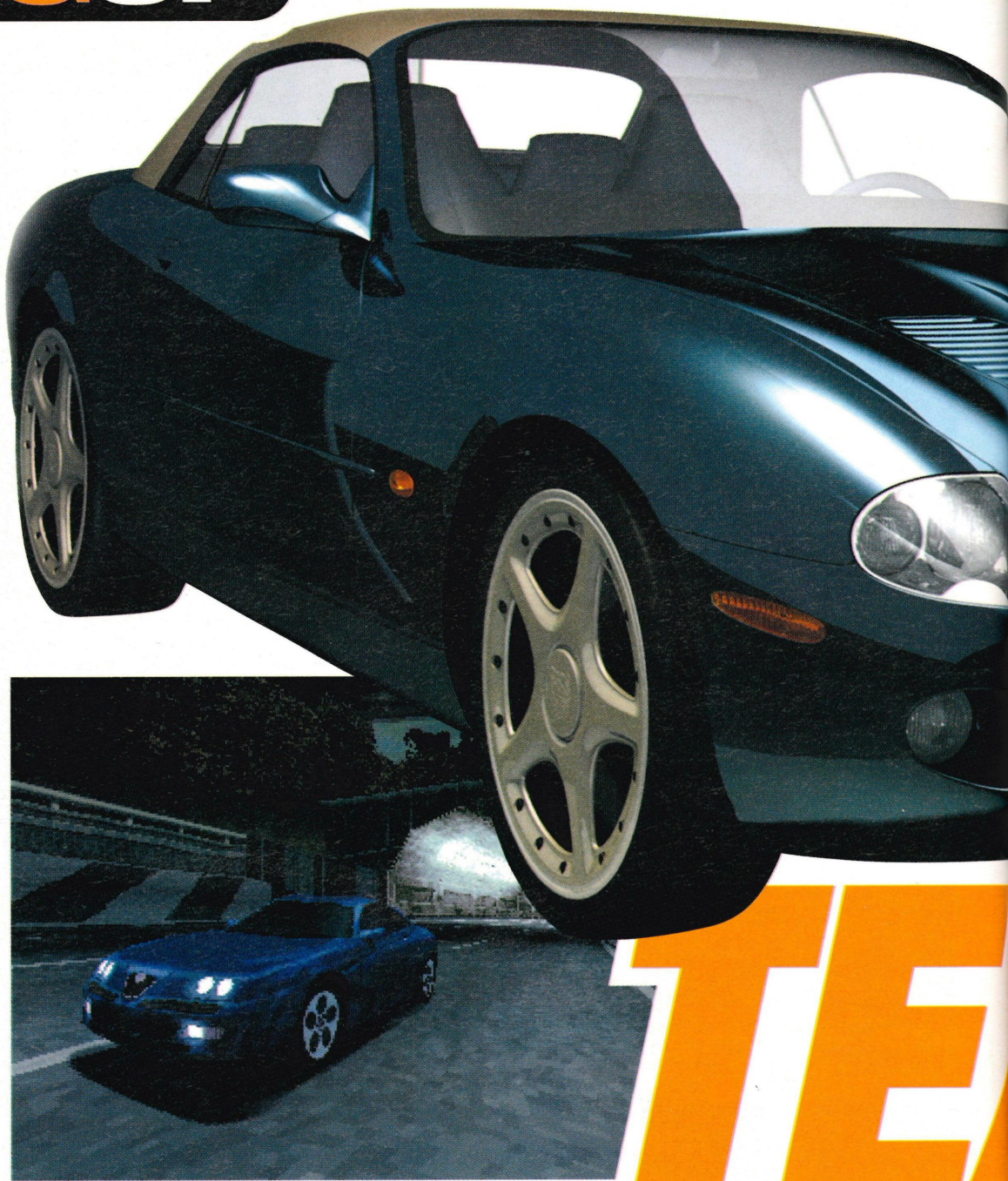
▲ With paintwork this nice, it'd be criminal to take this Alfa head on into oncoming traffic. Oh what the hell. We'll do it anyhow



▲ The handling's super fine-tuned. Novices'll find it pretty hard to tame a huge, jerking beast like this TVR

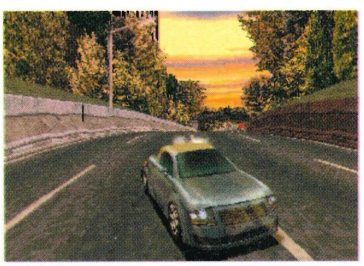


▲ The super-smooth DB7. Each car's been tested to be 100% accurate, even when you're hurling it over a massive jump

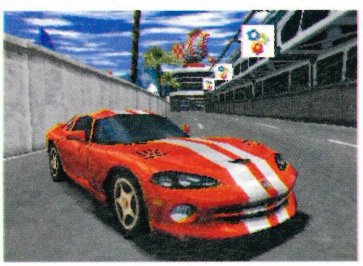


▲ In the replays, the graphics rival the mighty Gran Turismo 2

TE



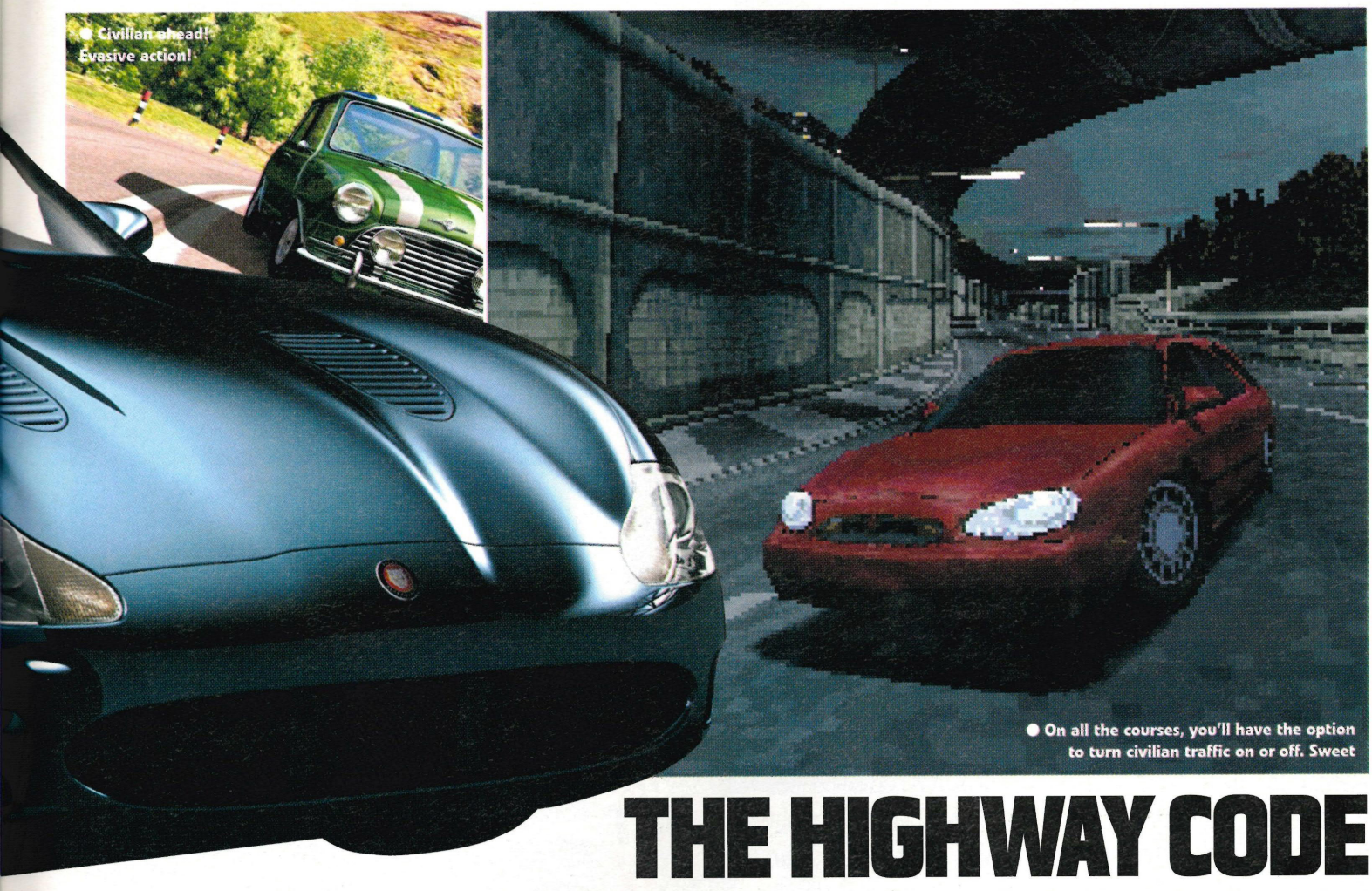
▲ The lighting effects are amazing



▲ Scenery never 'pops up'. You see forever



▲ You've got to dodge in and out of civilian traffic to overtake your rivals



● Civilian ahead! Evasive action!

● On all the courses, you'll have the option to turn civilian traffic on or off. Sweet

THE HIGHWAY CODE

AR IT UP!

GAS A TON OF ALLOY AT DITHERING SUNDAY DRIVERS IN VANISHING POINT, A GRAN TURISMO 2 IN CIVVIES

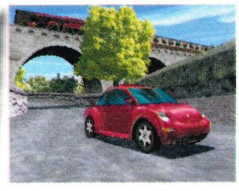
> VANISHING POINT

OUT APR

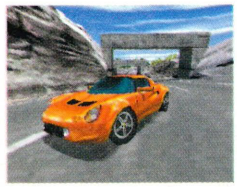
You're caning it down the wrong side of a road in an Audi TT, wrenching it into a bend to edge ahead of the roaring Cerbera next to you. Then suddenly there's Mrs Bloggs and the kids in a Honda Civic going the opposite direction. Bang. Welcome to the fast-paced, irresponsible world of Vanishing Point, where huge unleaded-soaked metal monsters go head-to-head on roads packed with civilian traffic.

This is like GT2 served with a grin like a roast dog. The setup for each car is 100% accurate, and the handling's so spot-on your feet'll reach out for the brakes, but the action's nowhere near as serious and po-faced as the action in GT2. You'll earn glory doing huge stunts on purpose-built stunt tracks. You'll take part in 32 different tournaments racing along public roads full of innocent motorists going about their business. You'll even race with a mate around courses full of balloons, trying to pop as many as you can.

This is an absolute blinder in two-player split-screen. There are loads of leagues, plus knockout competitions and winner-stays-on battles. And there are tons of cars on the road, even in multiplayer, so the action stays totally intense. Boredom just doesn't look like an option.



▲ New Beetle. Kinda cute



▲ There's over 40 motors and tons of courses



▲ There's no crash damage here, so dodgem-style driving is in



● Driver was a blindin' highlight of 1999. November sees its sequel on PS1 & 2

WHEELS OF STEAL!

> DRIVER 2 ON PLAYSTATION 1 & 2

OUT NOV

Driver 2 busts back with more 70s car chase action. But now you can leg it out of your motor and nick other people's cars

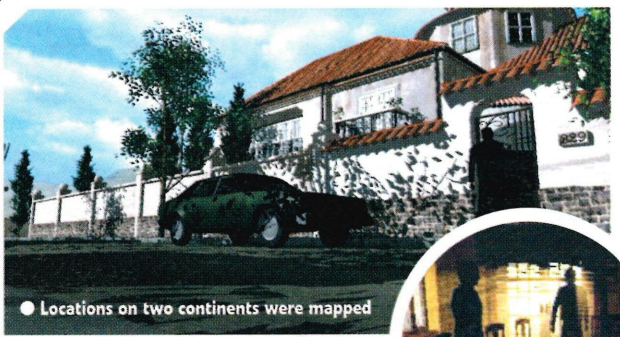
Tanner is back. He's the car chase-crazy undercover cop with a habit of stealing cars for the Mob and gassing 'em through built-up areas at the speed of sound while listening to low-slung 70s funk at shattering volumes.

This time, he's not stuck with one motor, either. You can steal trucks, school buses, souped-up sportscars or even go after baddies on foot with your 8mm drawn. This is a Grand Theft Auto in 3D.

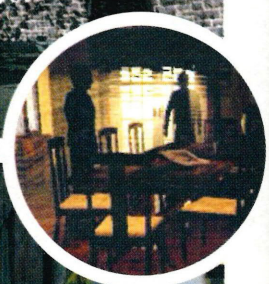
Action spreads across cities in South America and the USA – Rio, Havana, Chicago and Las Vegas. And the game's makers have photographed every location so they look absolutely spot-on.

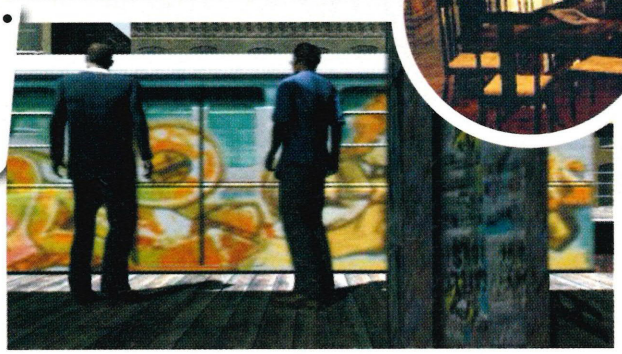
The game's out on both PlayStation and PlayStation2 in November, and both versions will let you explore the cities on foot and steal whatever vehicles you need to nail the bad guys or play hide-and-seek with Johnny Law.

It has the same number of missions as the original but the objectives are more varied. Driver 2 is a Millenium Year game that has us frothy maan.



● Locations on two continents were mapped





▲ Driver 2 will introduce flesh and blood instead of simply V8 motors on soggy suspension. Characters can leap out of cars and peg it down alleys



VENGEANCE OF THE SNOW BEASTS

> SNO CROSS CHAMPIONSHIP RACING

OUT MAY

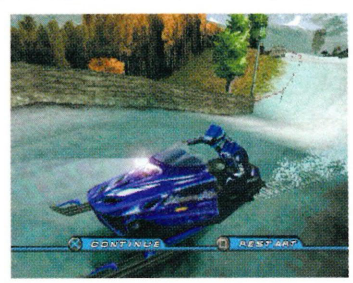
Sno Cross Championship Racing is a badly-spelt high-octane skidoo racer where one or two players take 700cc speed monsters out to the mountainsides for snow racing action. You can even do downhilll snowboard tracks – but uphill!

On the move, this is one of the fastest racers we've ever seen. Which means you'll need the reflexes of a neurotic snow leopard to get through.

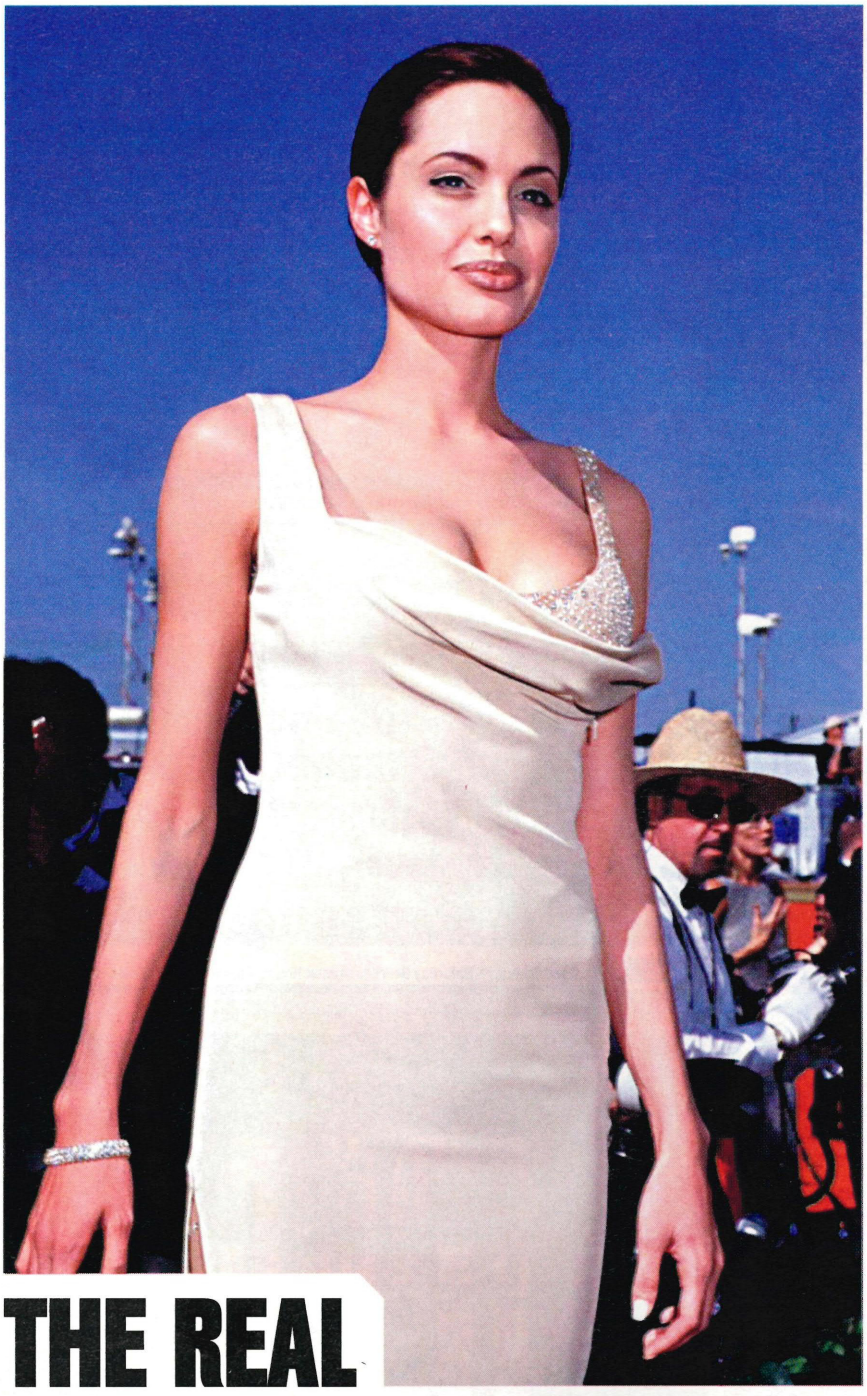
Everything about this is calculated to make your palms sweat. All courses have massive shortcuts and jumps where you can take out other riders. You'll find yourself power-sliding across ice bridges in a bid to butt rivals into freefall. And wrestling your two-stroke around deadly chicanes where a wrong move could spit you into a granite wall. Preview next issue, review in June.



▲ 'Christ, let there be a Burger King here'



▲ Sno Cross is crack-sweatingly fast



PHOTOGRAPH: © UPPA PICTURES

THE REAL LARA CROFT

Well-stacked Hackers star Angelina Jolie beats off Buffy, Bullock and our own beautiful Batberger to be Hollywood's Lara. We ain't complaining

The rumour mill's been in overdrive as to who is to play Lara in the Tomb Raider film, due for release in December (yeh, right). Catherine Zeta-Moans was a front runner, you voted for Sarah Michelle-Gellar, Sandra Bullock was widely tipped and Plus's very own Adrianne Batberger collected a raft of fans after we publicised her credentials.

But Angelina Jolie, star of The Bone Collector and Hackers and all-round uber-totty is close to signing to play the part(s). Yank or not, she's premium crumpet and she melts our butter. Cue loads of letters from Lara nutcases who think some minger from Dagenham should play Ms Croft.

Other news is sketchy, 'cos Paramount, the studio making it, are stony-faced about details. The most likely candidate for scriptwriting is the bloke who wrote Die Hard and 48 Hours. The director is the guy who pumped out high-octane action class blaster Con Air. Anyone expecting a Sleepless in Seattle love-fest from this partnering is likely to be pretty disappointed.

Rumour has it the film will feature a showdown in which Crofty sees off a bunch of villains on top of the London Eye big wheel. Sounds crap.

But we bet you a fiver that Ms Jolie as Lara takes her crop top off – but that it's shot from behind.

BOXING CLEVER

OUT MAY

> VICTORY BOXING CHALLENGER

This Challenger could deliver a sucker punch with its brain 'n' brawn combo

A great boxing game captures the essence of boxing. And that means merging brilliant strategy with bulging muscles until a loser is spitting blood and teeth onto the sweat-stained canvas.

Victory Boxing Challenger is looking as if it might pull off this difficult task. It's well easy to get to grips with, but you've got to engage the brain if your man's not going to end up punch drunk.

The gameplay's about balancing the pain you dish out with the pain you take in. But go at it hell for leather and you'll be staggering all over the place like the whisky-sozzled chef on Titanic, easy meat for a haymaker punch from the other guy.

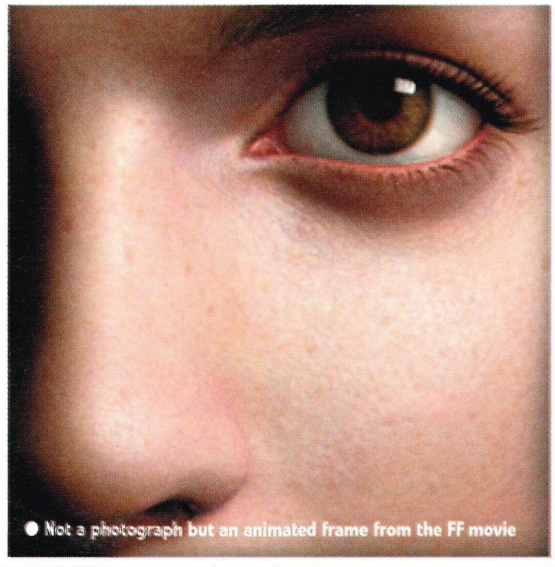
Despite no big stars, this is looking like it could capture the grim punch-by-punch action of heavyweight boxing like no other.

SEE IT NOW!

FINAL FANTASY FILM

The animated Final Fantasy Movie, up for release late in 2001, makes Toy Story 2 look as primitive as Space Invaders. The picture here is stunning and the landscapes will see your goatee clipping the carpet. But it's taking so long to stitch together that we wonder if it would have been cheaper to use real actors and sets.

It's set on Earth in 2065, after mankind has been almost wiped out. Pockets of survivors realise life is actually a form of energy, a sort of New Age Red Bull. All hippy-dippy stuff but at least it's packed with sweeping battle scenes and devastated landcapes. Reservoir Dogs' Steve Buscemi, Red October's Alec Baldwin and Contact's James Woods do the voices. For updates on how the film is coming along go to *http://www.finalfantasy.com*.



● Not a photograph but an animated frame from the FF movie

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A NIGHT TO DISMEMBER

OUT MAY

> NIGHTMARE CREATURES 2

Chop off heads, gut torsos and hack through limbs like a psychopathic surgeon in this frenzied zombie slash 'em up

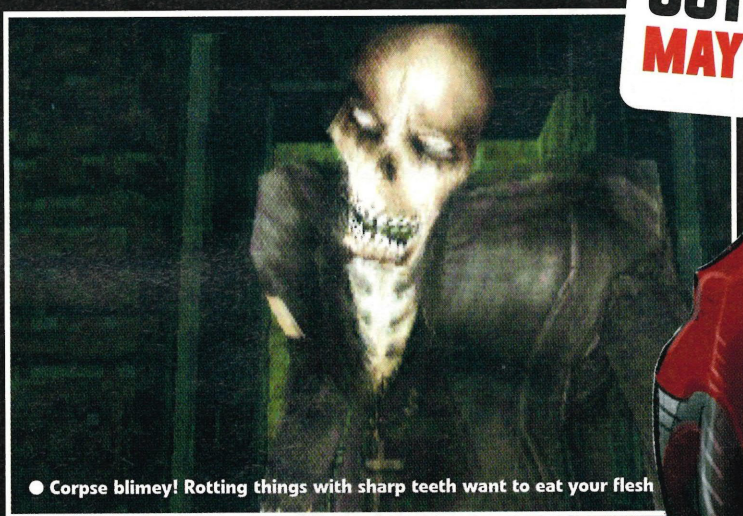
The first Nightmare Creatures was a frenzied, blood-soaked feast of hyper-speed zombie-fighting that zipped through the dark streets of Victorian London at hair-raising pace. Everything was against the clock. The pace has been slowed down for this one, but the addition of shotguns and chainsaws makes sure the gore count goes through the roof.

Rotting corpses in 1930's period costume jump out at you as you search crumbling mansions for keys and items, and it's down to your shooting, cutting and maiming skills to make them die. The visuals are sweet, the combat's frenzied and there are some moments that'll make the most hardened Res Evil-head jump.

You can summon swarms of flies that creep in your enemy's every orifice, making them disintegrate into a spray of gore with a horrible wet 'pop'. You can hack the arms and legs off zombies and they'll fight on, blood spurting from the stumps. But then you can rip the spines from their bodies so they collapse in a quivering heap of limp flesh.

Gameplay's pretty simple throughout. Solving puzzles is just a matter of finding the right keys, and once combat kicks off, simple combos like ⊗, ⇩+⊗, ⊗ produce whirling, deadly blade attacks. Special power-ups like blistering napalm attacks are pulled off with a single button press. The tricky bit is how the enemies leap around the place, kung fu film-style. They jump like deadly grasshoppers, clawing out at you, or feinting in the wrong direction. If you don't stay alert, they'll have carved you up like a side of raw beef before you even notice they're going for the kill. You need split-second reflexes to stay alive.

The locations look awesome and there's a seriously sinister atmosphere to the game's 30 massive levels. There's some classic horror flick bits in there, too. You'll find yourself in huge rooms full of heavy stone coffins, and as you cock your double-barrelled shotgun you'll hear the stone lids creak open to reveal rotting arms reaching out for you. Even the game's hero is a twisted freak. He's half zombie himself, and that makes him even tougher.



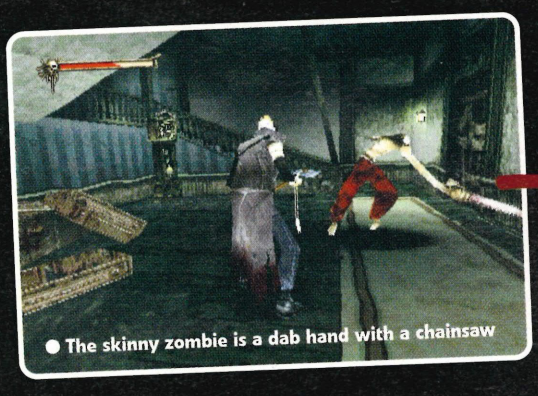
● Corpse blimey! Rotting things with sharp teeth want to eat your flesh



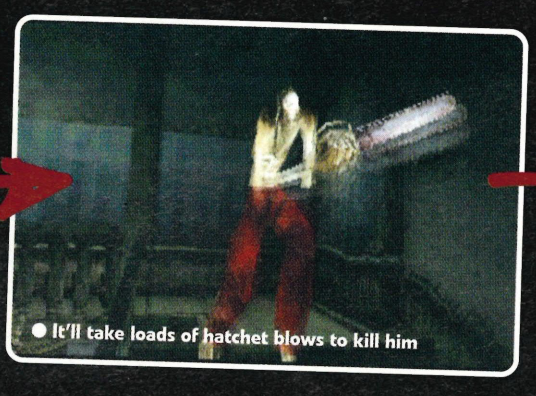
▲ Put down two-headed demon dogs



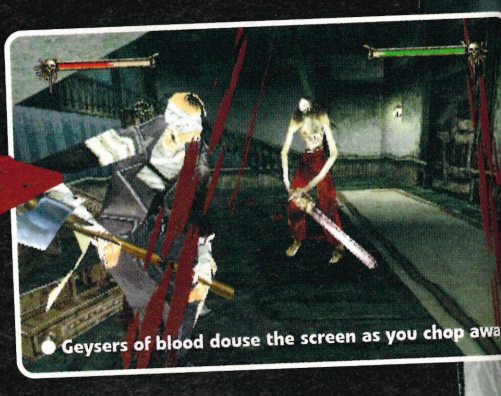
▲ Use combos to take down bosses



● The skinny zombie is a dab hand with a chainsaw



● It'll take loads of hatchet blows to kill him



● Geysers of blood douse the screen as you chop awa

FEAR EFFECT? NO WORRIES

Win a stonking walkthrough guide that'll let you cane top-notch 3D manga adventure Fear Effect with ease



Fear Effect is the most action-packed and innovative PlayStation adventure this year, no question. But it's tricky as hell to beat. If you're still fiddling around trying to get the electrical contacts to match up on the guy who's wired to a bomb, or you're trying to figure out how to work Satan's grandfather clock, you need help.

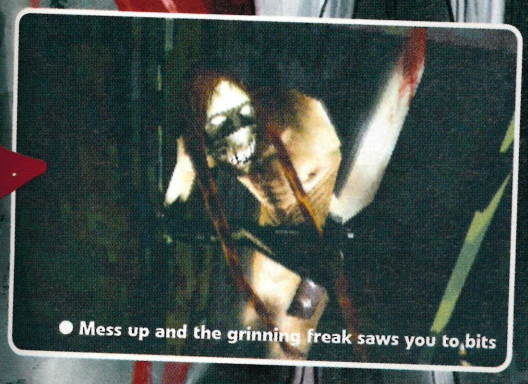
And help is here. Prima's full walkthrough guide has got all the hints and tips you need to put paid to the plans of Fear Effect's King of Hell. Every puzzle is sorted, plus there are handy hints on combat, what guns to use and how to get the game's various endings. And all you have to do to win one of 20 copies of this game-beating guide is answer this oh-so-simple question:

WHAT'S THE GRAPHICAL STYLE USED IN FEAR EFFECT?

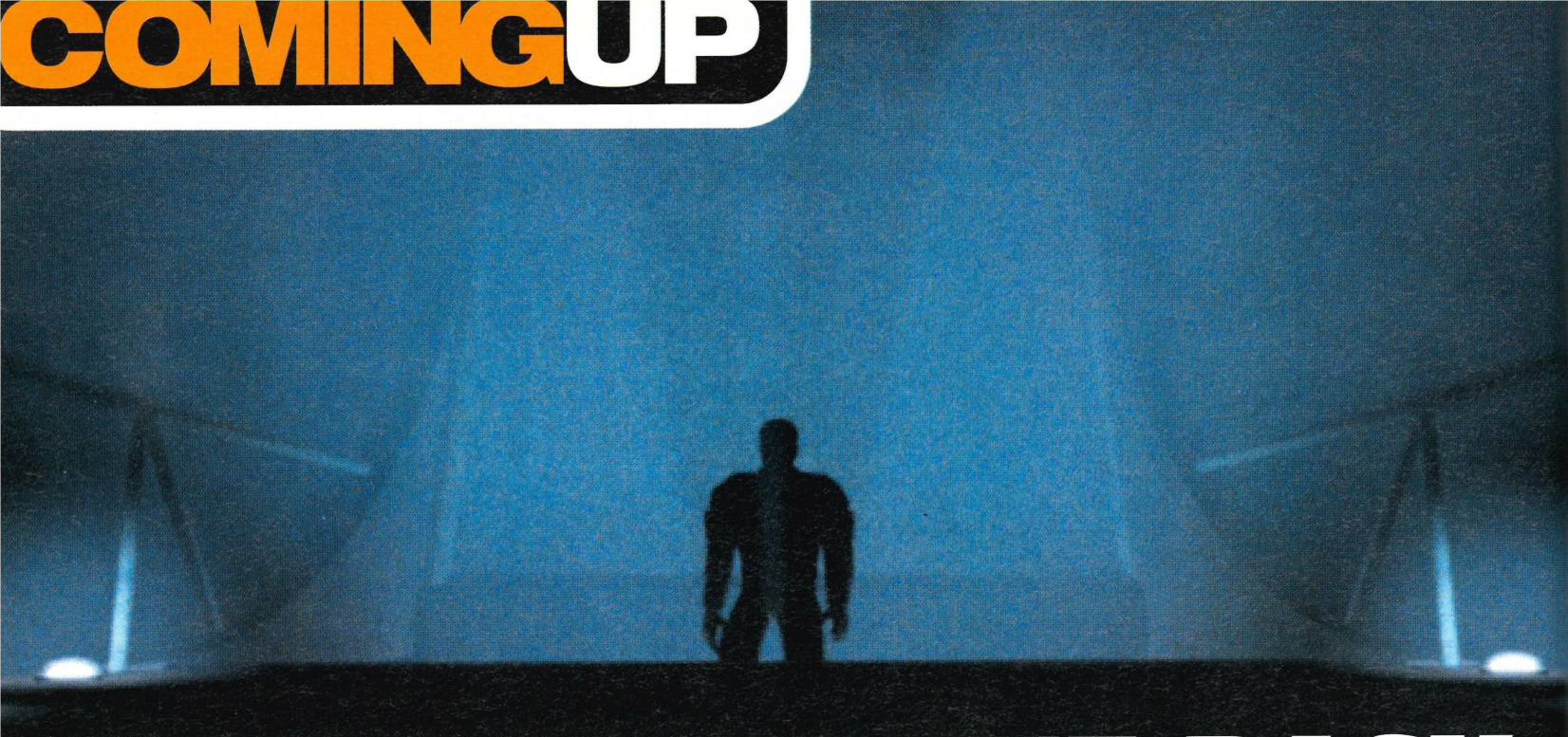
- ☐ a) Manga
- ☐ b) Wonga
- ☐ c) Pretty pictures

Send your answers to this strictly non-tricky question to:

I Will Not Fear Competition
PlayStation Plus
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● Mess up and the grinning freak saws you to bits



STABBED IN THE BACK

JAMES BOND-STYLE ACTION WHERE IT ALL HAPPENS IN FLASHBACK, AND THERE'S A TRAITOR IN YOUR RANKS...

OUT MAY

> IN COLD BLOOD



● Taste the chill of fear

It's a movie-style twist like nothing you've seen in a game before. You're a captured MI6 agent, stuck in an electro-shock torture machine with a former KGB colonel barking into your face. Your mind flips through the events that hurled you into the hands of your merciless interrogators. Who betrayed you? Who's in league with the enemy?

But the question is not what happens next, but how did you get in such deep shit in the first place? What you do in In Cold Blood is play through the events leading up to the beginning of the game. That means retracing your steps through eight missions investigating a nuclear conspiracy in a fanatical Russian republic. But all the time, you're trying to work out which of your comrades is going to sell you down the river.

You know how in The Matrix, you're glued to the screen to find out what the Matrix actually is? In Cold Blood has that feeling too. As you sneak through industrial complexes battling the Ruskie goons, you have to keep watching for clues and hints that will give away the traitor's identity. When the flashback ends, you'll get a chance to break out of captivity. Then it's time to settle the scores once and for all.



● The locations all look absolutely mind-blowing

ALSO COMINGUP

Check out these reviews and previews in Plus soon



OUT MAY

BATTLE TANX

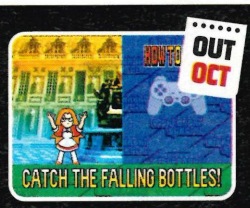
Test out some of the world's finest military hardware in brutal urban guerrilla battles. Looks cool, and there's loads of tanks to try out.



OUT MAY

BATTLE ARENA TOSHINDEN 4

A late return for the fighting game series that couldn't quite keep up with Tekken. This looks OK, but it's pretty dull to play.



OUT OCT

BISHI BASHI SPECIAL

Frenzied two-player puzzle game action with a healthy dose of Jap weirdness and colours that'll leave your eyes hurting for days after.



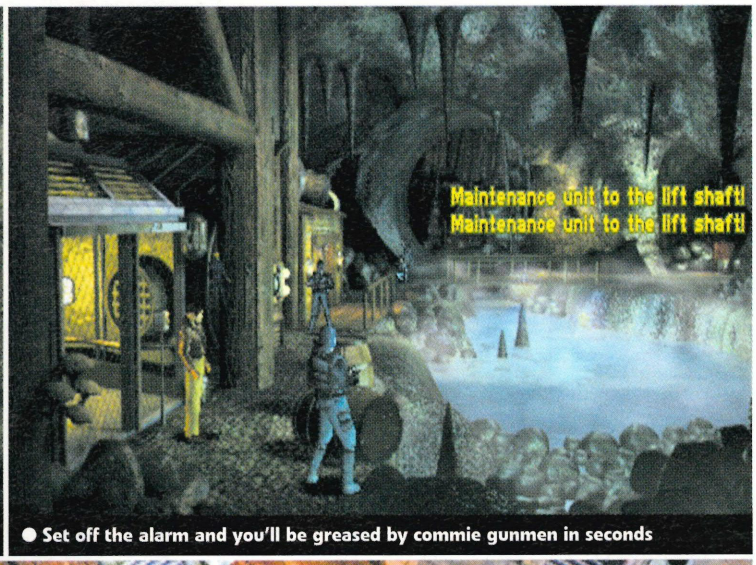
OUT MAY

CRUSADERS OF MIGHT AND MAGIC

Put on your pointy wizard's hat for this shamelessly geeky 3D adventure. This could be seriously bad for your elf.



● The guards are hyper-intelligent so be wary



● Set off the alarm and you'll be greased by commie gunmen in seconds







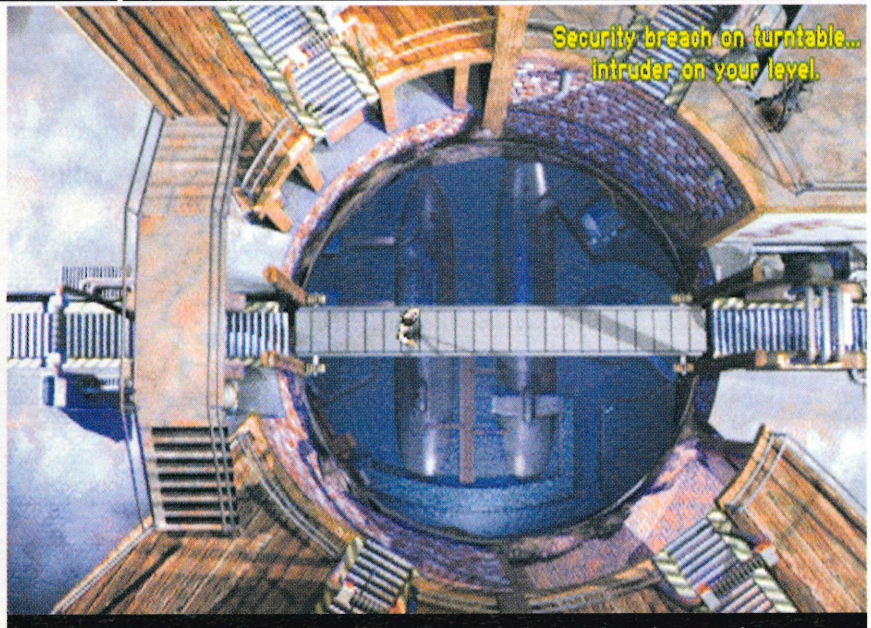




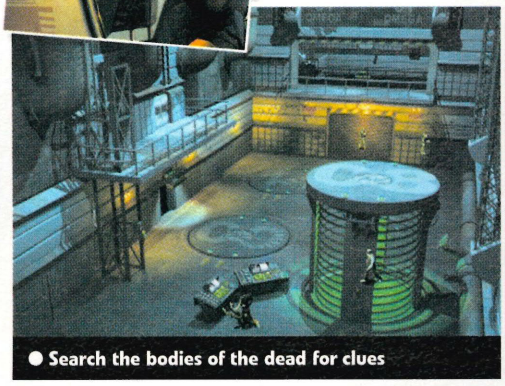
STAY ALERT, AND KEEP YOUR PISTOL HANDY

The game plays like Metal Gear Solid with teeth. They've got Hollywood scriptwriters on plot duties, so the cutscenes make this feel like an intelligent, high-gloss spy thriller. And the action's just as gripping too. Take the missions head on and you won't survive. You've got to use stealth, set traps, and talk to people to get hints. Go in guns blazing, Arnie-style, and you'll end up getting ventilated by Russian AK-47s faster than you can say 'Smirnoff'.

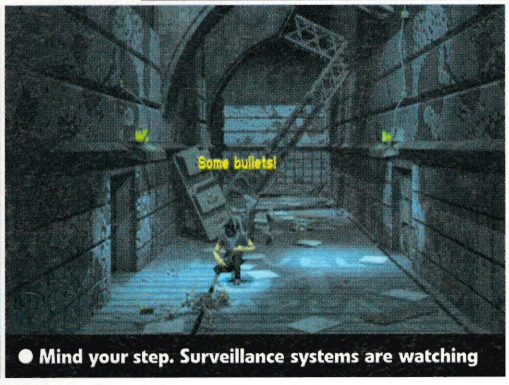
It's not just the plot that's clever here. In Cold Blood boasts ultra-sharp enemy intelligence, so you've got to approach each mission like you're up against the cream of the Spetsnaz. The enemy can hear you. They'll notice if you leave doors open, or if you log into a computer. And what's worst is, half the time they already know where you are, thanks to the traitor in your ranks. This is high pressure stuff.



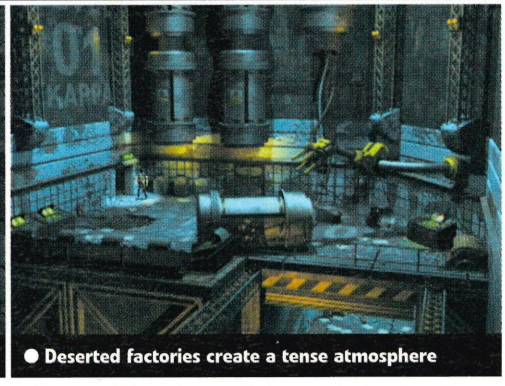
● You've got to explore these huge complexes to solve a Bond-style nuclear conspiracy



● Search the bodies of the dead for clues



● Mind your step. Surveillance systems are watching



● Deserted factories create a tense atmosphere



CRISIS BEAT

Old-school beat 'em up where you walk along the screen hitting people with a selection of simple moves. Not going to break any records.



EVERYBODY'S GOLF 2

A welcome return for the golf game that's simple to get into, nice to look at and fun to play. Plus, the female golfers are hot. In a jailbait kind of way.



JO JO'S BIZARRE ADVENTURE

Odd name for a pretty standard game. This is a Street Fighter-style 2D beat 'em up with loads of combos and specials.



SILENT BOMBER

Jump and laser your way through a futuristic death maze bristling with killer robots. This plays fast, and there's loads of robots to keep you busy.



STAR OCEAN 2

Long-winded epic RPG with Star Trek overtones. Cute little people beam down to planet surfaces then talk very slowly for what seems like hours.



VAMPIRE HUNTER D

Invade the castles of the Lords of the Undead and chop your way through their demonic minions. Mucho gothic dialogue along the way, too.

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THE TOMMY KNOCKERS

PAMELA ANDERSON LEE HITS PLAYSTATION THIS OCTOBER IN A CHEST-BURSTING 34DD ADVENTURE. HOLD MY SHIRT OFFICER, I'M DIVING IN!



Lara Croft's all well and good, but she's too well bred to run towards camera in slow motion wearing a tight white wet T-shirt with her norks jiggling in the breeze. That's not been a problem for the luscious Pamela Anderson Lee, who's now going to star in her own wibbly-wobbly 3D PlayStation actioner that's little more than Baywatch with bazookas (the military kind).

The game's based on Pam's TV series, VIP. You play Pam's character, underdressed Hollywood bodyguard Vallery Irons (she was Barbed Wire in her movie – what's with the rusty names?). You've got to totter around Tinseltown in stilettos, tooling up with assault weapons to protect your celebrity clients and then bouncing out into the Hollywood hills for some mean shoot 'em up action. Meanwhile, you've got a second, tougher struggle – stuffing yourself into the very latest crop tops, boob tubes and teeny-weeny bikinis. Programmers are sweating over the virtual Pam as we speak. We'll do with printing gratuitous pictures instead.



▲ Pammy. In a game, y'know, but it's no silly con (geddit?)

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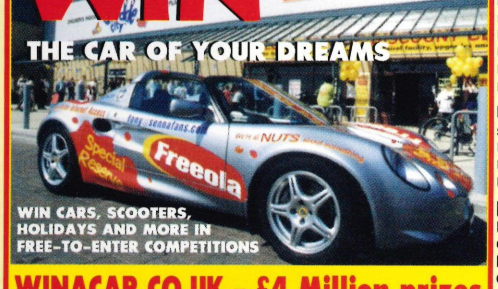
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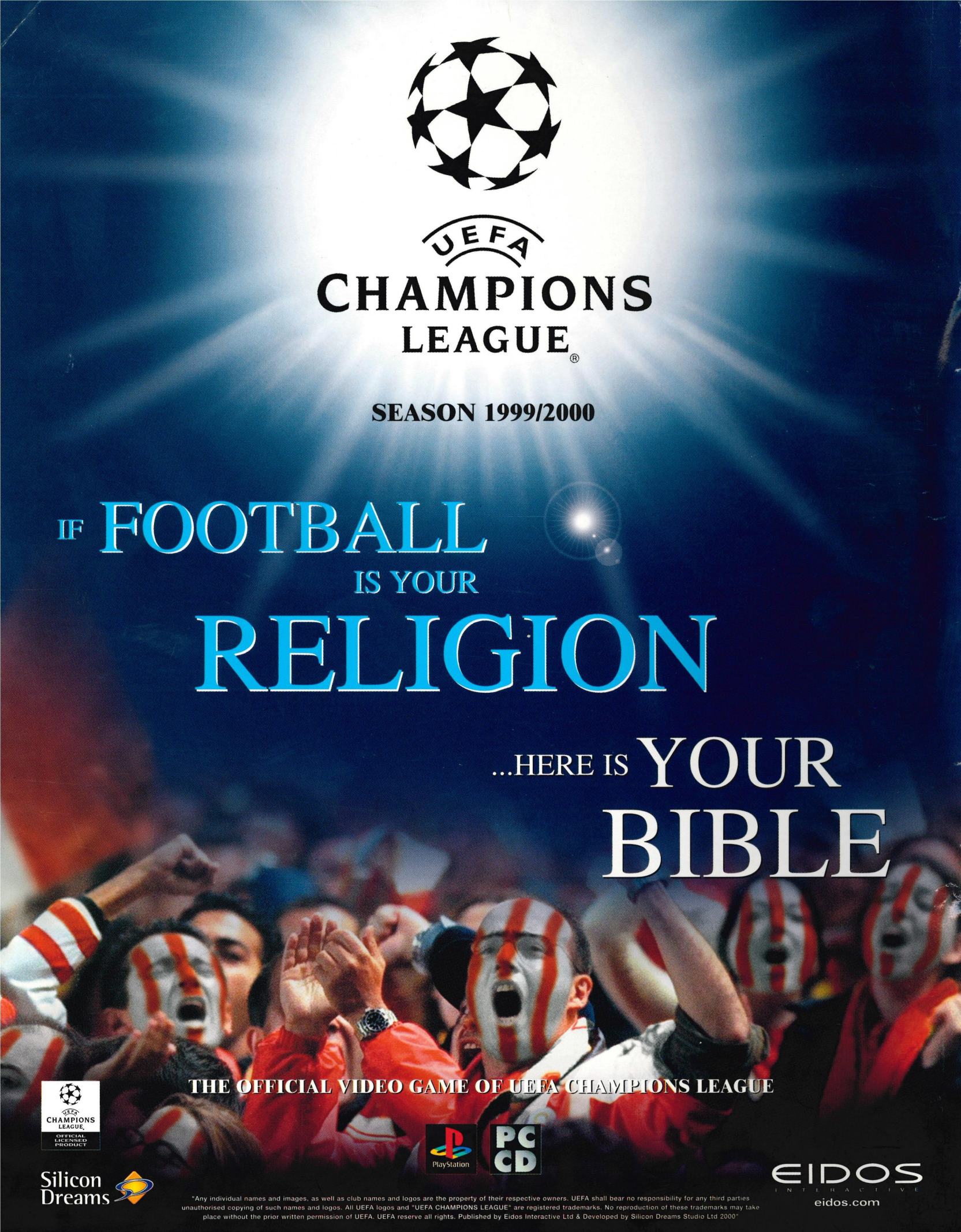
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